

ACROSS THE YEARS

New Scenarios for SIXTH FLEET

By James E. Meldrum

Until recently, naval participation in any conflict between the forces of NATO and the Warsaw Pact has been ignored in wargaming for all practical purposes. With the release of Joe Balkowski's *SIXTH FLEET* game, this situation has been happily reversed. Now devoted players can simulate the vital naval activity that could determine the outcome on NATO's southern flank in Europe.

As a game, *SIXTH FLEET* provides an interesting cross-section of modern naval warfare and the participating navies. Several different scenarios representing types of operations and situations have been provided. These scenarios can be, for those of us never happy with the limitations of the published version, modified by using one or more of the suggested variants presented in this article to simulate the use of different ships as well as changes in both technology and political climate.

In order to use some of the variant material herein, players will be required to make additional counters. This can be done by using a razor-point, felt-tipped pen and blank counters. Required ship silhouettes may be found in any good book on modern naval affairs or technology. [I'd suggest *Jane's latest*.] All additional counters use the same format as the original game counters. Unless otherwise mentioned below, any of my variant options may be used with any scenario in the game.

1950s Scenarios

During the late '50s and the Cuban Missile Crisis, there was a very distinct possibility of a military conflict with the Soviet Union. This group of variant rules is intended to be used in conjunction with the scenarios to simulate the possible conduct and outcome of such a naval war with the Soviets in the Mediterranean during the 1950-1964 period. Players should understand that an "exact simulation" is not possible using the existing countermix and game charts, but the *situation* may be duplicated.

The following variant rules must be used when simulating a scenario from the 1950-1964 time period. Unless otherwise mentioned, all reinforcement schedules, game length, and victory conditions remain the same. Scenarios recommended for use with these variant rules include 15.1-3, 21.1, 21.3, 21.4 and 23.1-6.

1) Only two U.S. carriers may be present on the map in any single turn. Any other U.S. carrier eligible to enter play must be kept off the map until one of the other carriers is eliminated or withdrawn, in which case it may enter as a reinforcement next game turn.

2) No F-15 or AEW air units may be used.

3) No SSMs or cruise missiles may be used by either player.

4) No NATO country except the United States may use SSNs. All diesel-powered submarines may be used. The Soviet player may use Echo and Juliet class submarines.

5) No vessel except cruisers and aircraft carriers may use area AA values when resolving anti-aircraft combat.

6) All attacks made on surface vessels by aircraft must be bombing attacks.

7) The U.S. player receives victory points for damaging Soviet bases as in 21.3; in addition to all usual ones, a Soviet base exists in Tartus which NATO may attack.

8) The Soviet player may attack French, Italian, American and Cyprus bases as in 17.7; an additional

U.S. base exists in Tripoli which the Soviets may attack.

9) Spain, Egypt, Israel, Yugoslavia, Algeria, Morocco and Tunisia are neutral for game purposes. Libyan forces are not used in 1950s scenarios.

10) The following classes of surface vessels may not be used in these scenarios: Nimitz, Ticonderoga, Texas, California, Arleigh Burke, Oliver H. Perry, New Jersey, Los Angeles; Kiev, Moskva, Kirov, Slava, Sovremeny, Udaloy; Georges Leyuges, Tourville, Brazen and Garibaldi.

11) No NATO country except Greece and Turkey may use PCs.

12) The B-52 air unit is always available to the United States on Turn 1.

13) The Soviet T20 air units are substituted for the Backfire units and use the Backfire's surface attack strengths.

14) The total number of U.S. Marine and Soviet Paratroop units is halved.

15) Nuclear weapons may be delivered by air units only.

1970s Scenarios

SIXTH FLEET simulates well NATO-Warsaw Pact conflicts that may take place in the '80s. With just a bit of modification, the existing scenarios can be used as a starting point to simulate situations that might have occurred during the '70s. Players should understand that here, as in scenarios set in the '50s, that with existing game equipment it is not possible to produce a completely accurate simulation. Instead, the *situation* which might have existed at this time can be hypothetically recreated. To simulate such a hypothetical naval conflict, all the following rules must be used. Unless otherwise mentioned, all victory conditions, schedules and game lengths will be enforced. Recommended scenarios for possible 1970s situations include 15.1-3, 21.1, 21.3 and 23.1-6.

1) Substitute Kara and/or Kynda class vessels for the Kirov and Slava class vessels.

2) The Kirov, Slava, Udaloy, Sovremeny, Oscar, Alfa and Kilo class vessels are not used. Substitute any other Soviet vessels.

3) The following U.S. class vessels are not used: Ticonderoga, Kidd, Arleigh Burke, Oliver H. Perry and New Jersey. Substitute any other U.S. carrier for the Nimitz.

4) Delete any two U.S. AAs and any four Soviet AAs.

5) Delete all British Broadsword class FFs.

6) Delete all French George Leyuges and D'Estienne d'Orves class ships except the *Moulin* and the *Blaison*. Delete all Ribis and Agosta class submarines.

7) Delete all Italian Garibaldi CGs, Maestrale class FFs, and Natario Sauro class submarines.

8) The following countries are neutral and do not participate in this scenario: Libya, Spain, Algeria, Morocco and Tunisia.

9) All Egyptian Descubierta and Greek Elli class units are deleted from the order of battle.

10) No F-15s may be used.

11) No NATO vessels except cruisers may make SSM attacks.

12) One is subtracted from each side's close AA value; however, in no instance may the close AA value for either side's units be reduced to less than one.

13) The United States player may always use the

B-52 unit but no cruise missile attacks may be made from the B-52.

14) United States and NATO aircraft may base in Crete, Sicily and Turkey.

Submarines Only

This is a simple variation of the "World War Three" scenario (23.6). It is based on the assumption that the war has been in progress for some time prior to the beginning of the game. Most of the surface ships of both sides have been sunk in the initial orgy of bombings, missile salvos and gunfire duels; whole task forces have disappeared in nuclear bursts or been rendered ineffective by the effects of the clouds. At this point in the conflict, the fighting is being carried on by surviving aircraft and submarines as both alliances near exhaustion.

When played, both sides deploy their forces on the map in the normal manner, in a state of high preparedness. Next, one die is rolled for each CV, CHG, CG, CGN and BCGN; on a die roll of "1-4", the ship is considered to have been lost and is removed from play. This die roll does not affect surface units arriving as reinforcements. A die is then rolled for all other types of surface vessels; if the die roll is even, the ship has been sunk prior to play. All submarine and air units are deployed normally.

Carrier Down

Any conflict in the Mediterranean could easily open with a surprise attack made upon a U.S. carrier task force by a Soviet submarine. At the start of any of the advanced scenarios, one die is rolled for any single U.S. aircraft carrier of the Russian player's choice deployed on the map. If the die roll is even, the carrier is sunk immediately and removed from play; if odd, the attack has no effect. Only one carrier may be sunk in this manner. If an American carrier is sunk, the nearest Soviet nuclear submarine is likewise eliminated. If there is no Soviet nuclear submarine within a ten-hex radius, then the nearest Soviet or Soviet-allied submarine of any type is removed.

New Naval Construction

Several new classes of surface ships and submarines have entered service with both the United States and Soviet navies recently. These can be readily added to *SIXTH FLEET*. Players refer to the table below for values for each of these new classes.

Sea Control Ship:

During the 1970s, Admiral Elmo Zumwalt proposed the construction of "sea control ships", which were actually to be austere ASW carriers, to take the place of the attack carriers in high-threat areas. The sea control ships would have been small, relatively affordable, and consequently built in large numbers. A typical SCS would have carried 14 SH-3 ASW helicopters and three AV-8 Harrier aircraft. The Basic Point Defense Missile System (Sea Sparrow) would have been carried onboard.

These sea control ships would have taken the place of the forward-deployed large carriers in high-threat areas like the Mediterranean. The SCS would serve to blunt the threat posed by Soviet surface action groups in any conflict there. After hostilities began, the big carriers could move in to replace or reinforce the sea control ships. The sea control ships were, however, never built. This variant assumes that they were; six sea control ships may be made for use with the game.

These SCS counters may be substituted for any U.S. carrier in the appropriate scenarios. In advanced scenarios beginning in a state of either low or moderate readiness, one U.S. CV and CG are deleted from the initial deployment and enter the game later as reinforcements in company with the first other American CV entering play normally. As an alternative, two SCS may be substituted for each American CV during set-up.

Strike Crusier:

The U.S. Navy's nuclear-powered strike cruiser was an attempt to build a vessel comparable in performance to the Soviet navy's Kirov class battle cruisers. The American ship would have been armed with the full spectrum of weapons, including cruise missiles and the new light-weight 8-inch guns for bombardment or surface combat. An Aegis fire control system would have been carried to coordinate. The strike cruiser, however, proved to be nearly as expensive as a Nimitz class CV to build; consequently none were ever completed.

Let us suppose that the U.S. Navy decided to build several CSGNs instead of reactivating the Iowa class BBs. If this was the case, the CSGNs may be substituted for the *New Jersey* or any single CGN in any scenario. CSGNs may make two cruise missile attacks per game.

New Jersey—Final Configuration:

In its final configuration, the USS *New Jersey* was planned to be a hybrid gun/cruise missile/VSTOL aircraft platform. To simulate this design, reduce the *New Jersey's* gunfire strength to "6" and allow it to carry one AV-8 Harrier unit as though it were an aircraft carrier. The *New Jersey* may be used in this configuration in any scenario in which it would normally appear.

Soviet Submarines:

Recently the Soviet Union has launched another class of nuclear-powered attack submarines—the "Mike" class. It is noteworthy because it features tear-drop shaped hulls similar to those used in American nuclear submarines since the 1960s. This is a significant departure from the previous Soviet practice of conventional hull design. This new class of attack submarine also highlights a trend in the increase of size for Soviet submarines.

Ship Characteristics



	Sea Control Ship	Strike Cruiser	Soviet "Mike"
Type	SCS	CSGN	SSN
Nationality	US	US	SU
Movement	3	4	4
Defense	3	6	5
SSM Range	N	5	N
SSM Attack	N	8	N
Gunnery	N	4	N
Area AA	0	5	N
Close AA	2	4	N
ASW	7	8	6
Torpedo	N	N	18

