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SIXTH FLEET

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card to which they are attached by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 INTRODUCTION

Sixth Fleet is a two player, strategic-level wargame of the struggle for the Mediterranean set during a hypothetical Warsaw Pact versus NATO war during the 1970s and 1980s. It is primarily a naval-air conflict, with some elements of power projection using ground forces.

1.1 Game Scale

Aircraft units represent one to six squadrons, with the counter displaying the primary type of aircraft. Ship units represent one fleet aircraft carrier or battleship and divisions of four cruisers or nuclear-powered submarines with destroyers being represented in squadrons of six to eight destroyers or non-nuclear subs. Other ship types are represented at division level and represent various numbers of other ship types. On the map, each inch equals approximately 60 miles. Each turn represents from one day to one week of activity, depending on the level of activity.

Note: *Sixth Fleet* is based on the CSR Award Winning design of **Red Dragon Rising**. Changes have been made based on the situation in the Mediterranean during the Cold War.

2.0 COMPONENTS

The components to a complete game of **Sixth Fleet** include these rules, the game map, and 228 die-cut counters (also referred to as units and unit-counters). Players will need to provide themselves with at least one standard six-sided die (more would be useful) to resolve combat and other variable events during play. Additionally players will need four coffee cups or other small opaque containers.

Map Errata: The US AWG and US SCG holding boxes indicate that both units may transport two land units. Should read "1× Land unit" in the US AWG Box, and "1× Land unit, 1× AV8/VSTOL" in the US SCG Box. The counters for both list land unit transport correctly. The land zone between Port Said and Central Israel is a no entry zone. Aegean Sea should read Aegean. Turkisk Straits should read Turkish Straits.

SIXTH FLEET

2.1 Game Map

The game map represents various sea zones (or zones) within the Mediterranean, as well as critical adjoining land zones with their bases.

Important: There is a chokepoint between Corsica and Sardinia. It is shown for aesthetic value. It has no effect on game play. Naval units may move freely between the two sea zones.

2.1.1 Sea Areas

There are three sea areas depicted, each with multiple sea zones (except the Turkish Straits).

Black Sea: The three zones north of the Turkish Straits

Turkish Straits: A single named zone, encompassing the straits separating the Mediterranean and the Black Sea.

Mediterranean Sea: All zones running from the Western Med (inclusive) to the coast of Israel and Syria.

2.1.2 Land Zones

There are five types of land zones. Most will have a base display that represents logistical and defense forces.

NATO Countries: Printed with a NATO flag.

Soviet Bloc Countries: Printed with a Soviet flag.

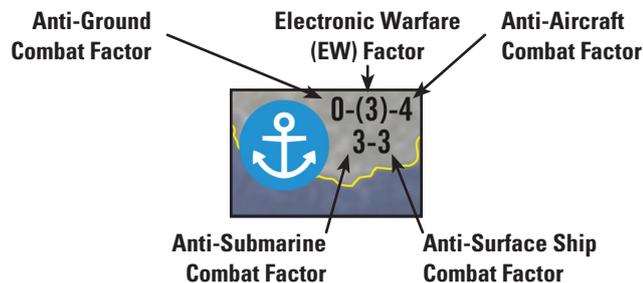
Neutral Countries: Do not display a flag and are not affiliated with either NATO or the Soviets unless brought into play due to an event.

No Entry Areas: No entry areas are areas that are outside the scope of this game. They cannot be entered by units of either side. Land zones that do not possess a base (either air or naval) that are not marked as No Entry may not be entered by any units except air units that are flying a mission to a sea zone or land zone with some type of base.

Small Islands: Small islands exist within a zone and may themselves be land zones. There are three small island land zones on the map (7.1.2). Unnamed islands are not playable.

- Malta
- Crete
- Cyprus

BASE INFORMATION

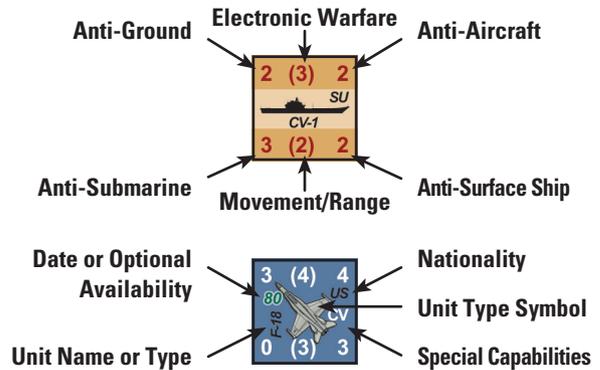


2.2 Counters

There are three general types of counters in the game:

- Combat Units:** Groupings of land, sea, and aerial combat forces.
- Strike Units:** Represent various operational level capabilities.
- Markers:** Provided to track various administrative functions.

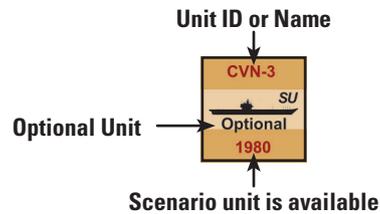
2.2.1 Unit Counters Front



Design Note: The various combat factors represent a wide array of weapons systems. A carrier EW value represents its onboard electronic warfare aircraft not otherwise shown in the game. Anti-submarine values include ASW helicopters. Electronic warfare in general also represents the ability of a unit to engage an enemy force at ranges within the scale of the spaces on the map.

2.2.2 Unit Counters Back

Units are back-printed with a code representing 1970s or 1980s scenarios (or both). Carrier qualified aircraft are printed with a "CV."



2.3 Nationality

A unit's nationality, and therefore the side to which it belongs during play are shown by its background color. There are two sides in the game; Soviet and NATO. Neutral units may join one side or the other.

Soviet Units: Orange

NATO Units:

- United States:** NATO Blue
- French (FR):** Dark Blue
- Italian (IT):** Light Green
- Greek (GK):** Olive Green
- Turkey (TK):** Dark Green
- Britain (BR):** Dark Red
- Spanish (SP):** Light Red

Neutral Units: All neutral countries are Reddish Brown and are noted with country abbreviations:

- Egypt (EG)**
- Israel (IS)**
- Libya (LY)**
- Syria (SY)**
- Tunisia (TN)**
- Yugoslavia (YU)**



2.4 Reinforcement Codes.

1970: Unit is used in the 1970 scenario only.

1970-1980: Unit is used in both the 1970 and 1980 scenarios.

1980: Unit is used in the 1980 scenario only.

2.5 Ground Unit Abbreviations

Soviet

BSF: Black Sea Fleet

GSFB: Group of Soviet Forces Balkans

VDV: Air Assault

NATO

ACE: Allied Command Europe

ACEMF: Allied Command Europe Mobile Force

MEB: Marine Expeditionary Brigade

Note: While technically a brigade, the MEB is rated as a division to reflect its true strength and capabilities.

MEF: Marine Expeditionary Force

TDA: Tercio de Armada

2.6 Ship Abbreviations

In addition to their identifying icons, ships also carry abbreviations of their types. Those abbreviations are as follows:

Carrier Types (NATO & Soviet)

CV: Fleet Aircraft Carrier

CVN: Fleet Aircraft Carrier (nuclear propulsion)

CVH: Helicopter Carrier

Submarine Types (NATO & Soviet)

SS: Attack Submarine

SSGN: Attack Submarine (cruise missiles, nuclear propulsion)

SSN: Attack Submarine (nuclear propulsion)

SSN-A: Soviet Alfa Class Submarine

Surface Combatant Types (NATO)

BBG: Battleship (guided missile equipped)

BC: Battle Cruiser

CA: Cruiser Division

CG: Guided Missile Cruiser Division

CGa: Aegis Guided Missile Cruiser Division

CGN: Guided Missile Cruiser Division (nuclear propulsion)

CSGN: Guided Missile Strike Cruiser Division (nuclear propulsion)

DDG: Guided Missile Destroyer Squadron

DD: Destroyer Squadron

FF: Frigate Squadron

FFG: Guided Missile Frigate Squadron

Amphibious Types (NATO)

AWG: Amphibious Warfare Group

SCG: Sea Control Group

LCC: Amphibious Command Ship

Counter Errata: The US ship labeled "CC-1" should be labeled "LCC-1." The Spanish CV-1 should have "80" printed on the front of the counter.

Logistics Types (NATO)

AO: Fleet Train

Surface Types (Soviet designations)

BPK: Large ASW Division

EM: Destroyer Squadron

KR: Cruiser Division

RKR: Rocket Cruiser Division

SKR: Frigate Squadron

TARKR: Heavy Rocket Cruiser Division (nuclear propulsion)

2.7 Aircraft Types

Carrier capable aircraft have a "CV" printed on both sides of the counter. They can be based on aircraft carriers or land bases. All other aircraft can be based only at land bases.

NATO

A-4 (Skyhawk): Carrier capable, attack aircraft

A-6 (Intruder): Carrier capable, attack aircraft

A-7 (Corsair): Carrier capable, light attack aircraft

AH-1 (Cobra): Attack helicopter

AV-8 (Harrier): Carrier capable, vertical short take-off, and landing (V-STOL) ground attack aircraft

B-52 (Stratofortress): Long range sub-sonic strategic bomber

Etendard: French carrier capable, strike fighter

F-4 (Phantom): Multi-role, carrier capable, interceptor/fighter-bomber.

F-8 (Crusader): Carrier capable, air superiority fighter

F-14 (Tomcat): Multi-role, carrier capable, air superiority fighter

F-15/F-16 (Eagle/Falcon): Multi-role fighter aircraft

F-18 (Hornet): Multi-role, carrier capable, fighter/attack aircraft

F-104 (Starfighter): Fighter/Interceptor aircraft

F-111 (Aardvark): Multi-role, tactical fighter-bomber

F-111N: Multi-role, carrier capable, fighter-bomber

Helo: Generic term for all ASW and general-purpose helicopters.

Mixed: Generic term for a mixture of aircraft serving in the fighter/attack role

Nimrod: British maritime patrol and attack aircraft

P-2 (Neptune): Maritime patrol and ASW aircraft

P-3 (Orion): Maritime patrol and ASW aircraft

S-3 (Viking): Carrier capable, anti-submarine (ASW) aircraft

Soviet

Helo: Generic term for all ASW and general-purpose helicopters.

IL-28 (Beagle): Tactical bomber

IL-38 (May): Maritime patrol and ASW aircraft

MI-24 (Hind): Attack helicopter (gunship)

MIG-21 (Fishbed): Multi-role fighter

MIG-23 (Flogger): Multi-role fighter

MIG-25 (Foxbat): Multi-role fighter/interceptor aircraft

MIG-29 (Fulcrum): Multi-role fighter-bomber aircraft

MIG-CV: Generic term for Soviet fighters modified to be carrier capable

SU-24 (Fencer): Attack aircraft

SU-27 (Flanker): Multi-role fighter/interceptor aircraft

SU-CV: Generic term for Soviet tactical bombers modified to be carrier capable

TU-16 (Badger): Medium range strategic bomber

TU-20 (Bear): Long range strategic bomber

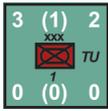
TU-22 (Blinder): Long range supersonic strategic bomber

YAK-38 (Forger): Carrier-capable, vertical short take-off and landing (V-STOL) ground attack aircraft

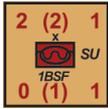
2.8 Ground Unit Types

The ground unit types in the game (including Soviet units) are identified by NATO-style symbols.

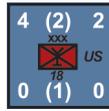
SIXTH FLEET



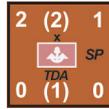
Mechanized



Marine



Airborne



Training and Police Unit

Important: All ground units except the two Turkish Mech Corps can conduct amphibious assaults. Only airborne units can conduct air assault.

2.8.1 Ground Unit Sizes

Ground units represent task forces. They are of varying sizes from multi-divisional corps to reinforced brigades.

- XXX:** Corps
- XX:** Division
- X:** Brigade

2.8.2 Static Ground Units

Ground units with a printed movement allowance (MA) of zero (0) are immobile and may not move once placed on the map.

2.8.3 Step Strength

A step is a war gaming term used to describe the overall ability of a given unit to absorb a certain amount of punishment (hits) in combat before being eliminated from play and removed from the map. All units in **Sixth Fleet** are one-step. However, for large ground unit resiliency, see 9.9.

2.9 Strike Units

Strikes represent operational-level capabilities. They have special rules for employment.



Cruise Missile (CM)



Electronic Warfare (EW)



Special Operations Forces (SOF)

Note: The rating on the SOF units is not used. It is provided for possible future variant rules.

2.10 Administrative Markers

Base Destroyed Markers: Used to indicate bases that have been destroyed.

Battle Markers: Used as a mnemonic to show where a battle is taking place when units are placed in the Battle Display Box.

Soviet Control Markers: Used to indicate a neutral which has joined the Soviet Bloc.

NATO Control Markers: Used to indicate a neutral which has joined NATO.

OP (Operation) Markers: A general mnemonic players can use for whatever game functions they require.

Patrol Markers: Used to indicate air units that are on patrol missions.

Task Force Markers: May be used on the map to reduce stacking congestion. Place the units contained in the task force in the Task Force Display corresponding to the task force number and place the task force marker in their location on the map.

Turn Markers: Used to indicate the current turn.

2.11 Control of Forces

Soviet: The Soviet player controls all Soviet units and all neutral units that join the Soviet Bloc.

NATO: The NATO player controls all NATO, NATO-aligned countries and all neutral units that join NATO.

2.12 Terms & Definitions

Air: All land and carrier-based aircraft units.

Amphibians: AWG units are collectively referred to as amphibians.

Carriers: CV, CVN and CVH are collectively referred to as carriers. Also, the US SCG unit has a limited carrier capacity.

Force: A force is one or more units conducting an action together. Units comprising a force must begin the action in the same zone, and then move and/or attack into the same zone. If a player has more than one unit in a zone, he does not need not use all of them to compose a single force. Composing a force is done on an action-by-action basis, and that composition does not necessarily or automatically carry over to future actions or turns.

Friendly, Enemy and Neutral: Friendly units are those which a player controls. Enemy units are those controlled by the other player. Neutral units are controlled by neither side.

Functional Base: A base that does not have a base destroyed marker on it and thus can base units.

Ground: Refers to all units (including Soviet) with a NATO-style symbol (airborne, amphibious and infantry).

Naval Bases: Naval Bases operate as both naval bases and air bases.

Naval Units: There are two broad categories of naval units in the game: submarines and surface ships. If a rule is said to apply to naval units, it applies to both submarines and surface ships. If a rule only applies to submarines or to surface ships, the appropriate naval unit category will be used in that rule. Submarines have the codes starting with SS; all other naval types are surface ships (2.6).

Pick at Random: When instructed to randomly draw a unit or marker, you do so without looking. You examine them after you've picked them.

Select: Deliberately choose a unit or marker.

3.0 CONTROL

3.1 Control of Zones

Control indicates which side has domination of a land zone.

3.2 Land Zones

NATO countries start the game as NATO-controlled. Soviet Bloc countries start the game as Soviet controlled. Neutral countries are controlled by neither player. Control can change during the game. Land zones are controlled as follows:

NATO Control: If there are only NATO ground units and/or functional bases in the zone.



Soviet Control: If there are only Soviet ground units and/or functional bases in the zone.

Contested: If both sides simultaneously have one or more ground units and/or functional bases in the zone.

Uncontrolled: If neither side has ground units or functional bases in the zone.

Neutral: If a country has not yet entered belligerency.

3.2.1 Change of control

The control status of a given land zone may switch any number of times during a game and is determined instantly. Land zone control is judged only by having ground units in a zone, not naval or air units. Control status of land zones has a bearing on determining the winner of the game (4.0), as well as determining which side's forces can make use of the bases (if any) located within them (7.0).

Important: The only land zones that can change control during the game are Istanbul and the islands of Cyprus, Crete, and Malta. Other areas cannot change control. This is due to forces not otherwise shown in the game.

3.3 Sea Zones

The sea zones on the map are never controlled by either player.

3.3.1 Turkish Straits

- Soviet naval units can enter the Turkish Straits only if Istanbul is Soviet-controlled (3.2).
- NATO naval units can enter the Turkish Straits only if Istanbul is NATO-controlled (3.2).

4.0 HOW TO WIN

4.1 Soviet Sudden Death Victory

Play stops and the Soviet player is declared the winner the after both the following occur:

- There are no NATO carrier/BBG units anywhere on the map; and,
- The Soviets control Istanbul, Cyprus, Crete, and Malta.

4.2 NATO Sudden Death Victory

Play stops and the NATO player is declared the winner the instant all of the following occur:

- There are no Soviet carrier/RKR/SSGN/SSN units anywhere on the map; and,
- NATO has at least two surviving carriers and/or BBG; and,
- NATO controls Istanbul, Cyprus, Crete, and Malta.

4.3 Victory on Points

If a sudden death victory has not occurred by the end of the scenario, players total their victory points (VP). Victory points are awarded for:

- The control of Istanbul, Cyprus, Crete, and Malta.
- Eliminated enemy units, including all units in the Refit and Units Permanently Eliminated Boxes.
- Destroyed enemy bases.

VPs are awarded only at the end of the game. Thus, units and bases that were destroyed but refit do not count as VP. See the VP Charts on the map.

4.3.1 Bases

If a base is both destroyed and controlled by the enemy, then the enemy gains the VPs for control, not destruction. Bases that are destroyed in zones that began the scenario as neutral are counted towards VP.

4.4 Levels of Victory

The player with the most VPs generally wins. Subtract the number of VPs of the player with the lower amount from the VP of the player with the higher amount. The result gives the final level of victory.

Strategic Victory: 36+ VP

Operational Victory: 35 to 24

Marginal Victory: 23 to 12

Draw: 11 to 0 "zero"

Designer's Note: A Strategic Victory means the player has decisively influenced the course of World War III. An Operational Victory means the player has gained control of the Mediterranean. A Marginal Victory means you emerge from the war with a promotion. A Draw means the player has had no impact on the overall course of the war.

5.0 SEQUENCE OF PLAY

Sixth Fleet is played in turns. Each turn consists of a sequence of phases as outlined below;

Soviet Random Events Phase

Soviet Action Phase

NATO Random Events Phase

NATO Action Phase

Turn Record Phase

5.1 Random Events Phase

The indicated player must roll one die on his Random Events Table (see map). Cross index the result on the Random Events Table. If an event is rolled that does not result in an event due to the criteria not being met, the player again rolls the die, until an event occurs.

5.2 Action Phase

In each Action Phase one player (Soviet or NATO) may take one or more Actions (6.0).

5.3 Turn Record Phase

Move both of the game turn markers forward one space on their Game Turn Tracks. If it is the last turn of the scenario, the game comes to an end and the winner is determined.

Important: Remember, the game can come to an early end due to a sudden death victory (4.0).

6.0 ACTIONS

Action is the term used to describe the performance of one of the following activations: reinforcement, recon, movement, combat, and logistics. All actions available for use in play are listed in the List of Actions (21.0). Players may use all actions, unless stated otherwise. However, some may be conducted only by one of the players. Each player records the number of actions he can take each turn using his C2 markers on their Action Track. Each time you take an action, move your C2 marker down one box to the left on the track. You do not have to use all your actions in a turn, but unused actions are lost at the end of each player's Action Phase (reset to zero).

6.1 Multiple Actions

Each player receives one action at the beginning of his Action Phase; however, both players may be awarded additional actions (6.2, 6.3, & 10.2). Each player determines the number of actions he has at the start of his own friendly Action Phase. The number of additional actions does

not change during that turn. EW-generated actions are determined during the Action Phase. They are taken when the EW marker is played (17.1.3). A unit can move, fight, etc., any number of times in a turn if the player expends an action. Additional actions may be added via NATO C2 and Soviet Impetus, the Random Events Table, and the use of EW markers (17.1.3). The use of additional actions does not advance the game turn marker. Just take one action, and then take another, etc. In such cases, the player does not make additional random events checks.

Exception: See 17.0 when using strike markers.

6.2 NATO C2 & Additional Actions

Naples and Crete are NATO command control and intelligence, surveillance, and reconnaissance (ISR) centers.

Naples and Joint Ops: If Naples contains a functional, NATO controlled base, NATO can then combine units of different nationalities in the same actions. This does not apply on Turn 1. If the Naples base is destroyed, then units of different nationalities cannot be combined in the same action.

Crete: If Crete contains a functional, NATO-controlled base, NATO receives one additional action each game turn.

Western Med: If there are no Soviet naval or air units in the Western Med zone, then NATO receives one additional action.

Note: Naples is Sixth Fleet HQ. Crete is the center for NATO forward ISR activities.

6.3 Soviet Impetus & Additional Actions

The Soviets automatically receive two actions on Game Turns 1 through 4 (22.6.7). Additionally, if the Soviets control the Istanbul land zone and there are no NATO naval units in the Turkish Straits during any game turn, the Soviets receive one additional action.

6.4 Type of Actions

There are five basic types of actions in the game. For greater clarity and organization, they are presented below within the general categories of the American staff system:

G1 Actions (Personnel): Reinforcements

G2 Actions (Intelligence): Scouting, Recon, EW

G3 Actions (Operations): Movement, Attack, EW

G4 Actions (Logistics): Refit, Repair

GS Actions (Strike): Cruise Missiles, Special Forces

6.5 Procedure

Each player initiates actions in his own Action Phase. The player announces the action he will conduct. If a player can conduct more than one action in a turn, he does not have to announce them ahead of time. Players may pick the same action any number of times in a game. A player is not required to conduct any actions during his Action Phase.

6.6 One Force, One Action

In general, an action involves only one force of units in one zone. Units of different nationalities cannot be part of the same force that is conducting an action; although they are combined when defending in combat.

Exception: See 6.2 Naples and Joint Ops.

6.7 Actions List

See 21.0 for list of available actions.

6.8 The Struggle Continues

Once a player has performed an action, no portion of it may be taken back unless the opponent graciously gives his permission to do so.

Important: The distinction between turns and actions is vital. A game could have up to 15 game turns. During each Action Phase of each turn, each player may have multiple actions.

7.0 BASING & STACKING RESTRICTIONS

7.1 Stacking

Stacking is the act of placing more than one friendly unit in the same sea or land zone simultaneously.

7.1.1 Naval Units

Naval units can only be placed in sea zones. They cannot enter or be placed in land zones. Each side can place an unlimited number of naval units in any sea zone. All sea zones have an unlimited naval units stacking capacity.

7.1.2 Land Units

Land units are placed in land zones. They can move across sea zones via amphibious (8.5.1) and/or airborne (8.6) movement. Each side can generally place an unlimited number of land units in any land zone. Only two ground units may stack on small islands or conduct an amphibious invasion.

Note: The stacking limit for small islands applies to each side (i.e., both sides could have two ground units stacked on the small island).

7.1.3 Air Units

Air units are either based or flying a mission. They are based at land bases and aircraft carriers. To be based on a carrier of any type they must be CV capable. They fly missions up to the limit of their range, flying over any type of zone (within restrictions), attack targets in a zone, and then return to base.

Carrier Air Units: Function as air units but can be based on carrier units within capacity (12.0).

Land Base Capacity: Normally up to six air units may stack at any NATO or Soviet airbase. But, only three air units can stack on small island airbases.

Friendly Neutrals: If a player gains control of a neutral airbase, that player may have up to two friendly air units on that friendly neutral base at any given time.

Off-Map Bases: These bases have unlimited stacking.

On Mission: Air unit stacking limits given above are for units on the ground; air units flying missions have unlimited stacking in all zones.

7.2 Over-Stacking Penalty

If either player is at any time discovered to have his forces over-stacked in a zone, the player must eliminate the number of units necessary to bring each such zone back into compliance with the stacking rule. The eliminated units are placed in the Refit Box.

7.3 Hostile Forces

Friendly and enemy units can stack in the same zones. They do not count against each other's stacking limit. Except as restricted above, units belonging to all three categories of units (ground, air and naval) may stack together in any zone on the map.



8.0 MOVEMENT

Units move via contiguous land and/or sea zones within the parameters of the actions detailed in the List of Actions (21.0). If a unit can move more than one zone, then each subsequent zone must be adjacent.

- Units may move across a diagonal or vertex between two zones. Enemy units in other zones that share those vertices do not affect this movement.
- Islands are land zones that are surrounded by sea zones. Islands that do not completely cover a sea zone boundary line are ignored when moving into or through adjacent sea zones.

Example: Units cannot move from the sea zone west of Sardinia to the sea zone directly east of Sardinia, units could move from the sea zone west of Corsica to the sea zone east of Corsica.

8.1 Forces

Once the action has been declared, the owning player must designate which units will move. This group of units is called a force.

- All units of the force must start their move in the same zone.
- Once a force has been formed, all units of the force must remain together for that entire action.
- Units within the force may not go in different directions or be dropped off during that movement.
- A force will always move using the movement rate of the slowest unit in the force.
- Some actions require that a force be composed of one nationality only. See List of Actions (21.0) for specifics.

8.2 Allied Command Europe Forces

Units marked ACE (one AWG, one airborne, one ACEMF marine) are NATO controlled. They can conduct operations with any NATO country.

Example: The marine unit can participate in an amphibious assault with US amphibians and marines.

Important: Some actions may allow players to use more than one force.

8.3 Air Unit Movement

Air units can move into sea zones, land zones, and off-map bases. They must end an action on a friendly base, unless they are on a patrol mission (15.2). Moving onto an island or land zone for air units constitutes moving into a new zone.

8.3.1 Air Unit Range

An air unit's range is the maximum number of zones an air unit may move to reach a target. Each zone entered on the way to and from the target counts as one zone. Do not count the air unit's original zone nor (when returning to base) the target zone.

- An air unit can move up to its full range to reach the target and then;
- After combat, the air unit can move up to its full range back to a friendly base.
- Air units may generally move freely through all types of enemy units, but can be intercepted (15.0).

Note: The B-52 has an asterisk in place of its range. This denotes its range is unlimited.

8.3.2 Air Unit Basing

Air units must complete their mission on the base or carrier from which they were launched.

- If any air units cannot return to the base or carrier from which they launched (for any reason), they may land on another base or

carrier within range, and within capacity. They are subject to the following penalties.

- They cannot perform any further actions for the remainder of that player's Action Phase. Place a blank marker on top of them or rotate the counter 180 degrees as a mnemonic.
- They cannot apply their combat factors to other combat which may take place at that base or carrier; however, they are affected normally by enemy attacks.
- If an air unit cannot return to a friendly base or carrier, it is eliminated.

8.3.3 Land Based Air Units

Land based air units (those without the CV capability) may only operate from land zones or off-map bases friendly to the owning player. They may move into, through and out of sea and land zones. They may attack targets in sea and land zones.

8.3.4 Carrier Aircraft (CV)

Air units marked as CV are considered carrier-capable and may base on aircraft carriers. Carrier-capable air units may also base on land bases. They may move into, through and out of sea and land zones. They may attack targets in sea and land zones. The capacity of each ship unit capable of basing CV-capable air units is printed in its holding box on the map.

8.4 Naval Unit Movement

Naval units may move from sea zone to sea zone.

- Naval units may not enter land zones.
- Each zone entered requires the expenditure of one point of range.
- Naval units may never exceed their range during a single action.
- Naval units can only move into sea zones and off-map bases. They may remain at sea an unlimited amount of time.
- Naval units must cease movement for that action the instant they enter a zone containing any enemy naval units on patrol (15.2) or are intercepted by enemy air units (15.1).

8.4.1 Naval Units and Naval Bases

Some land zones contain a naval base symbol. If a player controls a base in that zone, he may conduct certain actions for naval units in the adjoining sea zones. A naval base adjoins all the sea zones having a coastline adjacent to its land zone.

Example: Sevastopol has two sea zones adjacent to its land zone.

8.4.2 Chokepoints

Chokepoints are narrow straits between different sea zones. If an enemy naval unit is occupying a sea zone that will be entered through the chokepoint, the moving naval unit can only move one sea zone (i.e., it must start the movement action in an sea zone adjoining the chokepoint, move through the chokepoint into the adjacent enemy occupied sea zone, and cease movement there). Chokepoints have no other effect on play.

Exception: 2.1.

8.5 Land Unit Movement

Ground units can only move into land zones and off-map bases. Ground units may only move via seaborne and airborne movement. They may not move from land zone to land zone.

Exception: The two Soviet Group of forces Balkans (GSFB) units (only) may move from the Balkans land zone to the Istanbul land zone, and vice versa.

8.5.1 Ground Unit Sea Transport

Ground units can be transported across sea zones in friendly amphibious

transport ships (AWG and SCG, collectively termed amphibians). The capacity of each ship unit capable of transporting ground units is printed in its holding box on the map.

- Ground units being transported are placed in the amphibian's holding box.
- Boarding an amphibian is part of a transport action.
- While transported and at sea, land units are considered an inseparable part of the amphibian transporting them. If a transporting amphibian comes under attack, only the amphibian is engaged in the attack. The land units do not participate in it.
- Transported land units share the fate of the amphibian on which they are embarked. If an amphibian is sunk, all ground units being transported by the amphibian are placed in the Refit Box.
- Ground units being transported may conduct no other actions, nor may they in any way use their combat factors, until they have disembarked.
- Ground units may remain on amphibians at sea for any length of time. To disembark, the amphibian must be in a sea zone adjacent to a land zone. Place the ground units on the land zone. This is not an additional action.
- Land units cannot embark or disembark if there are enemy naval units (surface and submarine) in the same sea zone as the amphibian that is conducting the action. Enemy land and air units have no effect on embarkation or disembarkation.

8.5.2 Marines

When conducting an amphibious action, marines add one to their EW rating for land combat for that attack.

8.6 Airborne Action

Airborne units may perform the airborne action. Transport aircraft are integrated into these units. They do not require additional air unit transport. Airborne units conducting any type of airborne action may move an unlimited number of zones, but they may move into but not through neutral countries or zones occupied by enemy naval or air units.

9.0 COMBAT

In general, combat is voluntary. It is conducted at the discretion of the player taking an action that can generate combat.

- Combat occurs between opposing units in the same sea or land zone.

Exception: Coastal bombardment (9.6) and missile strikes (13.5 & 17.1.1).

9.1 Mandatory Combat

Opposing units can often co-exist indefinitely within the same land and/or sea zone. At other times, combat will occur if an action specifically allows for it. Generally, that will be as the result of a move action into a sea or land zone occupied by one or more enemy units. In those cases, combat would be up to the player taking the action. Combat is mandatory when conducting:

- An amphibious action onto a small island if there are enemy units or bases in that land zone. In this case, all enemy air units, ground units and bases participate in the defense.
- An airborne action into a land zone containing enemy units or bases. In this case, all enemy air units, ground units and bases participate in the defense.
- An air action into a zone containing enemy units. In this case, the player conducting the action declares whether he is attacking land units and bases, or naval units. If he chooses to attack land units/bases, only enemy air and land units/bases participate. If he chooses to attack naval units, only enemy air and naval units participate.

9.2 Types of Combat

There are five basic types of combat.

- Attacking air units versus defending air units, naval units and/or ground units in the same zone.
- Attacking naval units versus defending air units and/or naval units in the same zone.
- Attacking naval units versus ground units in an adjacent land zone (bombardment attacks).
- Attacking naval units versus naval units/bases in an adjacent sea zone (missile attacks).
- Attacking ground units versus defending ground and/or air units in the same zone.

Important: Ground units may not initiate combat against enemy naval units (**Exception:** See 9.8, Coastal Defense Units). Combat may not occur across zone boundary lines (**Exceptions:** Missile strikes and naval bombardment missions).

9.3 Combat Procedure

When combat occurs, remove the involved units of both sides from the map and place them in the Battle Display to resolve that battle. Put the battle marker in the zone from which those units were taken to serve as a reminder of the zone in which surviving units will be returned.

9.3.1 Combat Factors

Units engage in combat, both offensively and defensively, by firing at opposing enemy unit types. Players cannot withhold units from participating in a battle. Each unit in the game carries four combat factors. A unit's:

Anti-Ground: Used when firing at a ground unit.

Anti-Aircraft: Used when firing at an aircraft unit.

Anti-Submarine: Used when firing at a submarine unit.

Anti-Surface Ship: Used when firing at a surface ship unit.

9.3.2 Firing Limit

Each participating unit may fire only once per combat using only one of the above combat factors. If one or more of a given unit's printed combat factors is 0, that unit cannot fire at that type of target.

Example: If a unit has both an anti-aircraft and anti-surface combat factor greater than zero, it could be committed by its owner to fire at either an air unit or a naval unit, but not at both.

Example: A submarine with an anti-aircraft combat factor of zero cannot fire at air units. That does not mean the opposite is true. A submarine with an anti-aircraft combat factor of zero could be fired on by enemy aircraft that had an anti-submarine combat factor of one or more.

9.3.3 Hit Numbers

A unit's combat factors are hit numbers. When a unit fires, the owning player rolls one six-sided die. If the result is less than or equal to that combat factor, a hit is scored. For each hit, one defending unit is eliminated (defender's choice and moves the unit to the Refit Box), or a base is destroyed (place a base destroyed marker on it).

Exception see 9.9.

Example: An air unit with an anti-ground combat factor of 2 is attacking ground units. The die roll is a 2 thus one of the opposing ground units must take one hit.

9.3.4 Combat Sequence

Unlike other games in this system, firing is not simultaneous.



- Group all participating units of each opposing side in order of their EW values. Each group on both sides will fire prior to moving to a lower numbered group.
- If units on both sides have the same EW rating, then those groups fire simultaneously. In this case, all die rolls on both sides for those groups are made and then both sides determine unit reductions (9.9) or eliminations.
- Inflict any losses for each group before going to the next lower one.
- Targeted units can have any EW rating. The player whose units are hit can choose which of his units suffer hits within each type of fire.

- The Soviet player still has one group yet to fire (the remaining Yak-38 with EW-1). He declares an anti-surface ship attack and rolls a 1, scoring a hit. The NATO player chooses to lose the DD.
- Combat is now complete for this action. The Soviet player lost one Yak-38 and the EM-1. The NATO player lost DD-4.

Note: Unlike other games in this series, there are no protected targets.

9.3.5 Combat Restrictions

- Only one round of combat is ever fought. Once all eligible units have fired, combat is complete for that action.
- If air units are based in a zone that is being attacked by enemy ground units, the air units can fire at the ground units.
- Air units that are on bases being bombarded by enemy naval units may not fire back at them.
- The only land units that may fire back at bombarding naval units are ones that have an anti-surface ship combat factor or the base itself if it has an anti-surface ship or anti-submarine combat factor.
- Air units based in a zone being attacked are required to fight any type of attacking enemy units: air, naval or ground. There is no separate action to provide combat air patrol, defensive support, etc.

Important: Normally the player whose units are being fired upon selects the units being hit. In the case of missions that are attacking a base, ground units, and/or air units on bases (bombardment actions as one example), the attacking player declares which of the targets are being fired on.

9.4 Combat Strength Modification

Certain events and actions may cause a unit's combat ratings to be increased or lowered. If more than one such modification applies, use the cumulative difference. A unit with a printed combat factor of 0 may not have it increased, while a unit with a printed combat factor of 1 or more may never have it lowered to less than 1. A unit may never have a combat factor raised to 6 or higher.

9.5 Destruction of Airbases & Ports

A hit in combat will destroy any type of base. Place a base destroyed marker on it. A destroyed base can be rebuilt via a G-4 mission.

9.6 Bombardments

A force of naval units may use their anti-ground combat factors to attack a land zone adjacent to their sea zone. Bases and ground units with anti-surface ship combat factors may return fire.

9.7 Small Islands

An attacking force that enters an island via amphibious or airborne assault must attack. If it fails to eliminate all enemy ground units defending the island, the attacking ground force is eliminated.

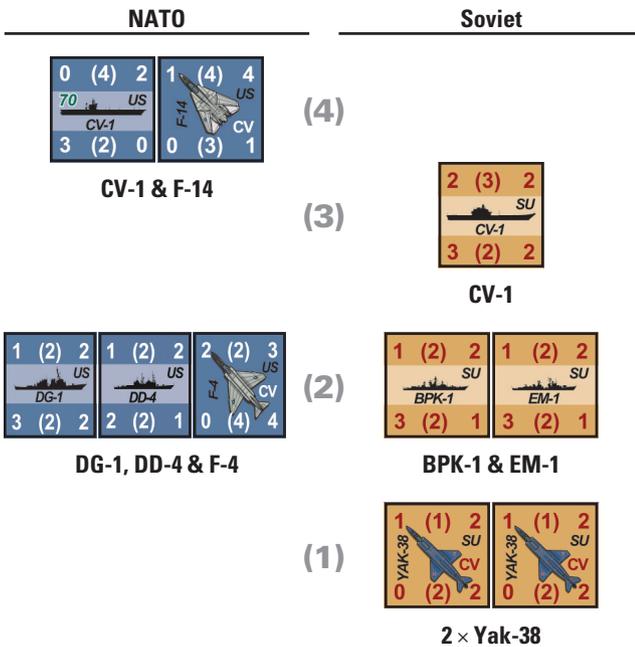
9.8 Coastal Defense Units

Certain bases have anti-submarine and anti-surface ship combat factors greater than zero. They may use them only in the following cases:

- If enemy naval units conduct a bombardment against their zone.
- If an enemy amphibious force conducts a landing into their zone. In this case, they may fire at the amphibian. If it is sunk, the transported ground units still land.

9.9 Large Ground Unit Resiliency

Whenever a ground unit of corps size (1 US, 2 Turkish and 2 Soviet



Example: Using the above pictured units:

- The NATO player would have two fire groups; one would consist of CV-1 and the F-14 (both EW 4). The other group would consist of the DG-1, DD-4, and F-4 (all EW 2).
- The Soviet player would have three groups; the CV-1 (EW-3), the BPK-1 and EM-1 (EW 2) and a third group consisting of the two Yak-38 air units (EW-1).
- Because the highest EW group is the CV and F-14 (both EW 4) both units would fire prior to any other units. Since there are no enemy submarines involved the only combat factor that the CV has available is anti-aircraft. The NATO player rolls one die with a result of 3, which is a miss (anti-aircraft combat factor of 2). He then declares he is firing the F-14 using the anti-aircraft combat factor of 4. He rolls another die with a result of 2 and scores a hit. The Soviet player must now choose any air unit to take a hit. Since both are Yak-38, he eliminates one of them. The Yak-38 has an EW rating of 1, so it is eliminated prior to firing and cannot participate in further combat.
- Since there are no EW-3 units in the NATO force, the Soviet player would then conduct fire with his CV. He decides to use his anti-aircraft combat factor of 2. He rolls a 3 for a miss. Both sides move to their EW-2 groups. Because both groups have equal EW ratings, all fire is conducted simultaneously. The NATO player uses the anti-surface combat factor from all three units in the group and rolls one hit. The Soviet player also has both of his EW-2 units fire their anti-surface ship combat factors, scoring no hits. The Soviet player must now remove one surface ship. He chooses to lose the EM-1.

'xxx' units) is attacked while on the ground (instead of while being transported), the first hit it suffers does not eliminate it.

- When suffering a hit, flip the unit over to show it has received one hit.
- If the unit receives a second hit in that same battle, it then is eliminated.
- If the unit does not receive a second hit in the same combat, it is turned back over (to its combat side) and is not affected. Refit is not required and it does not require action expenditure.

Example: If two hits are inflicted and there are two defending corps, they could each take one hit and thus both emerge from the combat unharmed.

- Large units still only fire once during each combat and fire at full strength even if they have already suffered one hit.

9.10 Submarines and Shallow Waters

Submarine units in shallow waters have their EW rating reduced by one (but never lower than zero).

9.11 Attacking Bases

The attacker can declare any attack against a land zone containing an enemy base as a base attack (using anti-ground combat factors). In this case, only the defending base is affected, not other units.

10.0 REINFORCEMENTS & WITHDRAWALS

Naval, air and land units that appear in the game after play has already begun are called reinforcements. Units marked 1970-1980 on their reverse side are used in both scenarios. Units marked 1980 can be used only in the 1980 scenario. Units marked optional are used only with the optional rules (20.0). Gaining Reinforcements is a G-1 Action.

10.1 Reinforcement Pool

Place all potential reinforcements for each player's side in an opaque container such as a coffee mug or expended naval gun shell. This way each side will have its own reinforcement pool. When appropriate, randomly pick the required number of reinforcements from the pool. Next, place them on the map in accordance with the deployment instructions below. Reinforcements are deployed on the map as part of the action that generates them. Arriving units may take one free movement action. The movement action may be a G3-1, G3-11, G3-12, or G3-17.

10.2 Soviet Reinforcement Deployment.

- Submarines: place in sea zones adjacent to the Western Med sea zone, or as other Soviet naval units below.
- Other Soviet naval units are placed in either of the two sea zones adjacent to Sevastopol.
- All Soviet air and land units: place in Sevastopol, Odessa, or the Balkans zones.
- In both scenarios, during the Action Phase, the Soviet player receives one free (no action expenditure) additional G1-1 (reinforcement) action on Game Turn 4 (22.6.5).

10.3 NATO Reinforcement Deployment

- US, British and Spanish naval units: place in the Western Med zone adjacent to Gibraltar.
- US and British air and land units: place in any functional NATO base in France, Italy, or Gibraltar.
- Other NATO naval units: place in any sea zone adjacent to a functional naval base in their own country.
- Other NATO air and land units: place in any functional bases in their own country.

- ACE and ACEMF units: place on any functional NATO land base.
- Spanish land units: place in the To Gibraltar Box.
- The AWG may be deployed adjacent to any French or Italian naval base.

10.4 Restrictions

- If there are no functional bases per above, then reinforcement units that must be placed on bases are not deployed. Return them to the reinforcement pool and do not pick replacements.
- Naval reinforcements can be placed in zones occupied by enemy units. This does not trigger any kind of combat.
- If you are called upon to pick more units than in are currently in your reinforcement pool, there is no additional effect, the unavailable reinforcements are lost.

10.5 Suez Canal

If Egypt is pro-NATO and if the Port Said naval base is operational, the NATO player can place one US naval reinforcement unit in the sea zone adjacent to Port Said.

10.6 Withdrawals

If a game event calls for a unit to be withdrawn, remove it from the map per the event's instructions (there is no movement action needed to withdraw).

11.0 REFIT

Eliminated units may be returned to play via a refit action. Every time a unit is eliminated, place it in its side's Refit Box on the map.

Designer's Note: When a unit is eliminated it does not necessarily mean it was totally wiped out. Elimination also represents damage, loss of cohesion and temporarily rendering units combat ineffective. Refit represents a wide range of logistical activities to restore units to combat effectiveness.

11.1 Refit Procedure

Designate one friendly nation. Then designate one type of unit (naval, air, land). For each unit of that type (and for that one nation) in the Refit Box, roll one die. Cross reference the unit type and result on the Refit Table. Then apply the result.

Example: You could declare a refit, as one action for all US air units. You could not declare all US and French air units, or US air and land units.

11.2 Refit Outcomes

Refit: Place the unit on the map as per 11.3 & 11.4.

Damage: Place the unit in the reinforcement pool. It may be picked as part of a later reinforcement action.

Destroyed: Remove the unit from play for the rest of the game. Place it in the Permanently Eliminated Box.

11.3 Refit Deployment

Place refit units on the map using the same procedure as 10.1, 10.2 & 10.3. The NATO player may also refit naval units in the same sea zone occupied by the fleet train (AO-1) naval unit. Refit CV air units can be placed on friendly carriers of the same nationality as the air unit or at any friendly base. The CV must have the capacity to base the refit CV air unit.

11.4 Secrecy

A player may keep secret his refit die roll and the units (if any) placed back in the Bin, etc. Of course, this requires a certain degree of trust between players.



12.0 CARRIERS & CARRIER OPERATIONS

Aircraft carriers serve as bases for carrier air units (CV). Each carrier has a display on the map which shows the number of CV air units it can base and is used to hold its embarked CV air units. Certain carriers can only carry certain types of CV aircraft, per the display. Generally, carriers will be assigned aircraft at the start of a scenario. A carrier can base CV of the same nationality only.

12.1 Reinforcements.

If a carrier enters play as a reinforcement, then any carrier aircraft assigned to it also enter with it.

12.2 Combat

If a carrier is hit, and thus eliminated, any carrier aircraft present on it would also be eliminated. This would also apply to carrier aircraft unable to return to another carrier, within capacity, or land base.

12.3 US SCG (Sea Control Ship)

This carrier can only base CV V-STOL aircraft (AV-8).

12.4 Refit

If a carrier is refit, it does not refit with a complement of air units. Air units must always refit separately

12.5 CVH

Helicopter carriers have no capacity to carry air units; their helicopter ability is built into their combat factors. Nonetheless, they are considered carriers for refit and VP purposes.

13.0 ON-MAP BASES

Base units represent major logistical installations and local defense forces. They are printed on the map. They cannot move, nor do they count for stacking. Bases are not capable of conducting offensive actions. Their combat ratings are only used when defending.

13.1 Combat Strength

Bases have printed combat factors and EW ratings, but obviously no movement values.

13.2 Base Effects

- Both naval and air bases can base air units.
- Bases are used to deploy reinforcements (10.0) and perform refits (11.0).
- Bases are required for certain G-4 actions.

13.3 Combat vs. Bases

Friendly units can attack enemy bases. This is resolved using the attacker's anti-ground combat factor.

Air Units: Fly a mission into the zone and declare the base their target.

Naval Units: Conduct bombardment from an adjacent zone. This does not require a ranged capacity, i.e., any naval unit with an anti-ground combat factor can bombard an adjacent base by declaring the base its target.

Ground Units: Move into a zone containing an enemy base via an amphibious, airborne or (for the Soviet GSF units versus Istanbul per 8.5) land movement and attack action.

13.4 Coastal Defense

Bases can fire back at bombarding naval units in an adjacent zone using their anti-surface combat factor.

13.5 Guided Missile Units:

Guided missile units can attack a base from an adjacent zone and the base cannot fire back at them.

13.6 Destruction of Bases

Bases are destroyed if a hit is inflicted on them via anti-ground combat. They can be rebuilt using a G-4 refit action.

14.0 OFF-MAP BASES

Off-map bases represent major logistical installations in areas near the theater of operations. NATO controlled Gibraltar (the To Gibraltar Box) is the only off-map base in **Sixth Fleet**.

14.1 Control

You always control your own side's off-map base(s). You may use off-map bases to launch attacks onto the map.

14.2 Restrictions

Neither player may move units into or attack into his opponent's off-map base(s). Strikes may not be used against enemy off-map bases.

14.3 Off-Map Base Capacity

You can have an unlimited number of naval, air and land units in an off-map base.

14.4 Entry & Exit

Units in an off-map base may enter the map by paying normal movement costs to enter an on-map zone. Units on the map can enter them by paying one additional movement or range point to exit at an adjacent zone.

15.0 INTERCEPTION & PATROL

15.1 Interception

Air units will automatically rise to intercept any enemy units (any type) that enter the zone they occupy. Air unit interception blocks enemy air unit movement. This will normally trigger combat in that zone.

Example: A Soviet naval task force enters a zone containing a US carrier. All US CV air units on that carrier launch to fight that Soviet task force.

15.2 Patrol

You may, as an action, move any or all air units that begin the action on one land base to any zone within range and not return them to base. The air units are not required to patrol the same zone, each air unit may patrol a different zone. The zone that they enter cannot be occupied by any enemy units at the time the patrol is initiated. Place a patrol marker on top of the units as a mnemonic. The following applies:

- Any enemy units (any type) that enter that space must cease movement. Those enemy units can attack if otherwise allowed as part of an action. The enemy units can move out in an ensuing action (including to other zones with patrolling aircraft).
- Submarines cease movement only if at least one patrolling unit has an anti-submarine combat factor.
- Units conducting a patrol defend normally. If there are other friendly units in the zone, the units that are on patrol become part of the defending force.
- Units on patrol may attack enemy units in their space by initiating an action or joining an attack by other units in the space.
- Units on patrol remain in their space until you perform a return action. You may return any or all units on patrol to any friendly land bases

that are in range (not necessarily the ones they started from) as a separate action.

- Should all land bases within range of the patrolling units be destroyed or become enemy controlled, then the patrolling units are immediately placed in the Refit Box.

Note: Air units based on carriers may not launch to conduct a patrol.

16.0 SPECIAL UNITS

If the US LCC is part of a naval force, then more than one NATO country's units can be part of that force for any action that the naval units could be involved.

17.0 STRIKE MARKERS

Each player has a set of strike markers. These include cruise missiles (CM), electronic warfare (EW), and special operations forces (SOF). At the start of play, these are placed in a separate opaque containers as reinforcement pools.

Important: In each game turn, the first strike marker used by each player does not require the use of an action. It is taken freely and does not reduce the total number of actions permitted for that game turn.

17.1 Utilization

You use actions to employ strikes. Upon using a strike, place it back in the strike reinforcement pool, they do not go through the refit process. CM markers operate like air units. SOF and EW markers have unique rules.

17.1.1 Cruise Missiles

- Place one or more CM in one target zone and execute the combat procedure.
- CM have unlimited range and do not have to trace a flight path.
- If a CM is shot down before it has a chance to attack, it is returned to the strike marker reinforcement pool without executing the strike.
- Regardless of the outcome of the combat, a CM marker is returned to the strike marker reinforcement pool. CM cannot be combined with non-CM to conduct an attack.

17.1.2 SOF

Place one or more SOF in one on-map enemy base. Follow the procedures for the SOF action (Strike Action GS-3).

17.1.3 EW

EW markers have a rating. This can be used for any one of the following.

- To take the number of additional G-3 actions equal to the rating value. Play an available marker during any Action Phase and then take the additional actions immediately. Play of an EW marker to increase the number of actions does not itself cost an action.
- Add the EW rating to the EW ratings of all friendly units involved in one combat. Each side may select one available EW marker. The attacker declares first, then the defender. Use of an EW marker in this case is not an action. The marker may be added by either player at no cost.
- Conduct a G2-2 action. This is a separate action and does require the expenditure of an action.

18.0 FOG OF WAR

Players may not examine the contents of enemy stacks, reinforcement pools, or inverted strike markers. Even if the player has units in the same zone as the opponent, the player may not examine enemy units unless one or more of the conditions below are fulfilled. The top unit in any stack may always be examined by the opposing player.

- At the start of each combat's resolution, all units involved in the combat are revealed.
- G-2 actions will allow you to examine some enemy forces.
- The player may always reveal any or all of his force composition to his opponent.

18.1 Attacking Thin Air

Because of these rules, you may sometimes launch attacks against enemy forces you cannot affect.

Example: Aircraft with no anti-submarine combat factors may find themselves attacking in a zone containing only enemy subs. In such cases, there is no combat, though the declared action that set the situation in motion is still considered spent.

18.2 Task Forces

Players can use task force markers to reduce on-map clutter. Place units in the same zone in the corresponding display and place the task force marker on the map.

19.0 NEUTRALS

Neutral countries are not set up at the beginning of the game. Neutral country zones cannot be entered nor, can their bases be used by either player. The Events Table may cause a check to see if a neutral country enters belligerency: the player who rolled the event chooses any of the countries listed on the Neutral Entry Table that has not yet become belligerent, and rolls a die. That country will either remain neutral or become belligerent (i.e. join one of the player sides). If a neutral becomes belligerent, its units are then immediately set up per 22.7. Once a neutral has become belligerent it never changes sides nor reverts to neutrality, and is never rolled for again on the Neutral Entry Table.

19.1 Egypt & Yugoslavia

For each of these countries, the unit(s) of the country are set up per 22.7 and can be used by the now-friendly player the instant that that country enters belligerency. The country's unit is treated as belonging to the side that now controls it except that the unit must always base in its own home country.

19.2 Israel & Tunisia

The NATO player sets up Israeli and Tunisian air units (per 22.7), and can use each, from the instant that its country enters belligerency. They are treated as NATO units except they must always base in their home countries.

19.3 Syria & Libya

The Soviet player sets up Syrian and Libyan air units per 22.7, and can use each, from the instant that its country enters belligerency. They are treated as Soviet units except they must always base in their home countries.

19.4 Refit

A player can refit units of a former neutral at that former neutral country's bases. No other units may be refit in those bases nor can former neutral units refit in other country's bases.

19.5 (Optional rule)

As an alternate set-up, during initial game set-up, roll one die for each neutral country and consult the Neutral Entry Table, with the units of any neutral beginning the game belligerent being immediately set up and able to be used by the newly-controlling player. All countries remaining



neutral may be rolled for normally if either player rolls event 6 during his Event Phase each turn.

20.0 OPTIONAL UNITS

20.1 Additional Naval Units

- Soviet Kremlin class carrier (CVN): The Soviet player can add the CVN to his starting 1980's force. Also, add the MIG-CV and SU-CV to the carrier's box.
- USN Strike Cruiser (CSGN): The NATO player can add the CSGN to his starting 1980's force.
- Turkish BC: The Turkish BC starts in the Turkish Straits in either scenario.

20.2 Deployment

For each Optional unit a player selects, the other side picks one extra naval unit (other than an optional) as part of his initial deployment.

20.3 F-111 Naval (F-111N)

During the 1960s, the US Defense Department considered using the F-111, originally termed TFX (tactical fighter experimental), as a carrier aircraft. This did not come about for a variety of reasons, but what if? When using this option, the NATO player selects any three F-4 or F-14 carrier fighters from his initial deployment (they are permanently out of play). Replace them with the three F-111N units.

Errata: The three F-111N optional air units, if used, may be brought into the game in either 1970 scenario. They are incorrectly labeled as "1980" but should be labeled "1970-1980." Additionally, to be completely correct they should be labeled as F-111B not F-111N

21.0 LIST OF ACTIONS

G1 REINFORCEMENT ACTIONS

G1-1 Unit Reinforcements: Roll one die and then randomly draw that number of units (one through six) from the unit reinforcement pool. Deploy them according to your side's reinforcement arrival rules (10.0).

G1-2 Strike Reinforcements: Roll one die and then randomly draw that number of strike markers (one through six) from the strike marker reinforcement pool. Place them in the Strikes Available Box on the map.

G2 INTELLIGENCE ACTIONS

G2-1 Short Range Scout: Designate any one zone containing at least one friendly unit or base and examine all enemy units in the zone.

G2-2 Long Range Scout: Expend one or more EW markers. Designate a number of zones anywhere on the map, up to the total of the EW ratings of the expended markers, and examine all enemy units in them.

G3 ACTIONS

Because these are more extensive and provide most of the action of the game, they have been broken down into sections via general type of unit.

G3 NAVAL ACTIONS

G3-1 Move a Force of Naval Units: Move one force up to its movement range.

- The units cease movement in the first zone containing enemy naval units or patrolling air units.
- The moving force may start in a sea zone containing enemy units. The force can also move directly from one sea zone containing enemy units to another sea zone containing enemy units; however, the force must stop upon entering that zone.

G3-2 Re-Deploy Naval Units: Move one force of friendly naval units up to twice its normal range within the following restrictions:

- The moving force must either begin or end its move (or both) in a sea zone adjacent to a functional friendly naval base.
- The moving force may not start in nor enter a zone containing enemy naval units.
- The moving force may not launch any kind of attack.
- The force may also embark and disembark ground units using the amphibious action.

G3-3 Naval Attack: Friendly naval units attack enemy naval units in the same sea zone.

G3-4 Move and Attack: A force of naval units may move to any zone within range and then attack enemy naval units in that sea zone. To be clear, movement must precede attack. The attack may include any or all friendly naval units that were already in the zone.

G3-5 Banzai Jamming Attack (Soviets Only): This is executed the same as a G3-3, or G3-4 action, except:

- Increase the EW rating of each Soviet naval unit in the battle by one.
- Increase the anti-surface ship and anti-submarine combat factors of each NATO unit in the battle by one.

G3-6 Bombardment: Use naval units in one sea zone to bombard enemy ground units and/or a base in one land zone that borders the sea zone occupied by the bombarding force.

- If a bombardment is made into a contested land zone, no friendly units in that land zone may participate in the bombardment.
- Defending air units, ground units, and printed bases return fire using their anti-surface ship combat factor.

G3-7 Carrier Air Strike: A force containing carriers may launch an air strike against enemy units and/or a base.

- Other types of naval units may be a part of the force but may not participate in the air strike.
- The force may move up to its full range and then launch its CV aircraft.
- Any or all CV air units in the force may launch, fly up to their full range, conduct an air strike in one target zone, and return to their carriers or any friendly base.

G3-8 Carrier Alpha Strike (1980s US only): Same as G3-7, except one other US carrier force in another sea zone may participate.

- Only one force may move prior to launching its aircraft.
- Both carrier air forces must attack the same zone.

G3-9 Transport Ground Units: Only amphibians may transport ground units (8.5.1).

- Other naval units may be a part of the force.
- If the amphibian force embarks ground units it must start the action adjacent to a land zone containing friendly ground units.
- There cannot be any enemy naval units (surface or submarine) in that sea zone.
- The ground units are then loaded onto the amphibian and the force may then move up to its full range.
- At the end of the move, the ground unit(s) may stay aboard the amphibian or be disembarked into any adjacent land zone.
- Amphibious actions do not require the force to move from one zone to another if both the embarkation and debarkation land zones are adjacent to that sea zone.

G3-10 Amphibious Assault: Same as G3-9 but disembark the ground units into a zone containing enemy units and/or an enemy base, next engage in combat.

G3 AIR ACTIONS

G3-11 Land Based Air Unit Re-Base: Any or all land-based air units at one friendly land base may move to one other friendly land base.

- The air units may move up to three times their normal range.
- The departure and destination land zones may not contain enemy units.
- The air units may not move through zones containing enemy air units on patrol.

G3-12 Carrier Air Unit Re-Base: Same as G3-11, except CV air units may re-base:

- From one carrier to one other carrier, or;
- From one carrier to one land base, or;
- From one land base to one carrier.

G3-13 Land-Based Air Strike on Land Zone: Any or all land-based air units in one zone may launch an air strike against units and/or a base in one land zone.

- Land based air strikes may not be combined with G3-6, G3-7, or G3-8 actions.
- Any or all land-based air units in the force may launch, fly up to their full range, conduct an air strike in one target zone, and return to any friendly base.
- Friendly air units conducting patrol that began the action in the target land zone may participate in the strike.

G3-14 Land-Based Air Strike on Sea Zone: This action is the same as G3-13, except;

- Any or all land-based air units in one zone may launch an air strike into one sea zone.

G3-15 Land-Based Air Units Patrol: Any or all land-based air units in one zone may move up to their full range and conduct a patrol in that or any other zone that lies within the air units' range.

- Each air unit conducting the action may fly to a different zone to conduct the patrol.
- The air units remain on station conducting the patrol until a G3-16 action is conducted or the air unit is eliminated.
- If all friendly bases within the range of the air unit are no longer friendly controlled, the air unit is immediately placed in the Refit Box.

G3-16 Return Air Units from Patrol: Move any or all land-based air units conducting a patrol (in any number of zones) to any friendly bases within range.

- If there are enemy units in the base's zone, they may fire at the returning air units, which cannot return fire

G3 GROUND ACTIONS

G3-17 Ground Unit Movement: Move one force of ground units from one land zone to one adjacent land zone using ground movement.

- This may include movement from and/or to zones containing enemy ground units.
- The two zones cannot be separated by a water feature, no matter how small.
- All units must move to the same zone.

G3-18 Ground Unit Movement and Attack: Move one force of ground units from one zone to one adjacent zone using ground movement and then conduct an attack against enemy units and/or an enemy base. Friendly ground units that began the action in the zone where the combat is taking place may join in the attack.

Important: In *Sixth Fleet*, the only ground movement allowed is from the Balkans land zone to the Istanbul land zone and vice versa (8.5).

G3-19 Ground Attack: Ground units starting the action in a contested land zone may conduct an attack against enemy units and/or a base in that zone.

G3-20 Air Transport: One ground unit may move from one zone to one other zone.

- Only amphibious or airborne capable units may conduct this action.
- The ground unit can only move from a zone containing a friendly base to one other zone containing a friendly base.
- The starting zone nor destination zone may be contested.
- The route used to move from one zone to another zone may not contain any enemy air units.
- The unit transported cannot conduct combat as part of the action.

G3-21 Air Assault: This action is conducted in the same manner as G3-20, except only airborne units can perform it and:

- The airborne unit may land in any land zone (including a small island).
- A friendly base in the destination zone is not required.
- If the landing zone is contested, the airborne unit must make an attack on those enemy units and/or base; combat is resolved as part of that same action.

G3 COMBINED ACTIONS

G3-22 Combined Ground-Air Attack: This is conducted the same manner as a G3-18 or G3-19 action combined with a G3-7, G3-8 or G3-13 action. All involved units (both ground and air) must be of the same nationality.

G3-23 Amphibious Invasion of Enemy Base and/or Land Units:

A ground force disembarks in a coastal zone and conducts an attack against enemy land units and/or a base in that zone.

- The amphibious force may either have moved into the coastal zone, or have started there.
- Amphibious invasions may also include, within the same action, the combat participation of friendly naval units if they are located in the same sea zone as the invading ground units (regardless if they moved together or not).
- It may also include the participation of friendly land and air units already in the zone being assaulted.
- It may also be combined with one action of land or carrier-based air units (G3-13 or G3-7, G3-8).
- All involved units must be of the same nationality.

G3-24 Combined Surface-Air Strike: Same as G3-3 or G3-4 but add one action of carrier aircraft or land-based aircraft (within range) to the attack (G3-7, G3-8 or G3-14).

G4 LOGISTICS ACTIONS

G4-1 Refit naval units in the Refit Box: (11.0).

G4-2 Refit Air Units in the Refit Box: (11.0).

G4-3 Refit Ground Units in the Refit Box: (11.0).

G4-4 Repair a Friendly Base: Designate any one destroyed base in a zone you control. Roll one die. For NATO, the base is repaired on a roll of 1-5. For the Soviets, the base is repaired on a 1-4. Players may only repair bases that were initially friendly-controlled or were in the territory of a neutral that became friendly.

G4-5 Repair a Captured Enemy Base: Designate any one destroyed base in an area you control. Roll one die. For NATO, the base is repaired on a roll of 1-4. For the Soviets, it is repaired on a 1-3. You can repair bases which were initially enemy-controlled or were in the territory of a neutral that became enemy.

STRIKE ACTIONS

GS-1 Cruise Missile Attack Against a Naval Force: Place any number of CM markers in one sea zone. Execute an attack using the CM markers. This is resolved in the same manner as an air attack against surface naval units (thus, those units can shoot down the CMs) except



that the CM are all returned to the strike marker reinforcement pool at the end of attack.

GS-2 Cruise Missile Attack Against a Base: Place any number of CM markers in one zone containing an enemy naval or air base. Execute an attack using the CM markers. This is resolved in the same manner as an air attack against a base (thus, the base can shoot down the CMs), except that other ground units cannot be attacked and the CM are all returned to the strike marker reinforcement pool at the end of attack. Enemy land units cannot be attacked by cruise missiles.

GS-3 SOF attack: Expend one or more SOF markers. Designate any one enemy zone containing a base (naval or air). The targeted base must be within two zones of a friendly naval unit or functional base. The zone does not have to be a zone that could be entered by a land unit. Roll one die for each SOF marker. For each roll of 5, select and eliminate one enemy air unit based there. On a die roll of 6, destroy the base. All aircraft on a destroyed base are eliminated and placed in the Refit Box.

22.0 SCENARIOS

22.1 Selection of Scenario

There are two scenarios: 1970s and 1980s. Players select which scenario they will play, then set up the units in the order listed below. Set up instructions list units by either type or identification. If any one type of unit contains individual units that have different factors, randomly pick the proper number of units from among them.

22.2 Year Groups

- 1970s Scenario: Use only units marked "1970" and "1970-1980." Remove all units marked just "1980" from the game.
- 1980s Scenario: Use only the units marked "1980" and "1970-1980." Remove all units marked just "1970" from the game.
- Optional Units (20.0): Are used by mutual player agreement.

22.3 Game Length

Each game begins on Turn 1 and potentially continues to the end of Turn 15. Beginning on Turn 10, roll one die at the end of each game turn. If the result falls within the range of die roll results listed on the Game Turn Track (inclusive), the game comes to an immediate end. Determine victory as described in 4.3.

22.4 Deployment Embarkation

Eligible units may be embarked on amphibians as a part of deployment. CV air units begin on their carriers.

22.5 NATO Set Up (both scenarios)

NATO player sets up first. Units may be deployed in any order the player wishes. NATO controlled countries: Turkey, Greece, Italy, France, Cyprus, Crete, and Malta

22.5.1 Naval Units

In any one Mediterranean Sea Zone: (all US) 1 × CVN or CV (player's choice), 1 × CG or CGN, 1 × DG or DD, 1 × FG or FF

In Any Sea Zone Adjacent to any NATO Bases in the Mediterranean: (all US) 1 × CVN or CV (player's choice), 1 × CG or CGN, 2 × DG or DD, 1 × FF or FF, 1 × AWG, 1 × AO

1980 Scenario Only: Anywhere in the Mediterranean: (all US) 1 × SSN and 1 × FG or 1 × FF.

Any Sea Zone Adjacent to an Italian Base: (all Italian) 1 × CVH, 1 × CA, 1 × DD, 1 × FFG, 1 × SS

1980 Scenario Only: (Italian) add 1 × CV to the above.

Any Sea Zones Adjacent to a French Base: (all French) 1 × CV, 1 × CG, 1 × DG, 1 × FG, 1 × SS

Any Sea Zone Adjacent to a Greek Base: (Greek) 1 × DD, 1 × FF, 1 × SS

Any Sea Zone Adjacent to a Turkish Base: (Turkish) 1 × DD, 1 × FF, 1 × SS

22.5.2 Carrier Air

CV air units may be placed on any carrier of the same nationality or on any friendly base (22.4).

US (1970s): 2 × F-4, 1 × F-14, 1 × A-6, 2 × A-7, 2 × S-3

US (1980s): 2 × F-14, 2 × F-18, 3 × A-6, 1 × A-7, 2 × S-3

In both the above set-ups the NATO player may only place one aircraft of each type on each CV unit.

Italian: (1980 only) 1 × Harrier.

French: 1 × Etendard, 1 × F-8.

Carrier air reinforcements: Place additional CV air units (other than those above) on the display for the reinforcement carriers up to capacity. They are deployed as reinforcements with the carrier when it is received as a reinforcement.

22.5.3 Land Based Air

US: On any NATO base: 1 × P-3, 1 × helicopter

Italian: On any Italian base (includes Sicily): 2 × F-104, 2 × Mixed, 1 × helicopter

French: On Southern France base: 1 × Mixed

Greek: On any Greek base: 1 × F-104, 1 × Mixed

Turkish: On any Turkish base: 1 × F-104, 1 × Mixed

British: On Malta or Cyprus: 1 × mixed, 1 × Nimrod

22.5.4 Land Units

US: In any base in Italy: 2 MEB. The 2 MEB may start the game embarked aboard the US AWG.

ACE: In any bases in Italy or France: 1 × airborne unit, 1 × ACEMF unit

Istanbul: 2 × Turkish Mech Corps

22.5.5 NATO Strikes

Roll one die, divide the result by two, round any fraction up, and randomly pick that number of strike markers. Cruise missile units are not available in the 1970s scenario.

22.5.6 Unit Reinforcement Pool

Place all remaining NATO units (within the scenario year group) in the reinforcement pool.

22.5.7 Strike Marker Reinforcement Pool

Place all NATO strike markers in the strike marker reinforcement pool. NATO Cruise missile units are not available in the 1970s scenario.

22.5.8 French Resolve (optional)

Due to the political climate in France there was a possibility that the French government would delay its involvement in a conflict between NATO and the Warsaw Pact. If this option is used, all French forces are placed in the Southern France base and/or in the sea zone directly south of that land zone. They may not conduct any actions on Turn 1, unless the Soviet player conducts any type of action in either of those two zones. If a Soviet action is conducted in either of these two zones, the French forces are activated and immediately operate normally.

- If the above did not occur on Turn 1, beginning Turn 2, the NATO player rolls one die:

- If the result is a 1 or 2, then all French forces may operate normally.
- On each successive turn, subtract one from the die roll.
- If the unmodified die roll is a 6 on two successive turns (starting on Turn 2) the French may operate normally.
- All French forces will only activate if the Soviet player conducts an attack against French forces.

22.6 Soviet Set Up (both scenarios)

Soviet player sets up second. Units may be set-up in any order the player wishes. Soviet controlled countries: All zones of the USSR and the Balkans.

22.6.1 Naval Units

Anywhere in the Black Sea or Eastern Mediterranean: 1 × CV, 1 × CVH, 2 × RKR, 2 × BPK, 1 × KR, 3 × EM, 2 × SKR, 3 × SS, 1 × AWG. The Eastern Mediterranean is defined as any sea zone east of the Sicily land zone, except the Adriatic Sea, Aegean Sea and Black Sea zones.

Anywhere in the Black Sea or Mediterranean: 2 × SSN

1980 Scenario Only: Add 1 × TARKR, 2 × BPK

Soviet naval units may be placed in the same sea zones as NATO naval units.

22.6.2 Carrier Air

2 × Yak-38 CV air units may be placed on any CV, CVN or friendly base.

22.6.3 Land Based Air

Randomly select twelve Soviet land-based air units. Place them at any Soviet base.

22.6.4 Land Units

- In the Balkans land zone: 2 × mechanized corps
- In Odessa or the Sevastopol land zones: 1 × airborne division
- In Odessa or Sevastopol land zones, or deployed on the Soviet AWG, 1 × marine brigade group

22.6.5 Soviet Strikes

Roll one die and randomly pick that number of strike markers from the strike marker reinforcement pool.

22.6.6 Soviet Unit Reinforcement Pool

All remaining Soviet units (within the scenario year group).

Important: On Turn 4 of both scenarios, the Soviet player receives one free reinforcement action.

22.6.7 Soviet Strike Marker Reinforcement Pool

Place all remaining Soviet strikes markers in the strike marker reinforcement pool.

22.6.8 Soviet Surprise

The Soviets automatically receive two actions on Turns 1 through 4 (6.3).

22.7 Neutrals (both scenarios)

Israel (NATO sets up): 1 × F-4, 1 × A-4 on any Israeli base. 1980 scenario add 1 × F-15

Yugoslavia (controlling player sets up): 1 × mixed air unit on in Split

Egypt (the controlling player sets up): 1 × mixed air unit on any Egyptian base

Syria (Soviets set up): 1 × mixed air unit on any Syrian base

Libya (Soviet sets up): 1 × mixed air unit on any Libyan base

Tunisia (NATO set up): 1 × mixed air unit in Tunis

22.8 Scenario Variable Deployment Option

Players can agree to use this table. Prior to initial deployment, the NATO player rolls one die and implements the outcome, then the Soviet player rolls a die and implements the outcome. Redeployment of units is performed during the respective NATO and Soviet stages of initial deployment.

VARIABLE SCENARIO DEPLOYMENT TABLE

Die Roll	NATO Outcome	Soviet Outcome
1	Pick one additional strike marker and one additional air unit.	Pick two additional strike markers.
2	Move up to six naval units that start adjacent to naval bases, to any one zone in the Mediterranean	Soviet naval units may be placed in any sea zone in the Black Sea or Mediterranean, including zones occupied by NATO naval units.
3	Implement result 1 and result 2	Implement result 1 and result 2
4	Pick one additional air unit. Deploy the air unit on any neutral country airbase which then becomes pro-NATO (19.0).	Pick two additional air units. Deploy these air units in any one neutral country airbase, which then becomes pro-Soviet (19.0).
5	Select one additional ground unit and deploy it on any NATO base.	Select one additional ground unit and deploy it in any Soviet base.
6	Select one additional naval unit (not a CV, CVN, or BBG) and deploy the unit anywhere in the Mediterranean.	Select one additional naval unit and place it with any Soviet naval unit on the map.