

SIXTH FLEET

US/Soviet Naval Warfare in the Mediterranean in the 1970's GAME RULES

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[1.0] INTRODUCTION

Sixth Fleet is a simulation of operational naval warfare in the Mediterranean based on a hypothetical war between the Soviet Union and the NATO Alliance during the late 1970's. The game counters (or playing pieces) represent individual ships or groups of ships or aircraft whose actual counterparts exist in the Soviet and NATO navies as constituted at the present time. All of the essential elements of a potential contemporary naval war in the Mediterranean are depicted, including the latest aircraft and ultrasophisticated surface and submarine naval vessels. The **Sixth Fleet** scenarios, each of which is a complete and separate game, simulate various periods in the war in which the initially inferior Soviet Mediterranean Squadron is reinforced from the Black Sea and attempts to seize control of the Aegean and Eastern Mediterranean and disrupt the vital communication lanes between Europe and the Middle East.

[2.0] GENERAL COURSE OF PLAY

Sixth Fleet is basically a two-Player game in which one of the Players controls the Soviet forces while his opponent controls the NATO forces. The game is played in sequenced segments called "Game-Turns". Each Game-Turn is composed of two Player-Turns. Each Player uses his Player-Turn to attack units of the opposing force and to maneuver friendly units into positions from which favorable attacks may be launched on subsequent Game-Turns. Combat occurs between adjacent opposing units for the purpose of reducing the Enemy's overall strength and/or to gain or secure various geographical objectives. Combat is resolved by comparing the appropriate Attack Strength of the attacking unit(s) to the Defense Strength of the defending unit(s) and expressing the comparison as a **difference** between the attacker and the defender, which is called the "Combat Differential". The appropriate Combat Differential column is located on the Combat Results Table and is cross-referenced with a horizontal axis based on the defending unit(s) Electronic Countermeasures Value. The result of this cross-referencing procedure will yield a range of numbers between zero and six. The attacking Player rolls a die. If the roll number is equal to or less than that shown on the Combat Results Table, the defending unit(s) is immediately retreated into an adjacent hex. A unit that cannot execute a required retreat is immediately eliminated.

During the game, play continues through alternating Player-Turns for the number of Game-Turns specified for that particular scenario. At the conclusion of the last Game-Turn, play ceases and the Players' performances are evaluated according to the scenario victory conditions.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 21" x 32" mapsheet depicting the Mediterranean Sea and the surrounding land areas is the playing area on which the unit counters are maneuvered. A hexagonal grid is superimposed on the mapsheet to regularize movement and


positioning of the playing pieces and to delineate various political boundaries and sea areas as required by the game rules.

[3.2] THE PLAYING PIECES


Differently colored sets of playing pieces (henceforth known as "units") are supplied. These units represent the ships, ship groups, and aircraft of the opposing forces which would probably be engaged in a contemporary war in the Mediterranean. The following types of units each represent an individual ship; CV; CH; CG; SN; and SG. Each DD unit represents a group of three ships. Each SS unit represents a group of three ships. Each 3 unit represents a group of six ships. Each aircraft unit represents twelve individual planes. Ships and ship classes have been accurately designated wherever possible.

The opposing forces (or Orders of Battle) as specified by the particular scenario being played are composed by selecting the appropriate units from those provided on the unit sheet. It is strongly recommended that the Player sort these units by type and color. This greatly facilitates setting up the game. The playing pieces are distinguished by type (air or naval), ship classes and nationality. All naval units are further distinguished by five varying Combat Strengths (Anti-Air, Anti-Surface, Anti-Submarine, Electronic Countermeasure, and Defense) and one Movement Allowance number. All air units similarly possess five Combat Strengths (same as naval units) and a Range Allowance. A unit's distinguishing characteristics are represented by the various numbers and symbols printed on its face.


[3.2.1] Sample Surface Naval Unit

Fleet Nationality and ID number				
Anti-Air Strength	9	US	4	Movement
Anti-Surface Strength	9	6	2	Defense Strength
Anti-Submarine Strength	9	CG	4	ECM Value
				Ship Type and Silhouette

[3.2.2] Sample Submarine Unit

Nationality and ID number				
Anti-Air Strength	0	It	2	Movement Allowance
Anti-Surface Strength	12	22	8	Defense Strength
Anti-Submarine Strength	16	SS	4	ECM Value
				Ship Type and Silhouette

[3.2.3] Sample Air Unit

Nationality and ID number				
Anti-Air Strength	8	So	7	Range Allowance
Anti-Surface Strength	12	42	3	Defense Strength
Anti-Submarine Strength	0	"F"	0	ECM Value
				Type and Silhouette and Carrier-based Indication

[3.2.4] Ship - Type Abbreviations

- CV Attack Carrier
- CH Helicopter Cruiser
- CG Guided Missile Cruiser
- CA Gun-Armed Cruiser
- DD Destroyer
- DE Destroyer Escort
- SS- Conventionally Powered Attack Submarine
- SG Nuclear Powered Guided Missile Submarine
- SN Nuclear Powered Attack Submarine (SSN)

[3.25] Nationality and Fleet Abbreviations

NATO Units:

Br British	Is Israeli
Fr French	Tu Turkish
Gr Greek	US United States
It Italian	

Soviet Units:

So Soviet	M Mediterranean Fleet
B Black Sea Fleet	

Both Players' Air Units: **C** Carrier Based Aircraft

[3.3] DEFINITION OF TERMS

Anti-Aircraft Strength is the basic offensive power a unit utilizes to attack Enemy air units.

Anti-Surface Strength is the basic offensive power a unit utilizes to attack Enemy surface units.

Anti-Submarine Strength is the basic offensive power a unit utilizes to attack Enemy submarine units.

Electronic Countermeasure Value is an adjunct power of a unit based on its ability to resist Enemy attack by employing electronic countermeasures designed to disrupt Enemy radar and weapon guidance systems

Defense Strength is the basic defensive power a unit utilizes to withstand attack by Enemy units.

Movement Allowance is the basic movement ability of surface and submarine naval units. A unit's Movement Allowance represents the total number of Movement Points it may expend in a single Movement Phase.

Range Allowance is the maximum distance in hexes an air unit may traverse in a single Movement Phase.

[3.4] GAME CHARTS AND TABLES

The game makes use of various charts and tables as part of its play system and also to organize data into an easily retrievable form. The use of these graphic aids is explained in the appropriate rules sections. Players should examine the charts and tables on the mapsheet and in the rules before reading further.

[3.5] GAME EQUIPMENT INVENTORY

A complete game of **Sixth Fleet** should include the following parts:

One Game Map

One Rules Folder

One Set of Die-Cut Counters

One Die (not included in subscription edition)

One Game Box (not included in subscription edition)

[3.6] GAME SCALE

Each complete Game-Turn represents eight hours of real time. Each mapsheet hex represents a distance of 45.4 nautical miles measured from side to side.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

Sixth Fleet is played in sequenced turns called Game-Turns. Each Game-Turn consists of two Player-Turns. Each Player-Turn consists of two Phases. The Player whose turn is in progress is called the Phasing Player. All action must take place in sequence as outlined below. Any action taken out of sequence is a violation of the rules. All Game-Turns are identical and follow one another until the game is ended (exception: 12.1, 12.2).

[4.2] SEQUENCE OUTLINE

A. FIRST PLAYER-TURN (the scenario instructions designate either the Soviet or the NATO Player as the First Player).

1. **Combat Phase.** The Phasing Player uses his units to attack adjacent Enemy units in accordance with the Combat rules.

2. **Movement Phase.** The Phasing Player may move any or all of his units in any direction, subject to the Movement rules.

B. SECOND PLAYER-TURN

Repeat Phases 1 and 2 for the Second Player, who now becomes the Phasing Player.

C. GAME-TURN INDICATION PHASE

One of the Players advances the Game-Turn indicator one space along the Turn Record Track, signalling the start of a new Game-Turn.

[5.0] MOVEMENT

COMMENTARY:

There are three basic types of units in the game (air units, naval surface units and naval submarine units). There are several minor differences in the movement capabilities and movement restrictions that affect the different unit types. These will be cited in later rules. In general, all three types of unit are subject to the following general Movement rules. There is no set sequence in which a Player must move his varying unit types, i.e., he is not forced to move all of his air units before moving any of his naval units, etc., so long as he strictly obeys the general and specific rules governing the movement of specific unit types. (Exception: see 9.63).

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. Each unit may be moved as many or as few hexes as the Player desires, so long as the unit's Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points may not be accumulated from Phase to Phase nor transferred from unit to unit.

PROCEDURE:

Move each unit individually, tracing the path of its movement through consecutive hexes across the hexagonal grid of the mapsheet. Once a unit has been moved and the Player's hand is withdrawn, the unit may not be moved again nor may the path be retraced and/or changed during the current Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units may be moved; all, some or none of his units may be moved. No Enemy movement and no combat may occur during a Movement Phase.

[5.12] Movement is calculated in terms of Movement Points. A naval unit expends either one or two Movement Points from its total Movement Allowance for each hex it enters (see 10.1). An air unit expends one Movement Point from its total Range Allowance for each hex it enters.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A unit may never end its movement in a hex occupied by an Enemy unit.

[5.22] A unit may freely enter and/or move through hexes containing other Friendly units. A unit does not expend any additional Movement Points to enter or leave Friendly occupied hexes.

[5.23] A unit may never enter a hex unless it has sufficient Movement Points to expend to pay the full entry cost dictated by the terrain in the hex the unit is attempting to enter.

[5.24] A unit may never be moved off the mapsheet (exception: see 9.62). A unit which is forced to retreat off the mapsheet is considered eliminated.

[5.25] A unit must immediately stop upon entering an Enemy controlled hex and it may move no further during that Movement Phase (exception: see 6.42).

[5.26] A unit may never leave an Enemy controlled hex unless it fulfills one of the conditions given in Case 6.43.

[5.3] TERRAIN EFFECTS ON MOVEMENT

Certain types of units are prohibited from entering certain types of hexes. In addition, the number of Movement Points a unit must expend to enter a given hex varies with the type of terrain in the hex and the type of unit entering the hex. These terrain effects on movement are fully detailed on the Terrain Effects Chart (see 10.5).



[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control at all times during the game (except as noted in the following cases).

CASES:

[6.1] MOVEMENT EFFECTS

[6.11] A unit may enter an Enemy controlled hex, but it may not move **through** an Enemy Zone of Control. A unit must immediately stop upon entering an Enemy Zone of Control and may move no further in that Movement Phase. Once in an Enemy controlled hex, a unit may **not** move out of that hex until the Enemy unit(s) exerting the Zone of Control is either destroyed or retreated as a result of combat, or until the (Friendly) unit itself is forced to retreat as a result of combat (exception: see 6.42 and 6.43).

[6.12] There is no additional Movement Point cost for **entering** or leaving an Enemy controlled hex per se, beyond the normal terrain cost for entering the given hex.

[6.13] More than one unit may exert a Zone of Control over the same hex. There is no special effect inherent in a Zone of Control exerted by two or more units.

[6.14] The overlapping of Zones of Control between **non-adjacent** opposing units has no effect upon those units; Zones of Control of adjacent opposing units, however, affect those opposing units mutually, i.e., none of the adjacent opposing units can leave the Enemy controlled hexes they occupy except to comply with a combat result (exception: see 6.42 and 6.43).

[6.15] Units are never inhibited in any way by the Zones of Control of other Friendly units.

[6.16] Friendly units do **not** negate enemy Zones of Control for Movement purposes. A unit may not move through a hex occupied by a Friendly unit if that hex is also an Enemy controlled hex (exception: see 6.42 and 6.43).

[6.2] ZONES OF CONTROL AND TERRAIN

[6.21] Certain terrain features block the Zones of Control of certain types of units. In general, a unit's Zone of Control extends into all hexes and through all hexsides. The exceptions to this rule are fully detailed on the Terrain Effects Chart (see 10.5).

[6.3] COMBAT EFFECTS

[6.31] Zones of Control **do** affect combat; the presence of an Enemy unit's Zone of Control in a Friendly occupied hex **does** force combat (exception: see 6.42).

Can sub be surrounded & pinned by aircraft?

[6.32] During each Friendly Combat Phase at least one Friendly unit in each Enemy controlled hex must participate in combat (must attack at least one Enemy unit). All Friendly units in Enemy controlled hexes may attack adjacent Enemy units at the Friendly Player's option, but a minimum of one unit in each Enemy controlled hex must attack (exception: see 6.42).

[6.4] ZONES OF CONTROL AND UNIT TYPES

[6.41] Certain types of units lack a Combat Strength with which to attack certain types of Enemy units. For example, a submarine unit possess a "zero" Anti-Air Combat Strength and is therefore incapable of attacking Enemy air units. In general, a unit may ignore an Enemy unit which is incapable of attacking it. NOTE: A unit is considered to lack a Combat Strength if a "zero" value is indicated in the position of that Combat Strength on the unit's face.

[6.42] A unit which cannot be attacked by a particular Enemy unit (because the Enemy unit lacks the appropriate type of Combat Strength) may ignore the presence of that (ineffective) Enemy unit and its Zone of Control for both movement and combat purposes. In effect, during a Friendly Movement Phase, a Friendly unit may move directly through both the Zone of Control and/or the hex occupied by an Enemy unit which is incapable of attacking the moving unit. However, it may not end its movement in that Enemy occupied hex. During a Friendly Combat Phase, a Friendly unit in an Enemy Zone of Control is never required to attack any Enemy unit which could not attack it (the Friendly unit). In addition, a unit can never be forced to retreat as a result of its being unable to attack an Enemy unit because it lacks the appropriate Combat Strength (see 8.2). NOTE: A friendly unit may only ignore the presence (and Zone of Control) of an Enemy unit which is incapable of attacking it. A unit may not ignore the Zone of Control of any Enemy unit which possesses the appropriate type of Combat Strength that would allow it to attack the Friendly unit during the Enemy Combat Phase.

[6.43] A unit may, under certain circumstances, leave an Enemy Zone of Control without penalty. These circumstances are as follows:

A. A unit may always leave an Enemy air unit's Zone of Control.

B. A unit may always leave an Enemy Zone of Control being exerted solely by Enemy units all of which possess Movement Allowances which are inferior to the Friendly (moving) unit's Movement Allowance.

C. A submarine unit may always leave an Enemy Zone of Control, regardless of the type or Movement Allowance(s) of the Enemy unit(s) exerting the Zone of Control.

D. An air unit may always leave an Enemy Zone of Control.

[6.44] A unit may never move directly from one Enemy controlled hex to another Enemy controlled hex with one exception: a submarine unit may always move one hex regardless of the presence of Enemy Zones of Control. If a submarine unit moves directly from one Enemy controlled hex to another Enemy controlled hex, it may move no further in that Movement Phase. Any unit that begins its Movement Phase in an Enemy controlled hex (and is permitted to leave that hex by Case 6.43) may move out and re-enter another Enemy controlled hex, providing it does not move directly from one to another. It must first enter at least one non-controlled hex.

[6.5] RETREAT EFFECTS

A unit may never retreat into an Enemy controlled hex, even if occupied by a Friendly unit. Enemy

Zones of Control are never negated by Friendly units.

[6.6] ADVANCE AFTER COMBAT EFFECTS

A unit entitled to Advance After Combat (see 8.5) may ignore any and all Enemy Zones of Control exerted on the hex advanced into or from.

[7.0] STACKING

GENERAL RULE:

A maximum of three Friendly units may occupy any one hex at the end of any Movement Phase. At the end of each Movement Phase, any units stacked in violation of the three unit stacking limit are immediately eliminated. The opposing Player may choose which units are to be eliminated in each overstacked hex.

CASES:

[7.1] UNITS EXEMPT FROM REGULAR STACKING LIMITATIONS

[7.11] Air units do not count against the normal stacking limit of three Friendly units per hex. In addition to three Friendly naval units, a maximum of six Friendly air units may be stacked in any given hex.

[7.2] EFFECT ON MOVEMENT

[7.21] The stacking limit applies only at the end of each Movement Phase. Any number of units may move through a hex, but a maximum of three Friendly naval units may end their movement in a single hex.

[7.22] A unit may not be retreated into a hex in violation of the stacking limit.

[7.3] EFFECT ON COMBAT

[7.31] Units stacked in a single hex may be attacked individually, as a group or as a number of groups at the Phasing Player's option and in accordance with the restrictions of Case 8.36. If two or more units in a stack of Enemy units are attacked as a group, their Defense Strengths are totalled and this combined strength must be attacked.

[7.32] Friendly units stacked in the same hex may attack into different hexes. If one unit in a stack of units is attacking a given hex, the other units in the stack are not compelled to join that attack. They may attack different hexes or may not attack at all.

[7.4] STACKING POSITION AND UNIT TYPES

[7.41] Different types of Friendly units (air, naval surface and naval submarine) may be stacked in the same hex.

[7.42] Naval units may be stacked in any manner the owning Player desires.

[7.43] All air units must always be stacked on top of the topmost naval unit in any given hex (exception: see 9.62).

[7.44] Units stacked in a single hex must be attacked in the order in which they are stacked (from the topmost unit to the bottom unit in the stack). No unit may be attacked before the unit stacked immediately above it has been attacked (or is being attacked together with underlying units as part of a group). (Exception: see 7.45.)

[7.45] If a unit is attacking into a hex containing a stack of enemy units it may ignore any and all units which it cannot attack because it lacks the appropriate type(s) of Combat Strength(s). An attacking unit, however, may not ignore a previously unattacked Enemy unit (which it could attack) and proceed to attack another Enemy unit further down in that stack. Thus, a submarine unit may ignore air units on top of an Enemy stack and attack the topmost previously unattacked naval unit(s) beneath the air units.

EXAMPLE: During the Soviet Combat Phase a Soviet SG (0-30-12-3-8-5) submarine unit is adjacent to a hex occupied by a NATO air unit and two NATO surface naval units. It is impossible for the Soviet unit to attack the air unit which is the topmost NATO unit in the hex (because the Soviet SG has a "zero" Anti-Air Combat Strength). The Soviet unit is therefore allowed to ignore the air unit and attack either or both of the enemy surface naval units. NOTE: If neither NATO surface naval unit had been previously attacked (by a different Soviet unit) during the current Combat Phase, the Soviet SG could not attack the bottom naval unit without simultaneously attacking the other surface naval unit stacked above it.

[7.46] The order in which units are stacked has no effect on the order in which they may execute attacks. The bottom unit in a stack may execute an attack before the topmost unit in that same stack.

[7.47] Stacked units may only be rearranged during a Friendly Movement Phase. There is no Movement Point cost to rearrange the stacking position of units in the same hex.



[8.0] COMBAT

GENERAL RULE:

Combat occurs between adjacent opposing units. The units of the Phasing Player are used to attack and the units of the non-Phasing Player defend, regardless of the overall strategic situation.

PROCEDURE:

Total the modified appropriate Combat Strength of all attacking units involved in a specific attack (attacking the same defending unit or group of defending units). Total the modified Defense Strength(s) of all the defending units which are the object of that specific attack. Subtract the total Defense Strength of the defending unit(s) from the total Combat Strength of the attacking units. The result is called the **combat differential**. Next, determine which of the defending units has the highest Electronic Countermeasure Value. Locate this value on the Combat Results Table and cross-index the Electronic Countermeasure Value column with the correct Combat Differential column. The result indicates a range of numbers between zero and six. The Phasing Player now rolls the die. If the die roll number is equal to or less than that shown on the Combat Results Table, the defending units must immediately be retreated one hex by the owning Player. If the die roll number is greater than that shown on the Combat Results Table, the attack has no effect. The Phasing Player may allocate his attacks in any order he desires in accordance with the restrictions of Cases 7.44 and 8.21. A mandated retreat must be executed immediately before resolving any additional attacks being made in the same Combat Phase.

EXAMPLE: A Soviet SG submarine unit (0-30-12-3-8-5) in hex #1422 is attacking a stack of two NATO surface naval units in hex #1423. The NATO stack consists of one Greek DD unit (8-8-12-4-4-2) and one Turkish DE unit (6-6-12-2-6-1). The Anti-Surface Combat Strength (30) of the Soviet submarine unit is used. Next, the Defense Strength of each of the NATO units is doubled due to the fact that hex #1423 is a Restricted Water Hex. These doubled Defense Strengths are combined (4 x 2) plus (6 x 2), giving a result of twenty (20). This modified combined Defense Strength is then subtracted from the Soviet unit's Combat Strength (30), giving a Combat Differential of ten (10). The Electronic Countermeasure Value of the Greek DD unit (2) is used. Cross-indexing the (2) Electronic Countermeasure

column and the (10) Combat Differential column, the Combat Results Table indicates that the Soviet Player must roll a "one" or a "two" to force the defending NATO units to retreat.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] During the Combat Phase of his Player-Turn the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes. Friendly units in different hexes, however, must make separate attacks (see 8.35).

[8.13] A unit may **not** participate in more than one attack per Combat Phase. A defending unit may be attacked an **unlimited number of times** in a single Combat Phase.

[8.2] WHICH UNITS MUST ATTACK

[8.21] During each Friendly Combat Phase at **least one** Friendly unit in each Enemy controlled hex must attack one or more Enemy units (exception: see 6.42 and 8.22).

[8.22] A unit which must make an attack, but cannot because it lacks the appropriate type of Combat Strength(s) to attack any adjacent Enemy unit is not penalized; it need make no attack and it need not retreat (see 8.23).

[8.23] A unit which must execute an attack may attack any adjacent Enemy unit at any permissible combat differential it can achieve against that Enemy unit(s). A unit may fulfill a mandatory attack obligation by making any possible attack even if it is impossible for such an attack to result in a forced retreat of the defending Enemy unit(s). An attack may never, however, be executed if the computed Combat Differential is a **negative** number (i.e., less than zero).

[8.24] If a unit must make an attack and it possesses the appropriate type of Combat Strength to attack at least one adjacent Enemy unit, but it cannot attack that Enemy unit or any other adjacent Enemy unit at a permissible Combat Differential, then that unit itself (the Phasing Player's unit) must be retreated one hex by the Phasing Player. This retreat must be executed during the Phasing Player's Combat Phase.

EXAMPLE #1 (to illustrate Case 8.21).

At the start of a Soviet Combat Phase, a stack of three Soviet units occupy hex 1422. This hex is controlled by a stack of NATO units in hex #1423. Therefore, it is required that at least one Soviet unit in hex #1422 execute an attack against at least one adjacent Enemy unit. All the units in hex #1422 may participate in attacks at the Soviet Player's option. However, if none of the Soviet units in hex 1422 can execute an attack at a Combat Differential of "zero" or better, the Soviet Player must retreat each of the units into an adjacent hex (within the restrictions of Case 8.7). Note that only a single attack is required. If one of the Soviet units executes an attack, the other two Soviet units are not required to either attack or retreat.

EXAMPLE #2 (to illustrate Case 8.22).

A Soviet SG submarine unit occupies hex #1422 at the start of the Soviet Combat Phase. Hex #1422 is controlled solely by a NATO air unit in hex #1423. Because the Soviet SG unit has a "zero" Anti-Air Combat Strength, it is not required to execute an attack or retreat. The SG may remain in hex #1422 and, in effect, ignore the NATO air unit. NOTE: If the same situation occurred at the start of a NATO Combat Phase, the NATO air unit would **not** be

required to attack the Soviet submarine unit **even if the NATO air unit possessed an Anti-Submarine Combat Strength greater than "zero"**. A unit is never required to attack an Enemy unit which cannot attack it.

EXAMPLE #3 (to illustrate Case 8.23).

At the start of a Soviet Combat Phase, a Soviet SG submarine unit (0-30-12-3-8-5) in hex #1422 is adjacent to an American CV unit (7-1-36-4-12-6) in hex #1423. Assuming no other NATO units are adjacent to hex #1422, the Soviet unit is required to attack the American CV unit. The Soviet unit's Anti-Surface Combat Strength is thirty (30). The Defense Strength of the American CV unit is twelve (12) which is doubled because the American unit occupies a Restricted Water Hex. The Combat Differential is six (6). The differential number is rounded **down** to five (5). Cross-indexing the (5) Combat Differential Column with the (6) electronic Countermeasure Column, the Combat Results Table indicates that it is impossible for the Soviet Player's attack to force the American unit to retreat. Nevertheless, the Soviet unit is considered to have fulfilled the mandatory attack obligation and is therefore **not** required to retreat.

EXAMPLE #4 (to illustrate Case 8.24).

At the start of a Soviet Combat Phase, a Soviet SG submarine unit (0-30-12-3-8-5) in hex #1422 is adjacent to an American SN submarine unit (0-30-15-5-10-6) in hex #1423. Assuming no other NATO unit is adjacent to hex #1422, the Soviet unit must execute an attack against the American unit or be retreated one hex by the Soviet Player. The Soviet unit's Anti-Submarine Combat Strength is twelve (12). The American unit's Defense Strength is ten (10) which is doubled because the American unit is occupying a Restricted Water Hex. Thus, subtracting the modified Defense Strength of the American unit (20) from the attacking Combat Strength (12), the Combat Differential is -8. Because an attack may not be executed using a negative Combat Differential, the Soviet Player must retreat the SG unit into an adjacent hex according to the restrictions of Case (8.7).

[8.3] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.31] Units stacked in a single hex may be attacked individually, as a group or as a number of groups at the Phasing Player's option. Different units in a given hex may be attacked separately. An unattacked unit can never be affected by an attack directed against another unit in the same hex.

[8.32] If two or more units in the same hex are attacked as a group, their Defense Strengths are totaled and this combined strength must be attacked. Whenever two or more units are attacked as a group, the highest Electronic Countermeasure Value possessed by one of the defending units is used to resolve the combat.

[8.33] Units in a hex that contains an attacking unit need not participate in that same attack or any attack. Thus, when one unit in a stack of three is attacking a given hex, one of the other units could attack the same unit in the same hex or it could attack a different hex, and the third could refrain from attacking.

[8.34] A unit cannot attack Enemy units in more than one Enemy occupied hex. If a unit is adjacent to two or more Enemy occupied hexes, it may only attack into one of those hexes.

[8.35] No more than one Enemy occupied hex may be attacked by a stack of attacking units. Thus, Enemy units in different hexes may not be treated as the object of a "single" attack made by a stack of

attacking units, even if the attacking stack is adjacent to two or more Enemy occupied hexes.

[8.36] There are three basic types of units; air units, surface naval units and submarine naval units. Units of different types may **not** be treated as the object of a single attack. The Phasing Player may elect to attack all units of a single type stacked in the same hex in a single attack (if permitted by 7.44). Each different unit type stacked in a hex, however, must be attacked separately.

EXAMPLE: A hex contains two air units and a surface naval unit stacked in that order. The two air units may be treated as the object of a single attack. The surface naval unit must be treated as the object of a second, separate attack, if the Phasing Player wishes to attack all three Enemy units in the hex.

[8.4] COMBAT STRENGTH EFFECTS

[8.41] If a unit possess a "zero" Combat Strength of a given type, it is impossible (and prohibited) for it to attack an Enemy unit of that type. For example, all submarine units have a "zero" Anti-Air Combat Strength and may, therefore, never attack air units. A unit may never be included as part of a defending group if any of the attacking units lack the appropriate type of Combat Strength with which to attack that unit.

[8.42] The Combat Strength of a single unit must be used as an integral whole.

[8.43] The type of Combat Strength which a unit must employ to attack a given Enemy unit is determined by the type of the defending unit. An air unit, for example, must be attacked with the attacking unit's Anti-Air Combat Strength.

[8.44] Naval units (both surface and submarine) occupying Restricted Water Hexes have their Defense Strength doubled.

[8.45] Daylight air units have all of their offensive Combat Strengths halved during night Game-Turns. Night has no effect on these units' Defense Strengths or Electronic Countermeasure Values. Note: Daylight air units need **not** remain based during night Game-Turns.

[8.5] ADVANCE AFTER COMBAT

During any Combat Phase, if any hex is completely vacated by the non-Phasing Player's units (due to a dictated retreat resulting from combat), as many as three of the participating attacking units (units which attacked that hex) may move into the vacated hex at the Phasing Player's option. Similarly, if during a Combat Phase any of the Phasing Player's hexes are vacated by units unable to execute a mandatory attack, as many as three opposing units may advance into the hex from adjacent hexes at the non-Phasing Player's option. In both situations, the advance must take place immediately, before the Phasing Player resolves any additional attacks. This type of advance is not considered movement and does not require the expenditure of any Movement Points. This advance is not inhibited by any Zones of Control in either the hex advanced into or from. Note: If the non-Phasing Player's units are advanced (as allowed by this rule) they **may** be subsequently attacked in the hex they advance into during the same Combat Phase. If the Phasing Player's units are advanced, they may **not** participate in another attack during the same Combat Phase and are exempt from (8.21) and (8.24) during the remainder of that Combat Phase.

[8.6] REDUCTION OF COMBAT DIFFERENTIAL

The Player may **not** execute an attack using a smaller combat differential than the actual calculated differential based on the modified

Combat Strengths of the units involved; i.e., he may not voluntarily reduce the differential.

[8.7] RETREATS

[8.71] There are two situations in which a retreat is mandatory; retreats dictated by the Combat Results Table and retreats dictated by a unit's inability to execute a mandatory attack. In both situations the unit(s) involved must be retreated a single hex by the owning Player. A unit may never be retreated into a hex it could not enter normally or across a hexside which it could not cross during a Movement Phase. A unit cannot retreat into a Friendly occupied hex in violation of the stacking limit. A unit cannot retreat into an Enemy controlled hex, even if other Friendly units already occupy the controlled hex. A unit may, however, retreat into a hex which is controlled solely by Enemy units that lack an effective Combat Strength against the type of unit which is retreating (e.g., a submarine unit could retreat into a hex controlled solely by an Enemy air unit which has a "zero" Anti-Submarine Combat Strength). A unit with no alternative path of retreat may retreat into a hex **occupied** solely by an Enemy unit that lacks an effective Combat Strength against the retreating unit. In such a case, the Enemy unit is immediately displaced into an adjacent hex by the owning Player. If such a displacement is impossible due to the presence of the map edge, Prohibited Hexes, stacking restrictions, or Enemy Zones of Control, no displacement occurs and the original retreating unit is immediately eliminated. (Note: the displacement of an air unit is not considered a forced retreat and an air unit may be displaced without being eliminated.)

[8.72] Air units can never retreat. An air unit in a situation requiring a mandatory retreat is immediately eliminated.

[8.73] Retreat movement does not expend any Movement Points.

[8.74] A unit which retreated because it could not execute a mandatory attack may not subsequently participate in an attack from the hex it retreated into during the Combat Phase in which the forced retreat was made.

[8.75] Once a unit is retreated for being unable to execute a mandatory attack it is exempt from Cases 8.21 and 8.24 for the remainder of that Combat Phase.

[8.8] COMBAT RESULTS TABLE

(See the mapsheet.)

[8.9] HOW TO USE

THE COMBAT RESULTS TABLE

Subtract the total modified Defense Strength of the defending unit(s) from the total modified Combat Strength of the attacking unit(s). Round the resulting number **down** to the nearest Combat Differential number given at the top of the Combat Results Table. Next, cross-index the Electronic Countermeasure Value of the defending unit with the correct Combat Differential column. The result, at the intersection of the two columns, is given in terms of the die roll necessary to retreat the defending unit(s). If the rolled number is equal to or less than the number(s) given on the Combat Results Table, the defending units are retreated one hex by the owning Player. If the result at the intersection of two columns on the Combat Results Table is a "•" the attack has no effect and no die roll is made. If the rolled number is higher than the number(s) given on the Combat Results Table, the attack has no effect in this case also. Note: The defending unit(s) are only destroyed by being unable to execute a required retreat.

EXAMPLE: If the computed Combat Differential is five (5) and the defender's Electronic Counter-

measure Value is four (4), the attacker must roll a one (1) in order to force the defending unit(s) to retreat.

[9.0] AIR UNITS

GENERAL RULE:

The Soviet and NATO air forces available to support a naval war in the Mediterranean are represented by a variety of air units. In general, air units are restricted by all of the standard game rules, except as modified by the following Cases.

CASES:

[9.1] HOW AIR UNITS ARE ASSIGNED TO BASES

[9.11] There are two basic categories of air units; land-based air units and naval (carrier-based) air units. A hex containing an airbase symbol is a land airbase. An aircraft carrier (CV) naval unit functions as an airbase for carrier-based air units. Carrier-based air units are distinguished by a "C" printed on the air units.

[9.12] In general, all air units are based according to their nationality. Soviet air units may use any Soviet land airbase as a base of operations. All Soviet land airbases are tinted brown. Except when Optional Rule 14.3 is used, all Soviet land airbases are located in Bulgaria and Romania.

[9.13] NATO air units are also based according to nationality. All NATO air units are distinguished by nationality. All NATO land airbases have a two letter national identity code printed directly on the airbase hex on the mapsheet. There are a total of seven different NATO airbase nationalities which are coded in the following manner:

US = United States (land and naval [CV] airbases)

Br = Great Britain

Tu = Turkey

Gr = Greece

It = Italy

Is = Israel (Note: Israeli air units and airbases are only used in conjunction with Optional Rule 14.3).

Fr = France (Carrier-based air units only - there are no French land airbases).

[9.14] At the beginning of the game, the Scenario rules restrict the deployment of all air units to specific airbases. After this initial restricted deployment, air units may use any base of the appropriate nationality as a base of operations. (Exception: see 9.17.) Thus, an Italian air unit deployed at Foggia (hex #1812) at the start of the game may return to any Italian airbase during a Movement Phase in which it must be returned to a base or be eliminated (see 9.22).

[9.15] If it is impossible for a NATO air unit to return to an airbase of its nationality, it may return to any NATO airbase. A NATO air unit which returns to an airbase other than its own nationality is considered grounded for the remainder of the game. The NATO Player should immediately remove the unit from the map. An air unit lost in this manner is **not** counted for Soviet Victory Point purposes.

[9.16] Soviet air units may never use NATO airbases. NATO units may never use Soviet airbases. An air unit may never be returned to an airbase if there is a Destroyed marker in the airbase hex.

[9.17] Land-based air units never use naval (CV) units as bases. Carrier-based air units may use land bases of the appropriate nationality, i.e., a United States carrier-based air unit may use either a US (CV) naval unit or a US land airbase (see 9.61).

[9.2] MOVEMENT OF AIR UNITS

[9.21] The Range Allowance of an air unit functions exactly like the Movement Allowance of a naval unit. An air unit is assumed to have a number of Movement Points equal to its Range Allowance. An air unit expends (only) one Movement Point for each hex it enters regardless of the "terrain" in that hex. Thus, the Range Allowance of an air unit indicates the maximum number of hexes it may enter in a single Movement Phase.

[9.22] Air units may never spend two entire consecutive Friendly Movement Phases off a Friendly airbase. Every air unit which **begins** a Friendly Movement Phase away from a base must end that Movement Phase at a Friendly airbase. An air unit which cannot meet this requirement is eliminated at the end of the Friendly Movement Phase. Note: In order to keep track of air units which must return to base, at the beginning of each Friendly Movement Phase the Phasing Player should invert all air units not on Friendly bases. After moving all of his other units, the Player returns the inverted air units to their appropriate bases, placing them face-up at the end of the Movement Phase.

[9.3] AIR UNITS AND ZONES OF CONTROL

[9.31] An air unit may always leave an Enemy controlled hex. Air units may never move directly from one Enemy controlled hex to another (exception: see 6.42).

[9.32] Any unit may leave an Enemy air unit's Zone of Control.

[9.4] STACKING OF AIR UNITS

[9.41] Air units do not count against the normal stacking limit of three Friendly units per hex. In addition to three Friendly naval units, a maximum of six Friendly air units may be stacked in any hex. Note: The stacking restrictions are only applicable at the **end** of each Movement Phase and throughout each Combat Phase.

[9.42] Air units must always be stacked on top of the topmost naval unit in a hex (exception: see 9.62. Individual air units may be stacked (on top of the topmost naval unit in the same hex) in any manner the owning Player desires.

[9.43] An air unit stacked on an airbase of its nationality is considered able to be kept perpetually aloft and may attack and defend normally when occupying such a hex on successive Game-Turns. In effect, an air unit occupying a hex containing an airbase of its nationality is never forced to return to its base (consider it exempt from Case 9.22).

[9.5] COMBAT AND AIR UNITS

[9.51] Air units can never retreat. An air unit in a situation requiring a mandatory retreat is immediately eliminated.

[9.52] Certain air units (both Soviet and NATO) are distinguished by a band of color over their Strengths as "daylight" units (see 3.23). These units operate normally during day Game-Turns. However, their offensive Combat Strengths (Anti-Air, Anti-Surface and Anti-Submarine) are halved during **night** Game-Turns (retain fractions).

[9.6] CARRIER-BASED AIR UNITS

[9.61] Soviet, American and French carrier-based air units are used in the game. At the beginning of the game the Scenario rules assign these air units to specific CV naval units. During the course of a game, Soviet carrier-based air units may use either Soviet CV naval units or any Soviet land airbases as their base. Similarly, the American carrier-based air units may use either United States CV

naval units or any US land airbase as their base according to the restrictions of Case 9.41. The only airbase which the French carrier-based air units may use is the French CV naval unit (exception: see 9.15).

[9.62] Carrier-based air units may occupy any one of four different positions at the end of any Friendly Movement Phase. These options are as follows.

A. A carrier-based air unit may be stacked on top of the topmost naval unit in a hex also occupied by a CV naval unit of the same nationality as that air unit. This simulates a Combat Air Patrol mission. A carrier-based air unit may be maintained in this position indefinitely and may attack and defend normally when occupying such a hex on successive Game-Turns. In effect, a carrier-based air unit occupying a hex containing a CV naval unit of its nationality is never forced to return to base (consider it exempt from Case 9.22).

B. A carrier-based air unit may be removed from the map if the air unit is occupying a hex containing a CV unit of the same nationality. The air unit is placed in the "holding box" corresponding to that CV unit located on the mapsheet. While in this holding box, an air unit is considered aboard the corresponding CV unit and may neither attack nor be attacked. The air units in a carrier holding box are automatically eliminated if that carrier is eliminated. An air unit may only be placed in a carrier holding box during a Friendly Movement Phase. A maximum of six air units may simultaneously occupy a single carrier's holding box. Note: The holding box for each carrier is merely a play aid incorporated for the Player's convenience. If he wishes, a Player may choose to represent this same situation by simply placing the air units beneath the CV unit itself.

C. A carrier-based air unit may, of course, end a Friendly Movement Phase in a hex other than one occupied by a CV unit of the same nationality. The owning Player chooses this option when we wish to use the air units for offensive air strike missions against enemy units, or for area defense purposes. A carrier-based air unit which begins a Friendly Movement Phase in a hex other than one occupied by a CV unit of the same nationality is subject to Case 9.22.

D. A carrier-based air unit may end a Friendly Movement Phase on a Friendly land airbase (subject to Case 9.15 and 9.61).

Note: In any of the above options, the air units of a single CV unit are not required to act as a group. The owning Player may allocate the air units available at any base for any purpose he wishes.

[9.63] In any Movement Phase in which air units are leaving a CV unit serving as their base, the air units must be moved before the CV unit itself is moved.

[10.0] TERRAIN

GENERAL RULE:

There are six different terrain features (or different types of hexes) which have an influence on play. These terrain features are High Seas hexes, Restricted Water hexes, Coastal hexes, land hexes, Defended hexes and Prohibited hexes. The effect of each of these terrain features is summarized in the following Cases and on the Terrain Effects Chart.

CASES:

[10.1] MOVEMENT EFFECTS

[10.11] No unit may enter or retreat into a Prohibited hex. All land hexes in Yugoslavia and Albania and all Yugoslavian and Albanian Coastal hexes are Prohibited areas.

[10.12] A naval (surface or submarine) unit may never enter an all-land hex or move through an all-land hexside.

[10.13] Air units may enter any hex (exception: see 10.11). An air unit expends only one Movement Point for each hex it enters regardless of the terrain features in the hex.

[10.14] A naval unit normally expends one Movement Point for each hex it enters. However, a naval unit must expend two Movement Points to enter a Restricted Water hex.

[10.15] A unit may never enter an Enemy Defended hex until the intrinsic Defense Strength in the hex is destroyed (see 10.4).

[10.2] EFFECTS ON ZONES OF CONTROL

[10.21] A unit's Zone of Control does not extend into Prohibited hexes.

[10.22] A naval unit's (surface or submarine) Zone of Control does not extend through an all-land hexside.

[10.3] EFFECTS ON COMBAT

[10.31] A naval unit occupying a Restricted Water hex has its **Defense Strength** doubled.

[10.4] DEFENDED HEXES

[10.41] A number of hexes (known as Defended hexes) have an **intrinsic** defense value expressed by a Defense Strength and Electronic Countermeasure Value printed directly in the hex on the mapsheet. Many, but not all Defended hexes also contain airbases. In each Defended hex, the number to the left of the slash is the intrinsic Defense Strength and the number to the right of the slash is the Electronic Countermeasure Value. The intrinsic defense value of a Defended hex is purely defensive; it can never be used to attack an Enemy unit. The intrinsic Defense Strength of a Defended hex is **not** doubled if the hex is also a Restricted Water hex.

[10.42] A Defended hex, in and of itself, has no Zone of Control; however, a unit may not enter an Enemy Defended hex until its intrinsic Defense Strength is destroyed.

[10.43] The intrinsic Defense Strength of a Defended hex is **not** added to the Defense Strength(s) of Friendly units attacked while occupying the Defended hex.

[10.44] The intrinsic Defense Strength of a Defended hex may only be attacked when there are no units occupying the hex. A unit (or stack) may attack a vacant Enemy Defended hex during the Friendly Combat Phase (including the Friendly Combat Phase in which the Defended hex was vacated by Enemy units forced to retreat due to earlier attacks). The Combat Differential is determined by subtracting the intrinsic Defense Strength of the Defended hex from the Anti-Surface Combat Strength total of the attacking unit(s). The Electronic Countermeasure Value of the Defended hex determines which column on the Combat Result Table is used to resolve the attack. If a result requiring a retreat is obtained, the intrinsic Defense Strength of the Defended hex is considered destroyed. Note: Players should immediately place a Destroyed marker on the hex.



[10.45] Immediately after the intrinsic Defense Strength of a Defended hex is destroyed, as many as three of the participating attacking units may advance after combat into the hex.

[10.46] Once the intrinsic Defense Strength of a Defended hex is destroyed, it can never be revived. Once the hex has been neutralized, any unit may freely enter the hex (i.e., the hex is treated as a normal hex of its terrain type).

[10.47] Defended hexes in Egypt and Syria are considered Soviet Defended hexes. Defended hexes in Israel are considered NATO Defended hexes. These Defended hexes are considered "active" in both Scenarios.

[10.48] The airbase of a destroyed Defended hex is considered inoperative (it may not be used as a base of operations by Friendly air units).

[11.0] THE SCENARIOS

HOW TO SET-UP AND PLAY THE GAME

GENERAL RULE:

There are actually two different versions of the **Sixth Fleet** game; a ten (10) Game-Turn Scenario, which simulates the initial three days of a Mediterranean conflict, and a twenty-one (21) Game-Turn Campaign Scenario, simulating a full week of operations. In the shorter scenario, the Soviet Mediterranean Fleet is attempting to gain control of the Aegean Sea against the opposing United States, Italian, Greek and Turkish air and naval forces. In the Campaign Scenario, the Soviet force is augmented by reinforcements from the Soviet Black Sea Fleet, while French and British naval forces reinforce the NATO side. The basic Soviet objective in the Campaign Scenario is to attempt to cut NATO off from the vital Middle East area by means of a naval blockade across the eastern Mediterranean. Both scenarios use the standard game rules, set-up, and Victory Conditions, but are differentiated by game length and by the introduction of reinforcements in the Campaign Scenario (only). As the Campaign Scenario is merely an extension of the time period of the game, Players may choose to end the game after the tenth Game-Turn or continue to play out the full Campaign Scenario. Optional rules may be used in either scenario. At the end of the game, the victor is determined by reference to the Victory Conditions (see 13.0).

CASES:

[11.1] HOW TO SET-UP THE NATO UNITS (Both Scenarios)

The NATO Player sits on the south side of the mapsheet. NATO naval units are set-up first. NATO naval units are set-up according to nationality. All NATO units have a two letter national identity code printed on their faces. There are a number of sea and coastal naval set-up hexes which also are distinguished with large two letter national identity codes. These codes are explained as follows: US - United States; It - Italy; Gr - Greece; Tu - Turkey; So - Soviet Union. Naval units may only be set-up in these coded set-up hexes. At least one unit of the appropriate nationality must be initially deployed in each coded set-up hex. For example, at least one Italian naval unit must be set-up on each hex coded "It" at the start of the game. A maximum of three and a minimum of one naval unit must be initially deployed on each coded set-up hex.

There are three special restrictions on the NATO naval set-up:

A. One of the United States CV naval units must be deployed in hex #1602.

B. The second United States CV naval unit must be deployed in hex #0812.

C. One Turkish SS (submarine) naval unit must be deployed in hex #2025.

NOTE: The French and British naval units enter the Campaign Scenario as reinforcements. They are not deployed at the start of the game and are not used when the short scenario is being played.

The NATO Player next deploys his air units. The NATO air units are also deployed according to nationality. All Italian air units must be deployed

at airbases in Italy. All Greek air units must be deployed at airbases in Greece. All Turkish air units must be deployed at airbases in Turkey.

The airbases on Sicily (hex #1311) and Crete (hex #1022) are United States bases. During the initial set-up, the NATO Player must deploy the United States land-based air units as follows: one (1) F4 on hex #1311; one (1) F4 and one (1) P-3 on hex #1022.

The airbases on Malta (hex #1010) and Cyprus (hex #1232) are British bases. During the initial set-up, the NATO Player must deploy the British air units as follows: one (1) Nimrod (NIM) on hex #1010; one (1) Lightning (LTG) and one (1) Nimrod (NIM) on hex #1232.

At least one air unit of the appropriate nationality must be deployed at each airbase within that nation. For example, at least one Italian air unit must be deployed at each airbase in Italy at the start of the game. A minimum of one and a maximum of six air units may be deployed at any single airbase. Air units which are set-up in a hex also occupied by naval units must be stacked on top of the topmost naval unit in that hex.

The United States carrier based air units are also deployed during the initial set-up. At the start of the game, these units (distinguished by a "C" printed in the lower right hand corner of the units) are assigned to the United States CV naval units as follows: CV #1 (Saratoga) - two A7, two F4, one A5, and one S3; CV #2 (America) - two A7, two F14, one A6, and one S3. At the start, these units may be placed on Combat Air Patrol (see 9.6) or placed in the CV holding box corresponding to their assigned CV unit.

Note: The French carrier-based air units arrive aboard the French CV naval unit which appears as a reinforcement in the Campaign Scenario. Israeli air units are never deployed, except when Optional Rule 14.3 is employed.

[11.2] HOW TO SET-UP THE SOVIET UNITS (Both Scenarios)

The Soviet Player sits on the north side of the mapsheet. The Soviet Player deploys second. Soviet naval units must be deployed (only) in hexes containing an "So" national identity code. A minimum of one and a maximum of three naval units may be deployed in each coded set-up hex.

There are two special restrictions on the Soviet naval set-up:

A. One Soviet SN (submarine) unit must be deployed either in hex #1902 or in hex #1404.

B. One Soviet SN (submarine) unit must be deployed in hex #1212 or hex #0615.

Note: The Soviet Black Sea naval units [distinguished by a "B" printed on the units' faces] enter the Campaign Scenario as reinforcements. They are not deployed at the start of the game and are not used when the short scenario is being played.

The Soviet Player next deploys the Soviet air units. The following types and quantities of land-based air units are available at the beginning of the game; four T16, one T22, two B12, four M25, and six M23. These units must be deployed at the Soviet airbases in Bulgaria and Romania at the beginning of the game. A minimum of zero and a maximum of six Soviet air units may be deployed at each of these airbases. Note: The additional Soviet land-based air units are only used when Optional Rule 14.3 is employed.

There are two Soviet carrier-based air units to be deployed at the start of the game. These two air units (designated "F") and distinguished by a "C" in the lower right hand corner) are assigned to Soviet CV #1 (Minsk). At the start, these units may

be placed on Combat Air Patrol (see 9.6) or placed in the Soviet CV#1 holding box. Note: **Two additional Soviet carrier-based air units arrive aboard Soviet CV #2 when it appears as a reinforcement during the Campaign Scenario. Soviet air units may not be based in either Syria or Egypt unless Optional Rule 14.3 is employed.**

After both Players have completed their initial deployment, the game is begun in accordance with the Special First Game-Turn rules (see 12.1).

[12.0] SPECIAL RULES

GENERAL RULE:

The following rules have been treated as special rules because of their limited application within the framework of the game. The First Game-Turn rule (12.1) is only applicable to the first turn of the game (in both scenarios). The Reinforcement rules (12.2) are only used during the Reinforcement Interphase, which occurs between the tenth and eleventh Game-Turns. The Black Sea Movement Prohibition rule (12.3) is in effect from the beginning of the game until the end of the tenth Game-Turn.

CASES:

[12.1] SPECIAL FIRST GAME-TURN RULE

The first Game-Turn consists solely of a normal Soviet Movement Phase. All standard game rules are in effect during this Soviet Movement Phase. At the conclusion of this Phase, the Game-Turn Marker is advanced one space on the Turn Record/Reinforcement Track. The second, and all subsequent Game-Turns follow the standard Sequence of Play (see 4.2). The second and all subsequent Game-Turns consist of the following sequence of Phases: NATO Combat Phase, NATO Movement Phase, Soviet Combat Phase, Soviet Movement Phase, Game-Turn Indication Phase (exception: see 12.2).

[12.2] SPECIAL REINFORCEMENT RULE

Both the NATO Player and the Soviet Player receive reinforcements in the Campaign Scenario (only). These reinforcements are placed on the map during the Reinforcement Interphase which occurs between the tenth and eleventh Game-Turns. Reinforcements may not be delayed and may not be placed on the map in violation of the stacking limit. The line of communications required for the entrance of certain reinforcements is defined as a path of hexes of indefinite length between the reinforcement entrance point and the specified map edge. This line of communications cannot be traced through Enemy occupied hexes or Enemy controlled hexes (even if occupied by a Friendly unit). A line of communications also cannot be traced through undestroyed Enemy defended hexes and/or Prohibited hexes. If it is impossible to trace a line of communications during the Reinforcement Interphase, the reinforcements dependent on such a line do not appear (they are simply forfeited).

[12.21] The NATO Player receives five (5) F4 United States land-based air units. These air units may be placed on either United States airbase (hex #1311 or hex #1022) providing a line of communications can be traced from the chosen airbase off the western mapedge. These reinforcements may be split between the two U.S. airbases, providing both airbases can trace suitable lines of communication and the airbases have not been destroyed.

[12.22] The NATO Player receives all French and British naval units and the French carrier-based air units (designated with a "C" in the lower right-hand corner). These units may be placed in any hexes adjacent to the western edge of the map. These units may not be placed in Soviet occupied hexes, but may enter the map in Soviet controlled

hexes. There is no Movement Point cost to place these units on the map. There is no required line of communications for these reinforcements.

[12.23] The Soviet Player receives one (1) M-25 and three (3) M-23 air units (which may be taken from those previously eliminated if necessary). These may be placed at any airbases in Bulgaria or Romania, providing a line of communications can be traced from each chosen airbase leading off the northern edge of the map.

[12.24] The Soviet Player receives all Soviet Black Sea naval units (distinguished by a "B" printed on the units' faces) and the two Soviet carrier-based air units assigned to Soviet CV #2 (Kiev) (two "F" air units bearing a "C" in the lower right hand corner). These units may be placed in any hex in the Black Sea north of hex #2025. There is no Movement Point cost to place these units. These reinforcements do not require a line of communications for their entrance.

[12.25] All reinforcements may function normally beginning on the eleventh Game-Turn.

[12.3] SPECIAL BLACK SEA MOVEMENT PROHIBITION RULE

All naval units are prohibited from entering any hex in the Black Sea (any hex north of hex #2025) until the Reinforcement Interphase which occurs between the tenth and eleventh Game-Turns. All naval units are free to move north of hex #2025 on the eleventh and all subsequent Game-Turns. Note: Hex #2025 is considered part of the Aegean Sea for all purposes.

[13.0] VICTORY CONDITIONS

GENERAL RULE:

The same procedure is used to determine the victor regardless of whether the ten Game-Turn Scenario or the twenty-one Game-Turn Campaign Scenario is played. During the game, each Player accumulates Victory Points for destroying Enemy units. For each Enemy unit destroyed, the opposing Player receives a number of Victory Points equal to the Electronic Countermeasure Value of the destroyed unit. A unit with a "0" Electronic Countermeasure Value is worth one Victory Point. At the end of the last Game-Turn, both Players tally their Victory Point totals. The total number of NATO Victory Points is then subtracted from the Soviet total. The Soviet Player then adds any bonus Victory Points he is entitled to for achieving the objectives listed in 13.1. After any appropriate addition is made to the Soviet total, the resulting number is then compared to the Level of Victory Table (13.2) in order to determine the victor and the level of victory achieved.

[13.1] SOVIET BONUS VICTORY POINTS

[13.11] The Soviet Player receives ten (10) bonus Victory Points if there are no NATO units (of any type) in the Aegean Sea area at the end of the game. Note: The Aegean Sea is indicated on the map by means of a designated boundary line. Hex #2025 is considered part of the Aegean Sea.

[13.12] The Soviet Player receives fifteen (15) bonus Victory Points if at the end of the game it is impossible for the NATO Player to trace a line of communications from any coastal hex in Israel leading off the western mapedge. This line may only be traced through sea and/or coastal hexes. It may not be traced through Soviet occupied hexes or Soviet controlled hexes, unless occupied by a NATO naval unit. It may not be traced through undestroyed Soviet Defended hexes or Prohibited hexes.

[13.13] If the Soviet Player has received bonus points for fulfilling the objective given in case 13.12, he receives fifteen (15) additional bonus

Victory Points if at the end of the game there are no NATO naval units east of the Eastern Mediterranean Boundary Line indicated on the map.

[13.2] LEVEL OF VICTORY TABLE

Net Victory Point Total	Victor and Victory Level
+51 or greater	Soviet Decisive Victory
+36 to +50	Soviet Substantive Victory
+21 to +35	Soviet Marginal Victory
0 to 20	Draw
-1 to -15	NATO Marginal Victory
-16 to -30	NATO Substantive Victory
-31 or less	NATO Decisive Victory

[14.0] OPTIONAL RULES

COMMENT:

The following optional rules can be used to introduce added variety to the basic game situation presented in *Sixth Fleet*. **Optional rules should be employed only with the mutual consent of both Players at the start of the game.**

CASES:

[14.1] SOVIET FIRST STRIKE OPTION

COMMENT: The Soviets expect to sink one of the two United States aircraft carriers at the outset of a Mediterranean war and they are prepared to sacrifice one of their nuclear submarines to accomplish this. Use the following optional rule to simulate this planned attack.

At the beginning of the game, prior to the initial Soviet Movement Phase, the Soviet Player rolls the die. If a 1, 2, or 3 is rolled, the United States CV #1 (Saratoga) naval unit is automatically eliminated along with all of its assigned air units. The Soviet Player must then immediately eliminate the Soviets SN unit closest to the eliminated American CV unit. If a 4, 5, or 6 is rolled, the United States CV #2 (America) and its assigned air units are eliminated along with the closest Soviet SN unit. Note: This rule gives the Soviet Player a substantial advantage and may be used to balance the game between Players of unequal competence.

[14.2] VIOLATION OF NEUTRAL AIR SPACE

The Soviet Player may choose to ignore the rule which prohibits air units to enter Prohibited hexes. At the start of any Soviet Movement Phase, the Soviet Player announces that he has decided to violate the Neutral countries' air space. To do so, he must deduct ten (10) Victory Points from his total at the end of the game. Once he has announced this intention, all air units (including NATO air units) may enter any hex in Yugoslavia and Albania and all Yugoslavian and Albanian coastal hexes. The NATO Player may never initiate this option, but if the Soviet Player chooses it, the NATO Player does not sacrifice any Victory Points. Note: This option gives both Players greater flexibility for using their air power. As the NATO side has a superior initial air strength, this option may work to NATO's advantage. The Soviet Player should, therefore, only choose this option if he sees an opportunity that can be significantly exploited by allowing his air units to cross Neutral territory.

[14.3] MIDDLE EAST AIR FORCE PARTICIPATION

COMMENT:

This rule simulates a situation in which the Soviets were permitted to base substantial air forces in

Egypt and Syria. If this happened (and it could itself be the cause of a Mediterranean war), it is assumed that all reserved Israeli air strength would be thrown into the war on the NATO side. Use the following rules to simulate this situation.

At the beginning of the game, the six (6) F4 and six (6) A4 Israeli air units are deployed at the airbases in Israel by the NATO Player. A minimum of one and a maximum of six Israeli air units may be deployed at each airbase in Israel. These air units are based in Israel and are restricted by the standard rules governing the use of air units.

The air units available to the Soviet Player vary with a die roll according to the following table.

DIE ROLL	AIR UNITS AVAILABLE
1	Syria: four (4) M21s, two (2) Y28s Egypt: four (4) M21s, two (2) Y28s
2	Syria: two (2) M23s, four (4) M21s, and two (2) Y28s Egypt: two (2) M23s, four (4) M21s, and two (2) Y28s
3	Syria: four (4) M21s and four (4) Y28s Egypt: four (4) M21s and four (4) Y28s
4	Syria: four (4) M23s, four (4) M21s, and two (2) Y28s Egypt: four (4) M21s, four (4) Y28s, and two (2) I28s
5	Syria: two (2) M23s, four (4) M21s, and four (4) Y28s Egypt: two (2) M23s, four (4) M21s, and four (4) Y28s
6	Syria: four (4) M23s, four (4) M21s, and four (4) Y28s Egypt: two (2) M23s, four (4) M21s, four (4) Y28s and two (2) I28s

These air units are deployed in the specified nations at the start of the game and are in addition to those Soviet air units that are initially deployed in Bulgaria and Romania. A minimum of one and a maximum of six air units may be deployed at each airbase. These air units are governed by the standard game rules. This optional rule dramatically favors the Soviet Player. It can, therefore, be used to balance the game between an experienced NATO Player and an inexperienced Soviet Player.

[14.4] DELAY OF SOVIET BLACK SEA FLEET

The transfer of the Soviet Black Sea Fleet into the Mediterranean is dependent upon the Soviet Army gaining control of the Bosphorus (hex #2025 in the game). No one really knows how long the Turkish forces could resist a determined Soviet attack. This optional rule varies the arrival of the Soviet Black Sea reinforcements by means of a die roll. These reinforcements are placed in the Black Sea during the Reinforcement Interphase as explained in Case 12.2. After placing these units on the map, the Soviet Player rolls a die and the rolled number indicates the number of Game-Turns that must elapse before Soviet naval units may enter hex #2025. For example, if the Soviet Player rolls a six (6), Soviet naval units could not enter hex #2025

before the sixteenth Game-Turn. Note: Because hex #2025 is a NATO Defended hex, Soviet units are prohibited from entering the hex until its intrinsic Defense Strength is destroyed (see 10.4).

[15.0] GAME NOTES

Sixth Fleet is an interesting study of a modern military situation done in a very abstract way. In order to better understand and enjoy the game, it might be helpful if some of the rationale behind the design were given. The designer saw the situation as being a battle of the little black boxes. Thus, he placed a very heavy emphasis on the ECM of the various units involved. In addition, he found that ships within the same class did not always have the same capabilities and this had to be reflected in the combat strengths. The combat strengths themselves are interesting because they reflect a ship's ability to combat different units in different environments. The bloodless Combat Results Table does make the situation abstract since it is a commonly held belief that if your ship receives a hit these days its all over. Here the designer felt that the ship's captain would realize when he was outmatched and rather than stay and die he would concede a little bit of ocean. This brief outline of the design concepts will hopefully shed a little light on a somewhat clouded topic.

When playing **Sixth Fleet** it will be useful to remember that it is almost impossible to insure a retreat in your combat phase. The best tactic is to place a force of friendly units in such a position that any enemy units adjacent to it during their Combat Phase cannot get a zero differential against it and must therefore retreat. This is most easily accomplished in restricted waters due to the doubling effect it has on the Defense Strength.

Another very important point to keep in mind is the sequence of play. Because movement is after combat you have the ability to exploit a particularly good combat. There is, however, a drawback to this system. In order for you to set up your next turn's attacks, you must first move adjacent to the enemy and this permits him to beat you back before you can do anything. This can be particularly painful if you have just set up an attack with air units and they are destroyed before they can perform their mission. If it is important to move an air unit adjacent to an enemy unit, make sure that you have enough air strength to absorb the loss which may occur.

Planes, in general, are the most useful and most fragile units you have. Their high Movement Allowance and strong Combat Strengths make them versatile while their inability to retreat makes them a liability in a combat situation. You must always be on guard against your opponent cutting your planes off from a base and thus forcing them to ditch.

Submarines are the other great weapon in the game. They have strong offensive and defensive strength and are as slippery to pin down and destroy as an eel. They are the heart of Soviet offensive operations and are the spearhead of the NATO drive back to the Aegean. You will note the extreme difficulty involved in forcing them out of a restricted water hex. This plays right into the Soviets hands as he will place a few of them at the entrances of the Aegean. Due to their lack of Anti-Air Strength, they are somewhat vulnerable to air units slipping past. Cooperation between air and subs cannot be over-emphasized.

One final thing to remember is the need for a solid front. Make absolutely certain that enemy units (particularly planes) cannot slip behind your line and place any of your units in an untenable situation.