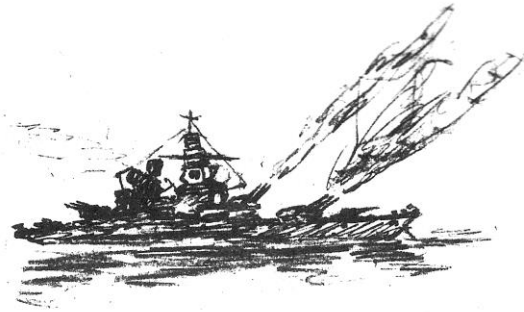


Task Force "Situation 13" as it appeared in The Broadside, July-Aug and Sept-Oct 1983



TASK FORCE "SITUATION 13": Designing Scenarios

With Secret Orders of Battle

By Jim Eliason

In wartime, an admiral often doesn't know where his enemy is, and this uncertainty is simulated well in the game. Often, though, a task force commander doesn't even know the enemy forces he is opposing, or what the enemy's objective is. In almost all wargames, there is no uncertainty about this at all. The Task Force game system lends itself well to simulation of this kind of uncertainty with its hidden movement, wide variety of search methods and different levels of search reports.

There are two basic methods of choosing OB's secretly. The first uses a list of OB's that the players choose among. The second assigns each unit a point value and each player is allotted a certain number of points to "purchase" units. I have developed a procedure for putting a value on the various units in the counter mix, and a scenario where the strength of the enemy force and its mission must be discovered during the game.

The true value of a unit is always dependent on the mission, the terrain, the composition of the enemy force, and the optional rules in use. I have assumed the use of long range helicopters, long range ASM attacks, and tactical coordination. Use of the rules in Super Task Force (Moves 5?) will require a different weighting system for most characteristics, as will the rules in the accompanying article, Advanced TF.

The formula for calculating the point values of the units assigns a number for each characteristic on the counter reflecting its value in an average situation. The numbers are then added together.

I. Surface Ships

A. Active ASW: An "S" is worth 1 point. Active ASW searches are seldom used.

B. Flotation: The number of points is ten times the flotation value.

C. Helicopters: Count 2 points for each of the first four helicopters, 1 point each for the next four, and no points for any more than eight. It is very unlikely that a TF will want to conduct more than two intensive helicopter searches in one turn, and 8 helicopters are enough for that. Count long range helicopters  $1\frac{1}{2}$  times as much as regular ones.

D. ASW: Count points equal to four times the "effective strength", six times if the ship has long range capability. "Effective strength" is the number of hits expected in 6 die rolls.

Strength	Effective Strength
1	1
2	2
3	4
4	7
5	11

E. AA: The point value is four times the strength, twelve times if the ship has area AA weapons. Strength is used instead of effective strength or some units get very overvalued. Also, a single ship with a high ASW strength makes a whole TF much more effective in ASW actions, while a single high AA value ship is seldom able to defend a whole TF by itself. The larger bonus for area AA vs. area ASW is awarded because area ASW is relevant only during torpedo attacks and can be avoided at some cost in torpedo accuracy while area AA is useful in all AA situations and cannot be avoided.

F. Gunnery and Torpedoes: Count two times the strength. Give a 1 point bonus for A or B range guns and 3 points for an anti-surface ship torpedo capability. Thus a 2B\* rating would be worth  $(2 \times 2) + 1 + 3 = 8$  points.

G. Jamming: Points 5 times strength

H. SSM's: Points simultaneous launch capability times the SSM value, divided by five. The SSM value is twice the accuracy value plus the range. The SSM-14's value is  $4 \times$  accuracy plus range because it always causes flotation hits. If the ship carries a reload and/or an alternate SSM, the second salvo counts  $\frac{3}{4}$  its normal value, the third counts  $\frac{1}{2}$ , and the fourth  $\frac{1}{4}$ . Retain fractions and round to the nearest whole number at the end. For example, the USS King has an SSM value of A3\* and a multiplier of 2. The first salvo of 8 Harpoons counts  $8 \times ((2 \times 4) + 2) / 5 = 16$ . The second salvo counts  $3/4 \times 16 = 12$ . The third salvo of 8 Standards counts  $1/2 \times 8 \times ((2 \times 2) + 2) / 5 = 4 \frac{4}{5}$ . The total of  $32 \frac{4}{5}$  is rounded to 33. Subsequent salvos are counted less because the ship may not get a chance to fire them.

The following ships may carry two salvos of their original SSM's: all US and UK CG's, King, Luce, Clark, Duncan, Perry, Liberal, Invincible, Brazen, Cardiff, French DD's, Audace, Orsa, Bayern, Leon, Kiev, Minsk, and Grozny. The following may carry three salvos: California, South Carolina, Texas, Virginia, and Audace.

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We now begin the important part of the issue, with the concluding installment of

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II. Submarines.

- A. ASW, Active ASW, and SSM values are the same as for surface ships.
- B. Flotation: Points = thirty times the flotation value
- C. Torpedoes: Points for torpedo value are 1 times the effective strength (see ASW Section)  
3/4 times for the second,

(. . . and continued on Page 3)

$\frac{1}{2}$  for the third, and  $\frac{1}{4}$  for the fourth. For example, Dallas (X4) is worth  $11 \times (1 + \frac{3}{4} + \frac{1}{2} + \frac{1}{4}) = 27\frac{1}{2}$  rounded to 27. NATO subs carry 3 or 4 torpedo salvos. Soviet subs carry 2 or 3.

### III. Air Units

A. Point values for combat squadrons are calculated by adding together: 4X effective AA strength, 2X strength, and the strike value which is 3 for L, 6 for M, and 13 for H\*. 2 points are also awarded for an all weather capability.

B. Support Squadrons: The point values are:

EW: 8X strength

AEW: 3X strength

ASW: 4X strength

RCN: 5X strength

And air unit may be land based. This doubles its point value because its base is not vulnerable to attack. Only F14, F4, A6, A7, EW, AEW, ASW, RCN, AV8, SpE, F8, and Y36 units may be carrier based, and only on carriers of the same nationality.

The simplest way to use these point values is to replay the original scenarios keeping everything the same except the ship and air units involved. Use the point value totals from the original scenario. For your convenience, these are provided below.

Scenario	US and/or allies	Soviets and/or allies
Intro 1	282	225
2	170	179
Basic 1	676	402
2	644	819
Inter 1	934	615
2	734	1112
3	687	853
4	1244	826
Tourn 1	818	988
2	1709	1513
3	2760	2661
4	2246	2179
5	2996	1900

If you find any of these to be unbalanced, simply adjust the point values somewhat.

A few restrictions should be applied unless both players agree to waive them. 1. In scenarios where a group of freighters can gain victory points by reaching a certain megahex, the player must choose the same number of freighters as in the original OB. 2. At least one freighter must be in the OB for each American CV. It represents a fleet supply ship, does not count for restriction 1 above, and cannot earn victory points for reaching a certain megahex. 3. Ships of most nationalities may not be used in certain sea areas: a. Latin American ships may only be used in the Caribbean; b. Greek, Turkish, Spanish, Israeli, and Italian ships may only be used in the Mediterranean; c. Belgian, Norwegian, Canadian, West German, and Danish ships may only be used in the Norwegian Sea; d. French and British ships may not be used in the Caribbean; e. Dutch ships may not be used in the Mediterranean; f. US and Soviet ships and aircraft can be used anywhere. 4. SOSUS sites and submarines may not be used in Introductory or Basic Scenarios. 5. Air units may be used only in Tournament scenarios. 6. Only airbases listed as active in the scenario may be used. 7. In "Escape from Guantanamo" the US player must choose exactly one CV but need not choose a freighter. 8. In "Foxhunt in the Atlantic" the Soviet player may choose no more than 8 surface vessels. 9. CV's have a maximum capacity.

American: 5 combat and 4 support squadrons; British: 1 combat squadron; French: 3 combat and 2 support squadrons; Soviet: 2 Y36 squadrons. 10. Subs must be set up in the areas listed for subs in the scenario; surface ships must be set up in the megahexes listed for surface ships. If this is not possible because the scenario has no subs or surface ships, set up in the megahexes listed for the opposite kind.

For truly new scenarios the players must agree on the board, total points available, and game length. Some provision must also be made for numbers and types of leaders, long range patrols, SOSUS, surveillance levels, tactical coordination values, night game turns, and active airbases. Mutual agreement on anything the players desire is best, but it is easier to start off with the following rules of thumb:

I. Leaders

a. One free captain for each submarine. They may only command subrons.

b. One free leader for each 200 points of surface ships. They may only command TF's. At least half of them must be captains and there must be more commodores than rear admirals.

c. Additional leaders may be purchased at the rate of 25 points for a captain, 40 points for a commodore or 60 points for a rear admiral. Free leaders may be upgraded one rank at most by paying the difference in points.

II. Long range patrols cost 35 points each. No more than 6 may be used, and none may be used if there is no land on the map.

III. SOSUS sites cost 5 points each. There is no limit to the number that can be used.

IV. Each player gets an average surveillance level at no cost. A player may elect to reduce it to poor and gain 20 points to spend on units. Alternatively, a player may elect to spend 20 points and increase it to high or spend 40 points and increase it to very high.

V. In tournament scenarios, the Soviets get a base tactical coordination value of 3. The US and/or its allies get a value of 2. Moving this value up one level costs 5 points, moving it down gives 5 points to spend other ways. The level may only be moved one up or down.

VI. An airbase must be activated at a cost of 5 points per type of unit to be based there. The Soviets can activate Santiago, and Benghazi, the US and/or allies can activate the others.

For even more suspense, in the following scenario neither side is even sure of the opponent's general level of strength or objective at the start of the scenario. Each player chooses between 4 OB's. Each has its own objectives and force level. The map is the Norwegian Sea.

OB 1: Soviet Island Assault

5 freighters plus 1000 points

Victory Conditions: Standard. Also 3 points for each freighter that spends one full turn in hex 31G or hex 47B. The exact hex to be invaded must be selected before the start of the game.

OB 2: Soviet Submarine Breakout

Forces: 1000 points

Victory Conditions: Standard. In addition 1 point for each unexpended torpedo salvo and  $\frac{1}{4}$  point for each SSM aboard a sub which exits the board from megahex 1, 4, 8, 9, 15, or 16.

OB 3: Cover Soviet Invasion of Norway

Forces: 800 points

Victory Conditions: Standard, except all points earned for NATO freighters sunk are doubled if the NATO player chooses OB A or D. Fleet supply ships do not count double if sunk.

OB 4: Soviet Naval Offensive

Forces: 2800 points plus 5 freighters.

Victory Conditions: Standard, plus all special victory points in OB's

1, 2 and 3. Multiply this total by 2/3 before comparing with NATO victory points to determine the winner.

NATO

OB A: Reinforce Norway

Forces: 1000 points plus 5 freighters.

Victory Conditions: Standard, plus 3 points for each freighter that exits the board from megahex 63. When a NATO TF containing freighters enters a megahex adjacent to megahex 63, no uncrippled ships may ever leave that TF; they are committed to leaving the board with the freighters.

OB B: Seal Off the Gap

Forces: 1500 points

Victory Conditions: Standard, plus special points that the Soviet player receives for freighters reaching their destination or subs exiting the board are doubled.

OB C: Delaying Action

Forces: 800 points

Victory Conditions: Standard. If the Soviet player chose OB 1 or 4, NATO points for sinking freighters are doubled. If the Soviet player chose OB 2 or 4, all points for sinking Soviet subs are doubled.

Special Rule: NATO units may leave the board. They are not counted as eliminated for victory conditions, though they may not return to the board.

OB D: Clear the Norwegian Sea

Forces: 2800 points plus 5 freighters

Victory Conditions: Standard plus the special points from OB's A and C. Multiply this total by 2/3 and compare to the Soviet total to determine the winner.

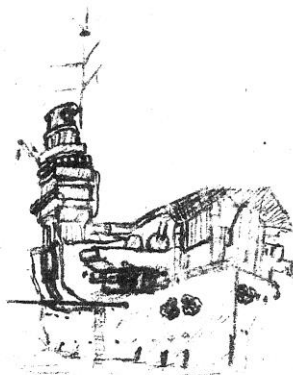
The first player is determined each turn. The second player is the one who:

1. Suffered command loss
2. Is the only player with a tracked group
3. Has a tracked group containing freighters
4. Rolls a lower number on two dice.

Reason 1 takes precedence over 2, 2 over 3, etc.

Units either start in megahexes adjacent to their respective board edges or enter on that edge on turn 1. NATO units start in the south, Soviets in the north. The scenario lasts 12 turns. Turns 9 and 10 are night.

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