

Task Force Rules Modifications for Convention Play

(Originally used at Long Island's FATDOG Convention in 2010)

Movement

Submarines are no longer limited by mode for movement purposes. Nuclear subs (SSN) may move two hexes per turn regardless of depth, while diesel subs (SS) may only move one hex per turn.

Active ASW Searches

Soviet task forces determine their Active ASW value by dividing the number of ships with Active ASW Capability (S) by 3, rounding normally. Non-Soviets still divide by 2 (rounded up). The maximum search value remains 5. Soviet SS receive a (secret) +1 to the ASW Search die roll (they are quiet)

SUBROC/SSN-15/16

Submarines with SSM values may attack submarines in adjacent hexes with their ASW Strength.

Helicopters

The number of helicopters available for Helicopter operations for a task force is the number of helicopters in the task force divided by 3.

Helicopter ASW Searches may be regular or intensive, but now cost 1 Action/2 Helicopters and 2 Actions/4 Helicopters each, respectively.

The search value for Soviet regular/intensive helicopter ASW searches is 1/3, while for non-Soviets it is 2/4.

Helicopters may attack enemy submarines located by a Precise or Accurate search report as follows:

- Helicopters which have located submarines by helicopter ASW search may immediately attack those submarines.
- During Task Force ASW combat, if the total ASW Attack Strength of the available helicopters (available helicopters divided by 2) in the task force is greater than the Task Force ASW Attack Strength, that strength is used.
- During Torpedo Combat, the available helicopters in the task force may use their total ASW Attack Strength (available helicopters divided by 2) for an Area ASW attack on any arc on the Tactical Display during each ASW phase. Any ships sunk during the combat have their available helicopters removed from the total available.

Aircraft ASW

US carrier launched ASW squadrons with a Strength of 2 may search one megahex with a Search Value of 4 or two megahexes with a Search Value of 2. Searched hexes must be within three hexes of the carrier task force. If submarines are located with a Precise or Accurate report, the squadron may attack with an ASW strength of 2 against any one subron that is located.

Soviet Long Range Aircraft have an ASW Search value of 4, while Non-Soviet Long Range Aircraft have an ASW Search value of 5. If submarines are located with a Precise or Accurate report, the mission may attack with an ASW strength of 2 against any one subron that is located.

Note that any subrons that have been located with a Precise or Accurate report may be attacked as listed above during the Long Range Patrol Phase or Air Operations Phase, not just those located by those air units/missions.

Air ASW attacks are resolved in the same manner as Task Force ASW attacks.

Revised Surface-to-Surface Missiles (SSMs)

Type	Name	Range	Accuracy
A	Harpoon	2	4
B	Standard ER	2	2*
B	Standard MR	1	2*
C	Sea Dart	1	2*
D	Exocet	1	4*
E	Otomat	2	3
F	Gabriel	1	3
G	Penguin	1	2
H	SSN-7	1	3
I	SSN-3	5	3
J	SSN-12	10	4
K	SAN-3	1	1*
L	SSN-14	1	2
M	SSN-11	2	3
N	SSN-9	2	4
O	SSN-2	1	2
T	Tomahawk	11	4

Umpired Rules

Random Events Phase

Random Events will be determined by the umpire, who will notify the affected side only (for command failure). The lack of a random event will not be announced.

Long Range Patrol Missions

Megahexes to search will be communicated to the umpire only, with results being relayed to the searching side only. If the searching side chooses to attack, then the opposing side will be notified.

Air Operation Phase

Strike and Patrol missions to be launched will be communicated to the umpire. Only successful searches/strikes will be communicated to the enemy player.

SOSUS Phase

SOSUS results will only be communicated to the NATO/US player.

Action Phase

Movement will not be communicated to the opposing player unless the Task Force is currently tracked.

Active Task Force/ASW Searches will be announced to the opposing player.

Unsuccessful Helicopter Task Force/ASW Searches will not be communicated to the opposing player.
Successful Helicopter Searches will be communicated to the opposing player.

Task Force/Subron Passive Searches will not be communicated to the opposing player, regardless of success.

All Search die rolls will be performed by the umpire.

All combat will be as in the rules as written (except as modified above).

Emission Detection Phase

Remains, with the umpire announcing to the other side the location of the Normal mode task forces.