# FIFTH ESKADRA
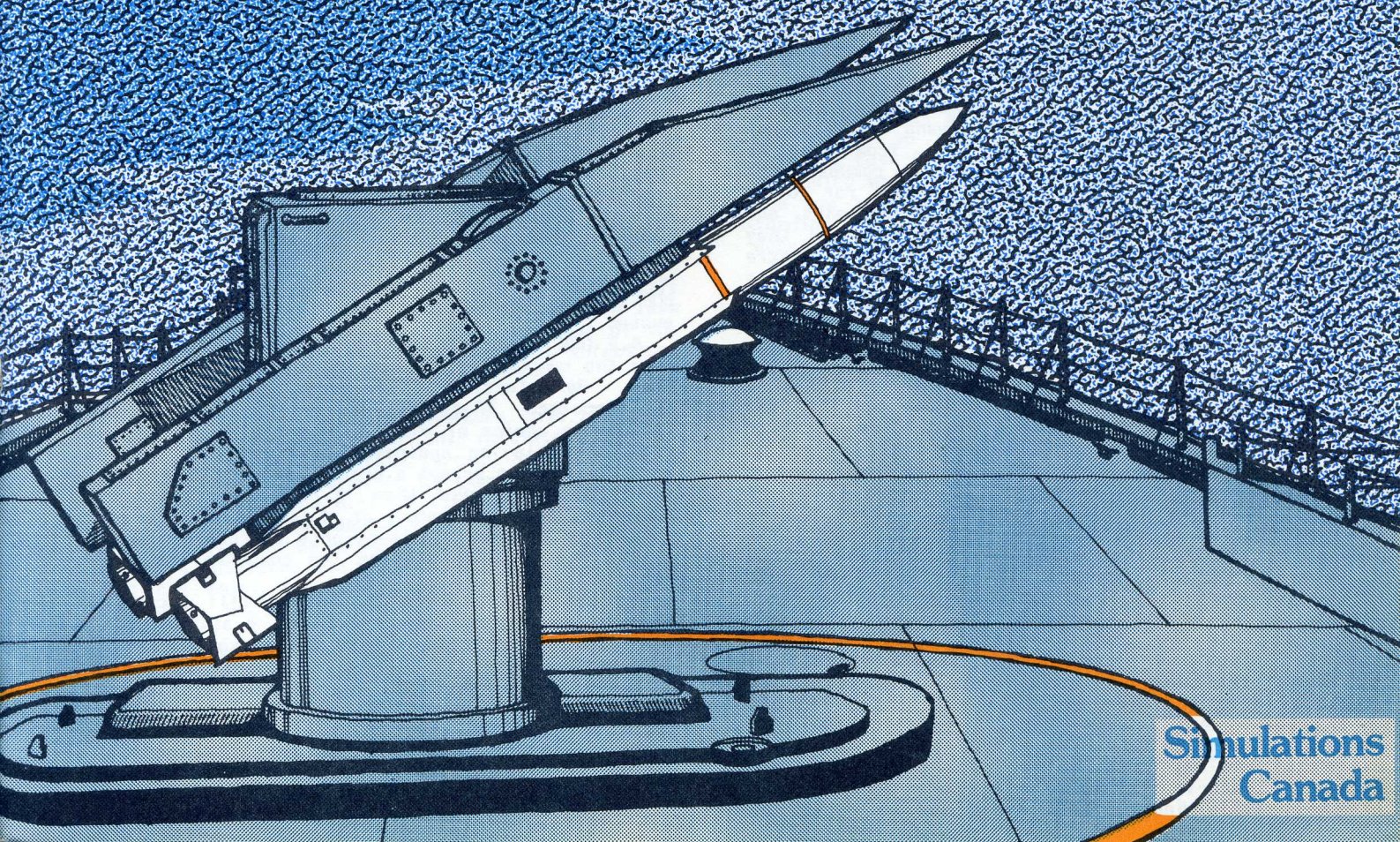
A Computer Game of Modern Naval Combat
in the Mediterranean Sea

FIFTH ESKADRA
A Computer Game Of Modern Naval Combat
In The Mediterranean

Index:

Credits:

1.0 INTRODUCTION: FIFTH ESKADRA is a detailed game type simulation of modern naval combat in the Mediterranean Sea for one or two players.  Each player may control up to 10 task forces (composed of individual surface ships), as well as individual submarines.  They will be responsible for the operational control of each task force or submarine under their command. The viewpoint of the players is thus that of the Theatre naval commander of each side - NATO out of Sixth Fleet Headquarters in Naples, Italy, and Black Sea Fleet Command in Sevastopol or, in the event of nuclear warfare, from airborne command posts.  As such, the players may compose task forces, establish missions & destinations for those forces, order major strikes, request reinforcements, and suggest to their national command a confict level they feel appropriate.  Other operations that the theatre commander would not deal with directly, such as individual ship movement, target selection, weapon employment, & aircraft operations, will be handled automatically by the computer.

2.0 GENERAL COURSE OF PLAY: The game is composed of 2 major sections, the start up of the game and the game itself.  The start up allows the players to select their own passwords so that only they can play their portion of the game.  Start up also lets the players resume a previous game that had been saved.  The game itself is played in turns and follows a constant sequence of play composed of four segments for each turn.  In the first segment the players may give their orders for the actions of their forces for the turn.  The Soviet player goes first, recommending a conflict level, adjusting task forces, giving movement orders, etc.  Next the NATO player conducts the same operations, thus ending the segment.  In the second segment both players will receive any reports available from their forces.  The NATO player receives reports first, and then the Soviet player.  These reports may include the preliminary results of combats.  The third segment then begins with search and air status results, first for the Soviet player, followed by similar reports for the NATO player.  Under certain circumstances either or both sides may be given the option to launch missile and/or airstrikes at the close of their portion of the segment.  The final segment of the turn resolves combat and political events, displaying the results.  The players will then be asked if they wish to continue the game.  If they do, play proceeds to the next turn.  If they do not, the computer will give them the chance to save the game at that point, indicate the current victory point status of the players, and allow the players to review the status of the forces at the end of the game by responding 'Y' to that question.

3.0 GAME EQUIPMENT:
   3.1 THE MAPS:
      3.11 GENERAL: Two identical maps representing the Mediterranean Sea are included with the game.  Each player should take one of these and place it so that it will be out of sight of the other player.  These maps can be used to record the locations of friendly task forces and submarines as well as possible locations for opposing units, landing zone areas, current conflict level, weather, and time.
      3.12 LOCATIONS ON THE MAP: The maps are overlaid with a grid of squares.  Each square is termed a sector.  Each sector is identified by a unique alpha numeric designation formed by cross referencing the vertical letter designator for the lines with the horizontal numeric designator for the columns.  All references to locations on the map must be made in this format.  Thus the toe of Italy is in sector F18 while the island of Cyprus is in sector F32.  The time / distance scale used for the game is 8 hours per turn with sectors approximately 60 nautical miles square.
   3.2 THE PLAYING PIECES: The playing pieces are the die cut counters.  They should be broken free from the frame to be used as individual pieces.  The pieces are colored by nationality.  Soviet forces are red.  American forces are blue.  Italian forces are yellow.  French forces are green.  There are two types of pieces, those representing individual vessels and bearing a representation of that vessel which are termed units, and those which may be used for indicating possible locations and keeping records which are termed markers.  Only one set of Weather, Time, and Conflict Level markers are included (sorry, we made an error).  Players must always keep them updated and must inform the other player of their current status if requested.  Alternatively one player may use other markers that are not in use to record these items.

4.0 GETTING STARTED:
   4.1 BOOTING:  To boot the game you must have the computer indicated by the label on the box. In addition, a minimum of 48K of RAM and a disk drive are required.  Simply place the disk in the drive and turn on the computer, or turn on the computer and type the boot code, or turn on the computer and type 'RUN HELLO'.  It is possible that your computer may run on a different DOS than that in which the program is written.  In a case where normal boot up as above does not work, consult your DOS manual for how to boot up via your DOS conversion system.
   4.2 ONE OR TWO PLAYERS & PASSWORDS: When starting a game the computer will need to know how many people will play.  By selecting 'O' for One, your opponent will be the computer.  If playing against the computer you will be given a choice of which side you wish the computer to play.  If playing against another player, the players will be asked to select a secret password. Simply pick a few letters and type them in.  This password will be requested by the computer at the start of each player's portion of a segment so that only the correct player can play.  When playing against the computer passwords are not required.
   4.3 NEW OR SAVED GAME: The program will ask you if you wish to start a new game or restart a saved game.  Give an 'N' or 'S' as required. 'S' will take you to the save game routine.
   4.4 STARTING POSITIONS: The computer will set up the game.  If players are restarting a saved game the starting positions will be as when the saved game was previously stopped.  For a new game the computer will deploy the initial forces.  NATO will always be deployed as 2 task forces, one built around the aircraft carrier Kittyhawk and the other centered on the amphibious

assault ship Tarawa. The Soviets will always deploy as 3 task forces, one built around the Moskva-1, one centered on a cruiser, and the other a single M. Kashin whick will be shadowing the American Kittyhawk task force. Submarines for both sides will be deployed independently. Start locations will vary each game.

4.5 UNIT & TASK FORCE DESIGNATIONS: Each player's units are assigned an individual unit number and a vessel class name, as well as a unit type abbreviation. Thus '25 FFG, Krivak-1' represents the unit counter numbered 25, which is the first of a number of Krivak class guided missile frigates [FFG]. The front of each counter will contain this information. The back of each counter will also contain the unit number, as well as the nationality and reinforcement information. Thus the above unit will have SO-25 indicating Soviet unit number 25 on the back. Reinforcement data will be discussed later. All communications to and from the computer dealing with a particular unit must reference that unit by its unit number [25 in the above examples]. Each player's task forces will be assigned a number between one and ten by the computer, starting with one. A player may have a maximum of ten task forces in play at any one time.

4.6 ENTERING INFORMATION: In casual play the computer detects the completion of each information entry by the player pressing the return or entry key. 'Y' & 'N' are responses for Yes & No questions while digits are used for number responses. If just a return or entry is indicated the computer will assume that no change from the previous state is required. Note that all entries should be made in upper case.

4.7 ABBREVIATIONS: The following are used: Unit types are abbreviated as follows: PGG (missile patrol gunboat), FF (frigate), FFG (missile frigate), DD (destroyer), DDG (missile destroyer), CG (missile cruiser), CGN (nuclear missile cruiser), BBG (missile battleship), CH (helicopter carrier), CHG (missile helicopter carrier), CV (aircraft carrier), CVN (nuclear aircraft carrier), CVSG (missile short take off aircraft carrier), LHA (amphibious assault ship), LST (landing ship, tank), LSD (landing ship, dock), AOR (refueling tanker), AOE (resupply ship), SS (attack submarine), SSN (nuclear attack submarine), SGN (nuclear missile submarine). Nations are as follows: SO (Soviet), US (American), FR (French), IT (Italian).

# 5.0 THE COMMAND SEGMENT:

5.1 GENERAL: During the Command Segment each player may give orders to their forces. The Soviet player phase will always be first in the segment. The Command Segment phase for a player begins by displaying the day, time, weather, weather forecast, currently earned victory points, and world wide conflict level. The player will then be requested to recommend a level of conflict for the Mediterranean. The players may suggest one of four levels of conflict: 'Rising Tensions', 'Conventional Warfare', 'Tactical Nuclear Warfare', or 'Operational Nuclear Warfare'. The computer will then indicate if the recommendation has been accepted or denied. Play will then move to a list of player options called the Task Force Operations menu. By typing in the number of the desired selection, play will proceed to that selection. Each of these selections is detailed below.

5.2 INFORMATION SELECTIONS:
5.21 REVIEW A TASK FORCE'S MAKEUP: This selection will display the location, mission, initiative rating, and reliability rating of a task force. Simply indicate the number of the task force to be examined. The ships composing the task force will be listed, along with any damage a particular ship has taken as a percentage number and the Speed Of Advance [SOA, a speed in nautical miles per hour that indicates the fastest rate of advance which the ship can maintain, rounded to reflect the 8 hours represented by the turn] of each ship. The initiative and reliability of a task force will be that of the Commanding Officer [CO] of the ship commanding the task force. The computer will assign which ship this will be, generally on the basis of which is the most valuable vessel and hence would be carrying the most senior naval officer. The SOA of a task force will automatically be that of the vessel with the slowest SOA that is included in the task force.

5.22 CHECK A UNIT'S STATUS: This selection will ask for the unit number of the specific unit the player wishes to examine. The resulting display will indicate the vessel, the initiative and reliability ratings of its CO, and a series of numeric ratings of the unit's capabilities in various areas as well as the names of some of the weapons carried. In general higher numeric ratings indicate greater capability. Note however that reliability is a rating of how well a particular CO will carry out his orders while initiative gives some indication of how well the CO will deal with altering situations and opportunities. Thus COs with high reliability are good at what they do while those with high initiative will tend to act flexibly, including doing something other than ordered if they feel it is a better idea.

5.23 LIST UNIT LOCATIONS & DESTROYED UNITS: This selection will list the locations of all friendly task forces as well as the locations of friendly submarines that are in radio contact. After this listing, a separate list of friendly units that are known to have been destroyed and their victory point values will be displayed.

5.24 REVIEW UNIT ARRIVALS: This selection will list all the friendly ships and submarines that have been committed to the Mediterranean, but which have not as yet arrived or been formed into task forces. Next to each unit will be a number indicating the number of turns remaining before the unit will become available.

5.3 ACTION SELECTIONS:
5.31 FORM A TASK FORCE: This will allow the creation of a new task force from available surface ships that have not as yet been assigned to a task force. Each available surface ship will be displayed one at a time. By pressing the letter 'A' the ship will be added to the new task force to be formed. By pressing the space bar the ship will be skipped. There is no limit to the number of task forces that can be formed in this way during a segment, provided that the overall limit of 10 task forces is not exceeded. New American forces will appear in sector I1. New French forces start in sector C10. New Italian forces appear in sector E19. New Soviet surface ship forces arrive in sector A27. Note that units that have not been formed into a task force are not considered to have as yet entered the map area for combat or movement purposes.

5.32 COMBINE TWO TASK FORCES: This selection will allow the player to merge two task forces into a single task force, provided the task forces involved are in the same sector. American, French, & Italian task forces may freely combine with each other and mix their units in any manner. However Soviet task forces may only combine with other Soviet task forces.

5.33 SPLIT A TASK FORCE: This selection will allow the player to form a new task force by dividing an existing task force into two parts. The procedure starts by asking which task force is to be split and then forms the new task force by the same system as in the normal forming of a new task force See rule 5.2 for the conventions used.

5.34 CHANGE A TASK FORCE'S MISSION: This selection will allow the player to change the assigned mission of a task force. The player will be asked to indicate the number of the task force concerned. 5 possible missions will then be displayed. These are: 1.'Show The Flag', which will have the force patrol to the assigned destination but avoid combat. 2.'Sea Control (anti-surface)' which will have the force concentrate on combat against opposing surface targets. 3.'Sea Control (anti-submarine)', which will have the force concentrate on combat against submarines. 4.'Project Power Ashore', which will have the force concentrate on amphibious landings and supporting shore operations. Amphibious oriented ships in a task force with such orders will conduct landings while other vessels with gunfire capability will provide shore bombardment. In addition, aircraft carriers will be able to conduct land support air strikes. There are 5 potential landing sectors. Both players may operate against sector H34, representing the Israel / Lebanon area. This area will earn the most victory points for such operations. In addition the Soviets may operate against sectors B24 and G23 [Greece] while NATO can operate against sectors L16 and K23 [Lybia]. The closer the sector is to that player's surface ship reinforcement sector, the less victory points the operations will earn. 5.'Shadow Enemy Task Force', which will have the force concentrate on

following an opposing task force so as to be able to report its position and possibly conduct attacks. Note that to have a shadow order the unit or task force need not be in the same sector as an opposing task force; it will begin to shadow when it finds something. A task force will attempt to carry out its assignd mission to the extent of its reliability while it may attempt to conduct operations other than that assigned to the extent of its initiative. At the start of the game and on first being formed all task forces will be automatically assigned a 'Show The Flag' mission.

**5.35 REQUEST REINFORCEMENTS:** This selection will automatically place a request for additional forces with the national heaquarters for the player. Every request for reinforcements will cost the player 10 victory points, even if the request is not granted. When a request is granted a list of the units being detailed to the Mediterranean will be presented. These units will then be listed, with the number of turns until their arrival, in the Review Unit Arrivals selection. Some data relating to reinforcements are coded onto the backs of the unit counters. Soviet and American units with only a unit number and nationality on the counter back are original placement units and will be available at the start of the game. Some Soviet units are also coded 'A27'. These are scheduled reinforcements from the Black Sea fleet and will become available without a request for reinforcement. In fact, some may be available on the first turn of the game. Similarly some Soviet units are coded 'I1'. These are submarine reinforcements from the North Sea fleet that will become available without being requested. Soviet and American units with an 'RR' coding are requested reinforcements and will only become available, in whole or in part, when a request is granted. American reinforcements consist of surface ships and submarines from the Atlantic fleet and will enter at sector I1. Soviet reinforcements will be aircraft and surface vessels from the Black Sea fleet, the latter of which will appear at A27 while the former are added to those aircraft available for use. Soviet submarine reinforcements come from the North Sea fleet and appear in sector I1. French and Italian surface and submarine units, if they enter play, start in the locations of their main bases, C10 and E19 respectively.

**5.36 GIVE MOVEMENT ORDERS:** Going to this selection will permanently exit the player from the Task Force Operations menu. After selecting it the player will be given a last chance to return to that menu. By selecting 'M' the movement selection will be initiated. In movement the player may issue movement orders to each of his task forces and to any submarines that happen to be in contact. Each which can accept orders will be listed sequentially. Destinations must be ordered for the one currently being presented before proceeding to the next. These orders take the form of entering the designation of a location toward which the player wishes the task force or submarine to proceed. The unit or task force will then continue to move toward that destination during subsequent turns until it arrives (and then remains in the sector) or its destination is changed by further orders. COs with low reliability and/or high initiative may independently choose a different destination than that which was ordered. Units which are currently shadowing an opposing task force will display this in highlighted letters and do not require destination orders. They will automatically follow that task force if they are able to do so. When a submarine unit is in contact to receive movement orders, the player will also be given a chance to change the mission of that submarine prior to giving it movement orders. Submarine missions are the same as those for task forces with two exceptions. First, they have a 'General Purpose' mission ability which allows the unit CO to do any of the other missions that he considers correct for the situation. What he actually will do depends on his initiative and reliability, as well as the specific circumstances. Second, submarines may not project power ashore but they may 'Escort Friendly Task Force'. To be ordered to do this they must be in the same sector as the task force when the order is given. They will then automatically go where that task force goes and perform both sea control missions while doing so.

**6.0 THE REPORTS SEGMENT:** When both players have completed

the Command segment, play will move to the Reports Segment. This segment consists of separate report phases for each player (starting with the NATO player) followed by a joint player display segment for immediate combat reports. Each player's radio reports will announce the results of any encounters with opposing units during movement. Units may attack opposing units while in the same sector, dependent on their mission, reliability, and initiative. Attacks will not be conducted by forces of a player whose conflict level is Rising Tensions (level 1), however units and task forces may counterattack opposing submarines that have attacked them regardless of the conflict level. Submarines may also conduct attacks but not report that they have done so.

**7.0 THE SEARCH SEGMENT:**

**7.1 GENERAL:** During the Search segment each player will have a phase in which he is presented with a reports menu which will give the results of national intelligence collection, searches by task forces and submarines, and aircraft reconnaissance flights. In addition the player will be able to examine the status of all the aircraft currently at his disposal. Finally, the player may, if it is feasible, be given the chance to order the launch of a coordinated missile and/or aircraft strike against a particular location.

**7.2 NATIONAL INTELLIGENCE:** Indicating this selection will display the approximate locations of opposing task forces detected by ocean surveillance satellites, electronic intercepts, and other national intelligence means. Opposing units that have communicated extensively with headquarters during the preceeding Command segment (by the player making numerous references to the unit or task force while giving orders) will be more likely to be detected.

**7.3 TASK FORCE & SUBMARINE REPORTS:** Units that are in or have passed through the location containing opposing units may report the location and partial composition of the opposing forces. False reports are possible.

**7.4 AIR SEARCH RESULTS:** The player will be given the results of searchs conducted automatically by land and aircraft carrier based patrol aircraft. The location and partial composition of opposing forces may be reported. False reports are possible.

**7.5 AIRCRAFT STATUS:** This selection will show the status of aircraft assigned to each air base and aircraft carrier under the player's command. An availability list will be shown for each aircraft type. Aircraft indicated as 'Ready' will automatically go on any strike assigned. The rest of the pipeline is indicated in 8 hour segments, each of which represents one turn. Thus, for example, aircraft shown at 16 hours will be ready in 2 turns. Aircraft on Combat Air Patrol (CAP), if any, will be assigned automatically and their quantity indicated.

**7.6 MISSILE & AIRCRAFT STRIKES:** After indicating completion of his phase of the search segment, the player may be given the opportunity to conduct strikes against opposing task forces. To reflect doctrinal differences, the Soviet and NATO players are given different options. The Soviet player may have the chance to conduct a single coordinatèd missile & aircraft strike per turn if his conflict level is 2 or higher. To indicate where the strike will be targetted, simply designate a target sector. All units and aircraft within range will be ordered to launch at that target. Depending on unit mission, initiative, reliablity, weather, and communications they may or may not comply. For the NATO player, each aircraft carrier under his command may recommend airstrikes against sectors thought to contain opposing task forces. The NATO player will be asked to concur with each strike recommendation or veto it. Again, strikes may only occur if the player is at conflict level 2 or higher. In addition to strikes against ships, both players may conduct airstrikes against land targets in potential landing zones, if they have an aircraft carrier in a landing zone sector and the carrier's mission is 'Project Power Ashore'. Both players may conduct such airstrikes against the Israel / Lebanon area by being in sector H34. The Soviets only may conduct such strikes against Kithira (sector G23) and Thessolonikia (sector B24), both in Greece. Nato only may conduct such strikes against Bengazi (sector K23) and Tripoli (sector L16), both in Lybia. Airstrikes against ground targets may be conducted during any level of

conflict.

## 8.0 THE COMBAT & POLITICAL RESOLUTION SEGMENT:

8.1 GENERAL: When both players have completed the Search Segment play progresses to the Combat & Political Resolution Segment. During the first portion of combat resolution each player will be asked to separately view the results of missile strikes against his forces. Then the players will be asked to jointly view the results of any airstrikes. Next, task forces will conduct shore bombardments. As political aspects begin to take effect the worldwide conflict level may change and France or Italy may join the conflict or declare their neutrality.

8.2 SURFACE TO SURFACE MISSILE COMBAT: In this portion of the resolution surface ships and submarines in range of detected opposing task forces may launch attacks against those forces, subject to mission, initiative, and reliability. The effectiveness of such strikes will vary with the units involved, the weapons, and the distance to the target. Each player will separately view the results of these attacks.

8.3 AIRSTRIKE COMBAT: In this portion of the resolution airstrikes ordered against opposing task forces will be resolved. Both players should view the results jointly. The effectiveness of such strikes will vary with the units involved, the weather, the time of day, and the distance to the target. Note that it is possible that third world countries in the area may conduct airstrikes against either or both players. Such airstrikes may occur at any time, including when the world conflict level is at level 1.

8.4 SHORE BOMBARDMENT: Task forces of either player having a mission of 'Project Power Ashore' will conduct shore bombardment with all ships with gunnery capability when in a landing zone sector. Both sides may undertake such operations against sector H34. Only the Soviets may do so against sectors G23 & B24. Only NATO may do so against sectors L16 & K23. The victory points earned for shore bombardment varies inversely with the distance of the sector from the surface ship entry point for the bombarding player, directly with the strength of the bombardment, and inversely with the level of conflict and turn number of the bombardment operation.

8.5 WORLDWIDE CONFLICT LEVEL: Each turn there is a small probability that the worldwide level of conflict will increase spontaneously, as opposed to as a result of the player suggesting, and having approved, a higher level. At the Operational Nuclear Warfare level detected aircraft carriers may be destroyed by ICBMs without the player's intervention. In addition, each turn that the world level remains at Operational Nuclear there is a 50 percent chance that Global Nuclear War will erupt, thus ending the game.

8.6 FRANCE & ITALY: French and Italian forces begin the game uncommitted. Each turn there is a possibility that one or both of these nations may commit naval forces to NATO or declare their neutrality in the conflict. The current victory point differential (which only the computer will know since the players only see their total), the level of the conflict, the conflict level recommendations of the players, and the number of turns of conflict affect French and Italian political actions.

## 9.0 ENDING OR SAVING THE GAME:
The game may end in any of four fashions. Both players may jointly agree to stop at the end of a turn, both players may independently recommend level 1 conflict and have that recommendation accepted, the 25th turn will be completed, or by the conflict level escalating to Global Nuclear Warfare. In these latter three cases the computer program will halt the game. If the players have ended the game by joint agreement at the end of a turn they will be given the option to save the game. To save the game you MUST have available another disk that has been previously initialized or formatted. The computer will prompt you through the save routine. The save routine uses the same drive as the program disk. Be sure to remove the program disk when prompted to do so and insert the disk on which the game will be saved. CAUTION: There is insufficient space on the program disk to save a game. Do not attempt to do so. A spare disk can save up to 7 games in progress. Be sure to use one. After saving the game the computer can be shut down or play may be continued on the next turn of the game just saved and still in progress. After ending the game, all destroyed, abandoned, & damaged units will be listed and the final victory point total for the players will be displayed.

## 10.0 VICTORY:
At the end of the game (or when the game is ended) the players will be presented with the final victory point total (unless the game ends in Global Nuclear Warfare, in which case both sides, and everyone else as well, lose). If the totals are within 50 points of each other, the game is a draw. If the difference in scores is greater than 50 points the player earning the most points is the winner. The computer automatically calculates victory points during the game. Victory points are awarded for the following: 1. Damage or destruction of opposing units (variable with amount of damage up to total possible for a destroyed unit). 2. Demonstrating restraint (by recommending conflict level 1 or a level lower than that of the previous turn, variable with current world conflict level and victory point ratio, earning more at higher levels and closer ratios). 3. Conducting shore bombardment and airstrikes against landing zone sectors (variable with zone, conflict level, and turn of operation). 4. Conducting amphibious and landing support operations by having aircraft carriers and/or amphibious type units (LHA, LSD, LST) in or near landing zone sectors for that side (variable with zone, conflict level and turn of operation). In general one earns more points for bombardment & amphibious operations that are conducted as soon as possible, at as low a conflict level as possible, and that occur furthest from the surface ship entry point for the side. The computer automatically subtracts victory points for the following: 1. Requesting reinforcements (10 points per request) and escalating above the current world level of conflict (25 points for going to Conventional Warfare, 50 points for Tactical Nuclear Warfare, 85 points for Operational Nuclear Warfare).

## 11.0 DESIGNER'S NOTES ON PLAY:

11.1 TASK FORCE MISSIONS: Task forces in combat situations should generally be assigned to Sea Control (anti surface) unless they are engaging in shore bombardment or shadowing an opposing task force. If the task force CO has a high initiative rating, then it may be more effective to assign the force to Sea Control (anti submarine). A task force with a good CO under such orders will often be more effective against submarines while still being likely to engage any opposing surface forces encountered.

11.2 SUBMARINE MISSIONS: Submarines tend to go off on their own and do what they want. As a result those which are not escorting friendly task forces and whose commanders are of low or medium initiative should be instructed to shadow opposing task forces. This may be as effective as an anti surface mission while having the benefit of allowing the submarine to follow any enemy task force it encounters. Friendly task forces should be escorted by submarines whenever possible. This will provide the best protection against opposing submarines since a submarine is the most effective anti submarine platform. Submarines should be assigned anti surface or anti submarine missions only when attempting to sweep an area, break off from a shadowing mission, or if the submarine is intended to counter a specific threat. Submarines with COs of very high initiative and good reliability can be given General Purpose missions, thus allowing them to follow their own judgement without restraint.

11.3 DESTINATIONS: Task forces and submarines may be assigned to destinations at any distance from their current location. Although a convenience, this allows the individual commanding officer (read computer) to select the path of travel. If you wish to avoid known or suspected enemy positons, then provide your units with shorter and more discrete destinations so that, over a period of turns, you can precisely define their paths. This has the side benefit of forcing the computer to a particular route from point A to point B when there are intervening land structures (the computer will not always pick the path around the land that you might desire). Of course, lack of reliable communications with submarines can make this a very slow travel method for them.

**11.4 ESCALATION:** Every turn each player has the opportunity to recommend an escalation of the conflict beyond the current worldwide level. Besides the hefty victory point penalties, there are other disadvantages to impulsive escalation. Requesting an escalation to a conventional level of combat is foolhardy if your units are not in close proximity to the opposing task forces so as to be able to take advantage of the first strike such an escalation (if by your side only) will give. Escalating to Tactical Nuclear Warfare is not a good idea if you don't have many nuclear weapons. These are indicated by a '[N]' and this warning applies mainly to the NATO player, since he has a very limited number of these weapons while the Soviets have a major stockpile. The Soviets however, may want to try to hold off on any nuclear combat until the Americans have brought the Nimitz task group into combat. The American CVN task force is a very powerful system, and will often require nuclear weapons to be neutalized in a timely manner. Finally, remember that each step up the escalation ladder brings you one step closer to Global Nuclear Warfare, and a premature end to the game.

**11.5 AIRSTRIKES:** Although it is hard to turn down the chance to conduct an airstrike, many small strikes can cost highly in aircraft attrition while bringing only limited results. Be willing to be patient, building up the number of ready aircraft to produce an overwhelming strike against a valuable target. Airstrikes are remarkably powerful when used in mass since they tend to overwhelm even the most capable defence systems. However aircraft loses will mount, particularly in small operations, and the supply of F-14s, A-7s, Badgers, and Backfires, though often looking infinite, is not.

**11.6 COMMANDING OFFICER RATINGS:** Because the player represents a very high level commander, he must consider men as often, or more often, than equipment. When construcing task forces and assigning missions, keep those CO ratings firmly in mind. If need be, alter the force structure of a surface group or change the mission of a submarine to make it match the profile of the officer that will be in command. When play is otherwise equal, attention to the human factor will decide the game. It never hurts, on the first turn that a unit is available, to make a note of the ratings for the CO of the unit for future reference. If it sits in front of you as a list on paper, like the dossier folders on a desk, you are more likely to remember it when giving orders.

**11.7 GENERAL SOVIET STRATEGY:** Attempt to take out the Kittyhawk and her task group early. To do this, be content with rising tensions until a large group of aircraft are ready at Sevastopol, and then conduct a major strike against the Kittyhawk group. Get the Kirov, Kiev, & Kashins out of the Black Sea and into the Mediterranean as soon as possible. They may be needed to finish off the Kittyhawk and, in addition, every turn lost before clearing the restricted waters of the Agean makes it more likely that NATO submarines will be on station there to take advantage of the channeled course the Soviet forces must follow to get into action. Try to have the Eastern Mediterranean neutralized by the end of the 2nd or 3rd day and then set up for the arrival of the Nimitz (and any French or Italian entries). Station submarines near the Straits of Gibraltar and the choke points between Italy and Tunisia. With luck you should be ready with a coordinated tactical nuclear strike when the Nimitz arrives. Try for a cease fire afterwards, no matter what the outcome.

**11.8 GENERAL NATO STRATEGY:** If possible, conduct a shore bombardment against the nearest landing zone with the Tarawa group in the first turn or two (which will also earn amphibious landing points). Then retire the Tarawa group for a rendezvous with the Kittyhawk force and its CAP as quickly as possible. Attempt to use the Kittyhawk group to make airstrikes against the Soviet surface groups while avoiding long range missile attack by these groups. Usually however, the Kittyhawk will be lost early and NATO will have to bide its time until the Nimitz task force arrives. Attempt to force the Soviets to waste valuable missiles on low value targets. Use NATO submarines actively and aggressively. During the turns immediately prior to the arrival of the Nimitz and her group, conduct a sweep action on the western Mediterranean to try to clear it of Soviet submarines. Whenever possible, use submarines, particularly Los Angeles class, to escort friendly task forces. And use your French & Italian forces energetically when you have them. The winds of political commitment often blow fitfully.

W. Nichols & S. Newberg

**FIFTH ESKADRA, Modern Naval Conflict In The Mediterranian.**

The Mediterranian was the cradle of Western civilization.  Its seas and coastlines have been the scenes of innumerable confrontations and conflicts from the times of Homeric Greece and before.  The ships and people have changed, but little else.  Now the Arab block faces Israel over Lebanon, Greece faces Turkey across the Aegean (though they are theoretically allied), Egypt confronts Lybia, and across the entire expanse of the narrow sea NATO naval forces face those of the Soviet Union, both supporting their divergent political aims and allies in the area.  The Mediterranean will likely be a scene of conflict again.

FIFTH ESKADRA is a strategic level game of such modern naval conflict in the Medditerranian Sea.  The players are placed in the positions of either the Nato naval commander for the Med. Theatre or his Soviet counterpart.  Each is tasked to utilize the available forces gain control of as much of the great inland sea as possible.  2 maps and 2 sets of playing pieces are provided to track possible opposing force locations.  2 may play, or the computer will act as an opponent.  Design by W. Nichols & art by J. Kula.

**ALSO AVAILABLE FROM SIMULATIONS CANADA:**

Board Games:
DARK STARS, Exploration & Conflict In Space.  A Complex Strategic Study.
SEAPOWER & THE STATE, World War III At Sea.  A Strategic Study.
BATTLE STATIONS!, Modern Seapower In The Missile Age.  An Operational Game.
INCHON, Turning The Tide In Korea, Sept., 1940.  An Operational Game.
LA REGIA MARINA, The Battle For The Mediterranian, 1940-1943.  A Complex Strategic Study
DIVINE WIND, Japan In The Pacific, 1941-1945.  A Complex Strategic Study.
KRIEGSMARINE, Naval Combat Against The Axis.  A Tactical Game.
ORTONA, The Advnce Through Italy, Dec. 1943.  An Operational Game.
ASSAULT ON TOBRUK, Rommel Triumphant, 20 June, 1942.  An Operational Game.
DIEPPE, The Return To The Continent, 19 Aug., 1942.  An Operational Game.
D.A.K., The Axis In North Africa, 1940-1943.  A Complex Strategic Study.
THE WILDERNESS, Lee Meets Grant, 5-6 May, 1864.  An Operational Study.
MAN OF WAR, Naval Combat In the Age Of Sail.  A Tactical Study.
NAPOLEON'S LAST TRIUMPH, The Battle Of Wagram.  A Complex Operational Study.
ROCKETS RED GLARE, The War Of 1812 In North America.  A Strategic Study.
POWER & RESOLUTION, The English Civil War.  A Strategic Study.
WITH FIRE & SWORD, The Thirty Years War, 1618-1648.  A Strategic Study.
THE ONE WORLD, The Aztecs, 1426-1501.  A Strategic Game.
SCOURGE OF GOD, The Campaigns Of The Mongolians.  A Strategic Game.
JIHAD!, The Rise Of Islam, 632-732 AD.  A Strategic Game.
HANNIBAL, The Italian Campaign, 218-206 BC.  A Strategic Study.
WARRING STATES, The Unification Of China, 231-221 BC.  A'Strategic Game.
THE PELOPONNESIAN WAR, Athens Versus Sparta.  A Strategic Study.

Computer Games for 48K Apple W/Disk Drive:
FIFTH ESKADRA, Modern Naval Combat In The Mediterranean.  A Strategic Study.
GREY SEAS, GREY SKIES, Modern Naval Combat.  A Tactical Study.
FALL GELB, The Fall of France, Spring, 1940.  A Strategic Study.

A NOTE ON COMPLEXITY: Those described as Games are fairly easy.  Studies are of medium complexity.  Complex Studies are just that.

FIFTH ESKADRA