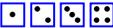
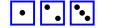
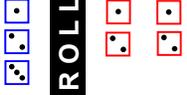
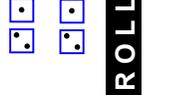
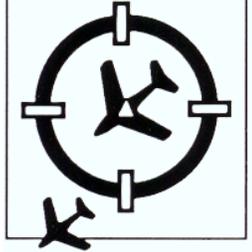
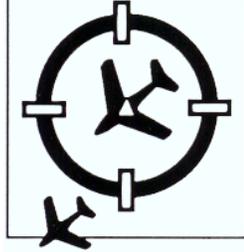
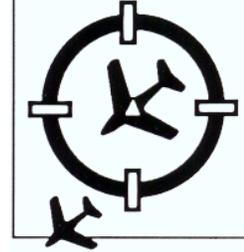


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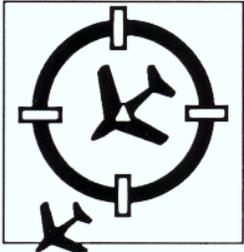
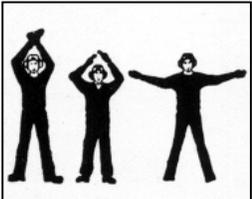
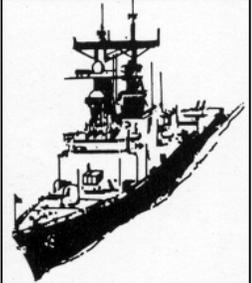
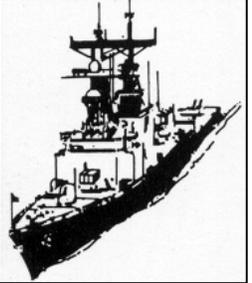
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Action Card sheet #4 of 4

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 <p>Bounce</p>  <p>AUTOMATIC SUCCESS Played in Lieu of Making an Air Cover or Intercept Roll</p>	 <p>Jink</p>  <p>SQUADRON SURVIVES Negates One Successful Attack Against an Air Squadron</p>	 <p>Jink</p>  <p>SQUADRON SURVIVES Negates One Successful Attack Against an Air Squadron</p>
 <p>Jink</p>  <p>SQUADRON SURVIVES Negates One Successful Attack Against an Air Squadron</p>	 <p>Jink</p>  <p>SQUADRON SURVIVES Negates One Successful Attack Against an Air Squadron</p>	 <p>Carrier Crew Efficiency</p>  <p>Adds One to the Air Strike Rating of ONE Aircraft Carrier ONE PER CARRIER MAXIMUM</p>
 <p>Additional Ship</p>  <p>Place an Additional Ship</p>	 <p>Additional Ship</p>  <p>Place an Additional Ship</p>	 <p>Additional Ship</p>  <p>Place an Additional Ship</p>

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Action Card sheet back #1 for regular Action Cards

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ACTION



COLD WAR
NAVAL
BATTLES

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ACTION



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Carrier Squadron Card sheet (back) #1 of 2

cwnb4-cv01back.doc

DEFENSE POSTURE Novorossiysk

Yak-38 Forger

2

ROLL

Air Cover

1

DEFENSE POSTURE Tblisi

Su-27 Flanker

Yak-38 Forger

Su-25 Frogfoot

2

Intercept

Air Cover

ROLL

Air Cover

2

TARGET ROW

1st 2nd 3rd

DEFENSE POSTURE Baku

Yak-38 Forger

1

ROLL

Air Cover

1

DEFENSE POSTURE Minsk

Yak-38 Forger

1

ROLL

Air Cover

1

DEFENSE POSTURE Coral Sea

FA-18 Hornet

FA-18 Hornet

A-6 Intruder

2

Intercept

Air Cover

ROLL

Intercept

Air Cover

TARGET ROW

1st 2nd 3rd

DEFENSE POSTURE Kiev

Yak-38 Forger

1

ROLL

Air Cover

1

DEFENSE POSTURE Invincible

Harrier

1

ROLL

Air Cover

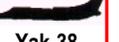
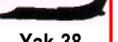
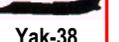
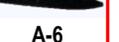
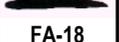
DEFENSE POSTURE Iwo Jima

Harrier II

1

ROLL

Air Cover

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Cold War Naval Battles IV: The Air Module

Carrier Squadron Card sheet (back) #1 of 2

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Super Etendard

ROLL

Air Cover

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DEFENSE POSTURE Giuseppe Garibaldi

Harrier

ROLL

Air Cover

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DEFENSE POSTURE Nimitz

F-14 Tomcat

FA-18 Hornet

A-6 Intruder

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DEFENSE POSTURE Enterprise

F-14 Tomcat

FA-18 Hornet

A-6 Intruder

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DEFENSE POSTURE Constellation

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FA-18 Hornet

A-6 Intruder

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DEFENSE POSTURE Kennedy

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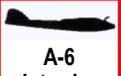
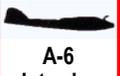
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Cold War Naval Battles IV: The Air Module Rules of Play

Last Revised: 7 May, 2002

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1. Introduction

Cold War Naval Battles IV: The Air Module is an expansion for the *Cold War Naval Battles* series of card games. In this expansion kit, we take much of what is generic about the air power represented in the game and make it a bit more specific, indicating types of aircraft and To Hit die roll spreads that more accurately reflect their individual abilities. In addition to replacing the generic Air cards with specific ones, new Air Module Action cards are also included (Mission Briefing, Jink, and Bounce). Finally, working the flight decks of one's Aircraft Carriers becomes a game within the game as they receive individual air components to operate and posture.

Note that you **must** have a copy of *Cold War Naval Battles* (a.k.a. 'the basic game') in order to use the additional material in this expansion kit.

2. Components

Cold War Naval Battles IV: The Air Module consists of the following parts:

- This rules booklet
- 10 new Action cards (Mission Briefing, Jink, and Bounce)*
- 22 replacement Air cards (replacing the generic Air Cover, etc. Action cards)*
- 14 Carrier Air Group cards

* Each marked with an airplane symbol (✈) in the upper-right corner of the cards so that they can be easily sorted out should you wish to play again without the Air Module expansion.

2.1 Printing and Cutting the Cards

There are four Action Card Front Sheets that use the standard Action Card Back Sheet. These cards can be easily identified and separated from out from your Action deck by their distinctive airplane symbol on the top-right of their faces. In addition, there are two, two-sided Carrier Air Squadron Card Sheets.

Print these cards on white 8.5" x 11" cardstock paper sheets (65# paper that is commonly available) with a color printer and cut them along the gray cut lines shown on their front sides.

2.2 Progressive Rules Booklets

This rules booklet includes all of the rules for every previous version of *Cold War Naval Battles* (i.e., the standard game, *CWNB II: Action*, and *CWNB III: Reinforcements*). All of the new stuff added in *this* expansion kit, going forward from this rule, **is shown in blue type**.

3. How to Win

The object of a game of *Cold War Naval Battles* is to be the first player to score 180 or more points at the conclusion of a round of play; if more than one player does so, the player with the higher total wins. A round of play ends one complete series of Player Turns *after* the last Action card is drawn from the Draw Pile.

3.1 General Description of Play

During each Player Turn, the acting player can reposition a ship in their Task Force, have their submarines 'go passive,' play Action cards allowing them to receive additional ships, retreat, or attack

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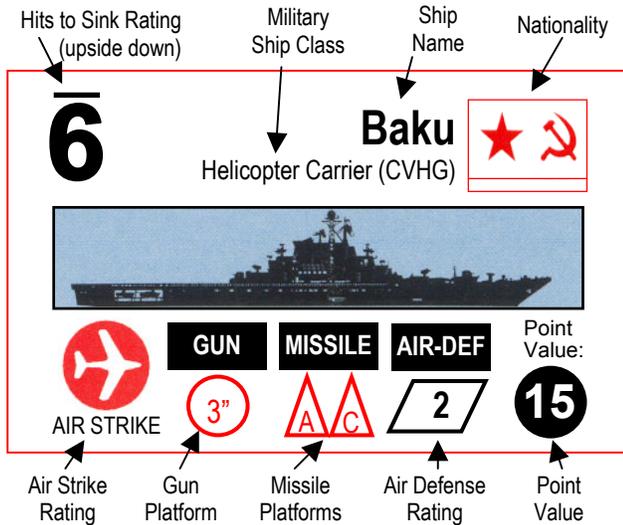
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other players' ships, discard any unwanted Action cards in their hand, and then draw their hand back up to seven cards.

Players receive the point values indicated on the Ship cards at the end of a round for every enemy ship sunk **and** for all of their own surviving ships (less the value of any Damage cards on them).

4. The Cards

Below is a sample Ship card:



4.1 Air Cards

The new Air cards show 'Squadrons' of planes on them. Each Squadron on an Air card has a nationality, a silhouette (Squadron symbol), the type of aircraft in that squadron, and its To Hit numbers versus ships (by target row) or aircraft (Intercept and Air Cover).

4.12 Carrier Air Groups

Note that although the Carrier Air Group cards are of the smaller, Action card size, they are *not* held in a player's hand. They are placed on their designated Carrier with the top of the Air Group card positioned just below the ship's silhouette and to the left of its Point Value (which should always remain visible).

4.13 Which Squadron Do I Use?

On all of the various Strike and Cover cards, there is both an Allied and a Soviet nationality Squadron listed. Players use the same Squadron nationality type as whatever the majority of the ships (including submarines) in their Task Force are (either Allied or Soviet). If a player has an equal number of both nationalities in his Task Force (Allied and Soviet), or no ships at all, he may decide on a card by card basis which nationality Squadron to fly for that Air card.

5. Prepare for Play

Here is how to set up for a round of play:

5.1 The Deal

Divide all of the Ship cards into four piles by type as described below:

- **Pile #1** contains all CV, CVN, CVH, and CVHG ship types.*
- **Pile #2** contains all BB, CHG, CA, CG, CGN and LPH ship types.
- **Pile #3** contains all SS, SSN, and SSGN ship types.
- **Pile #4** contains all DD, DDG, FF, and FFG ship types.

*Whenever a player receives a Carrier, he also receives its corresponding Air Group card. It is placed with its top edge just below the ship's silhouette and to the left of its Point Value (which should always remain visible), either side up. The two cards function together as a single unit for as long as that Carrier is in play.

Shuffle each pile and deal to each player: one card from each of piles 1, 2, and 3, and four cards from pile 4 (for a total of **seven** Ship cards dealt to each player). This will give each player a Task Force of relative equivalence. Place the four piles with remainder of the Ship cards face-up in a visible location near the center of the table. Each constitutes a *Ship deck* of the appropriate number (1 through 4). **Important:** only the top card of each Ship deck should ever be visible. *No peeking beneath the top cards!*

Replace all of the Air cards that have a **green** border along their **lower half** with their Air Module counterparts. These will include eight Air Cover, two Land Based Air Cover, and four each of the Bomber Strikes, Land Based Air Strikes (two attacks), and Land Based Air Strikes (three attacks). In addition, add the two Mission Briefing, four Jink, and four Bounce Actions cards to the deck.

Shuffle the agreed upon Action cards together and deal **seven** to each player. Place the remainder of the Action cards **face-down** in the center of the table; these Action cards constitute the *Draw Pile*.

Note that players may not want to include the Tactics and/or Bad Luck cards right away.

- When using only the Tactics cards without the Bad Luck cards, secretly select four (4) Tactics cards at random and shuffle them into the Action deck *prior to* the deal.
- When using only the Bad Luck cards, secretly select seven (7) Bad Luck cards at random and shuffle into the Action deck *after* the deal before commencing the game.
- When using both the Tactics and Bad Luck cards, you can add any or all of them into the Action deck (it's safe, as they tend to offset each other); Tactics cards *prior to* the deal, Bad Luck cards *after* the deal.

Designers' Note: If you're lazy and leave the Bad Luck cards in for the deal, any Bad Luck cards received during set up are replaced from the Draw Pile with non-Bad Luck cards before the game begins. Reshuffle the discarded Bad Luck cards into the Draw Pile when this happens.

5.2 Task Force Organization

A player's ships are collectively known as a 'Task Force.' Ship cards must be placed face-up on the table and may be arranged in up to three rows in front of their owning player. The ships in the row closest to the center of the table constitute that player's 'first row' of ships known as *Pickets*. The ships in the middle or 'second row' are called *Screening Vessels*, while those in the 'third row' (the one closest to their owning player) are dubbed the *Core Group*.

Designers' Note: These three rows of ships should be envisioned as a 'circle' of protection around the Core Group. That is, the Core

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Group is protected by the Screening Vessels and, further out, by the Picket Ships.

5.21 Ships in Row Requirement

There is no minimum or maximum number of ships a player must have in a row. In fact, there is no requirement for *any* ships to be placed in the second or third rows (i.e., they could all be placed in the first row). However, in order for there to be a second row, there must be at least one ship in the first row; and in order for there to be a third row, there must be at least one ship in each of the first and second rows. When the last remaining ship in the first or second row is sunk, all the ships in the rows behind it move forward one row.

For Example: If all the ships in the first row are sunk, the ships in row two now constitute the first row and those in row three are now in the second row. They must all move forward by one row.

5.22 Weapon Range by Row

Gun attacks may only be conducted by ships in the first row, and only against enemy ships in *their* first row.

Missile attacks may be made only by vessels in the first *two* rows, against enemy vessels in *their* first two rows (exception, see “Submarines in a Task Force,” below).

Ships in the third row may only be attacked by enemy submarines and Air Strikes; only aircraft carriers in the third row may attack enemy vessels (by launching Air Strikes).

5.23 Submarines in a Task Force

Submarines in a player’s Task Force are placed to the right of his surface ships and are **not** considered to be in any row.

Submarines have two sides or ‘faces.’ On their *active* (normal) side they are in an attack posture and are themselves more vulnerable. On their *passive* (back) side they are in a defensive posture providing them maximum protection. All submarines commence play ‘in passive mode’ (that is, with their passive side up).

5.24 Submarines in Combat

Submarines may make their torpedo or missile attacks on *any* enemy ship in *any* row; they may also make torpedo attacks (only) against enemy submarines.

Submarines are never vulnerable to any type of gun or missile attack, nor to Air Strikes. Only torpedoes or ASW can attack submarines.

Active mode: Whenever a submarine in passive mode makes an attack, it is flipped to its active side.

Passive mode: Each turn, during a player’s Step A.4 (Dive! Dive!), that player flips all his submarines to their passive side.

6. Sequence of Play

Shuffle the **Player Order cards** (you must use at least as many as there are players, but you may use more to add suspense) and deal one to each player *face-down* (that is, with the Action card Summary side face-up). Each player examines his Player Order card, taking care to keep it hidden from the other players. The player holding the lowest value card (usually #1, but it could be higher if you used more Player Order cards than there are players) reveals this fact and commences his turn. At the completion of this turn, the player holding the next highest card (usually #2) reveals it and conducts *his* turn and so on until all players have completed their respective turns. When that is done, the Player Order cards are again reshuffled and dealt out, thus commencing another series of player turns.

The **Action Card Summary** on the back of the Player Order cards is a handy reference that indicates which attacks are countered by what defenses in *Cold War Naval Battles*.

6.1 The Steps of a Player’s Turn

Each player’s turn must rigidly follow this sequence of steps:

A. Prepare for Action

This step is where the pre-combat ‘housekeeping’ takes place.

1. Clear the Decks!

Discard any ‘Retreat,’ ‘Area Defense,’ and/or ‘Carrier Crew Efficiency’ cards you played during the previous turn (see below). Note that whenever cards are discarded, they are placed face-up in a *Discard Pile* adjacent to the *Draw Pile*.

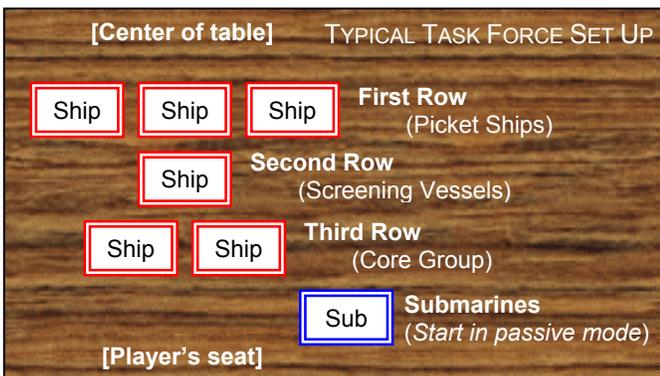
2. Fog of War

Roll a single six-sided die. The result is your Fog of War allotment number for that turn, indicating how many ‘actions’ you may perform during Step B.1 (Battle Stations!) and what caliber of Additional Ship card you’ll receive (if you play an Additional Ship card this turn, see 9.1). This Fog of War element represents uncertainty and chance involved in any military endeavor (accidents, luck, weather, illness, Murphy’s Law, and so forth).

3. Adjust Formation

You may now move **one** ship (and *only* one ship) to an adjacent row. You cannot move ships in front of your first row (i.e., you cannot create a new, single-ship ‘first row’) nor move the only ship in rows one or two if there are ships in the row(s) behind them. In other words, you **cannot** use the movement of a single ship to change the row status of any *other* ship in that Task Force (by forcing them to move forward according to rule 5.3).

For Example: A Task Force has two ships in its first row, one in its second row, and none in its third row. The only legal ship moves would be to either move one ship from the first row back to the second row or the ship in the second row up into the first row.



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Now let's reverse that. There is only one ship in the first row, two in the second row, and none in the third row. The only legal ship moves would be to take one of the two ships in the second row and either move it forward or backward one row.

4. Dive! Dive!

Any or all of your submarines that you desire may change from *active* to *passive* mode at this time. Simply flip them over from their active to their passive side.

5. Ship, Ahoy!

You may now play any or all *Additional Ship* cards in your hand one at a time. For each Additional Ship card played, place it in the Discard Pile and take the top card in the Ship deck and add it to your Task Force right away. It can be placed in any row (except for submarines, which are set aside in their place to the right and begin in passive mode) and is immediately available for action!

Designers' Note: You don't have to play your Additional Ship cards at the first opportunity. If the top card in the Ship deck doesn't interest you, you can always wait to see if someone else takes it before your next turn comes around. But the longer you wait, the longer you will have to do without that platform (ship) from which to attack; and remember, ships in your Task Force that survive the round score points for you!

6. Retreat!

If you have a Retreat card in your hand, you may play it at this time, placing it face-up in front of your first row to indicate to everyone that your Task Force has retreated.

A Task Force that retreats can neither attack nor be attacked until the beginning of its next turn (when the Retreat card is removed during Step A.1, Clear the Decks!).

In addition, the retreating player may conduct repairs by removing up to three *Damage cards* (see below) of his choice from the ships in his Task Force and placing them in the Discard Pile.

If your Task Force retreats, skip all of Step B (General Quarters) and go immediately to Step C (Ship Shape).

B. General Quarters!

This step is where combat takes place.

1. Battle Stations!

You may now perform a number of 'actions' (attacks and face-down Area Defenses, see rule 12.4) up to a total not exceeding your Fog of War allotment for that turn (from Step A.2, above).

Only one attack may be made for each gun, missile, torpedo, or Air Strike symbol on the Ship cards. Thus, you cannot use a single 'A' missile platform on a ship to launch two or more 'A' missile attacks during a single turn.

Attacking submarines automatically become *active*. Be sure to place them on their active side if they attack.

Important: All attacks are specified before any other player(s) play or reveal defense cards in response!

2. Incoming!

All attacks are resolved in the following order:

1. Gun, Missile, Torpedo, and ASW Attacks are resolved first.
2. Minefield Attacks are resolved second.
3. Finally, after all of these have been completed, *then* Air Combat takes place in the following sequence:
 - A. **Intercept Combat** (remove Squadron losses)
 - B. **Air Cover Combat** (remove Squadron losses)
 - C. **Air Defense Combat** (remove Squadron losses)
 - D. **Air Strike Combat** (remove Ship losses)

C. Ship Shape

This step is where post-combat 'housekeeping' takes place.

1. Work the Hangers

Each Carrier's Air Group card has two sides indicating its Attack Posture (used for maximum striking power against enemy Task Forces) or Defense Posture (used for maximum protection of that Task Force). It is *only* during this Step that a Carrier can change its Air Group's posture (thus, players will have to think a turn ahead for their needs).

2. Adjust Ordnance

You may discard all unwanted Action cards from your hand. If you did not play an Action card during your turn, you *must* now discard at least one.

3. Resupply

Draw Action cards from the Draw Pile until your hand is replenished up to seven cards. Set aside any Bad Luck cards you may draw at this time and keep drawing until your hand has been replenished up to seven cards.

4. Fortunes of War

Any Bad Luck cards you just drew during you Step C.3 (Resupply) are now resolved. Afterwards, your turn is over.

6.2 Drawing the Last Action Card

When the last Action card has been drawn from the Draw Pile, play continues until the end of the *next* complete series of player turns is completed, at which time the round is over and points are scored.

So, when the last Action card is drawn, keep playing. Finish the current series of player turns, and then shuffle the Player Order cards for one last series of player turns to end the round. Note that players will be skipping Step C.3 (Resupply), of course, since there are no more Action cards to draw; instead you'll be just playing your hands down.

7. Attacks

General Rule: During Step B.1 (Battle Stations!), every Gun, Missile, Torpedo, Minefield, or ASW attack card played, or Air Strike die roll thrown, counts as one against that player's Fog of War allotment that turn. This allotment may *never* be exceeded during a player's turn, nor saved from turn to turn. Unused Fog of War points are simply lost.

Attack cards have a red vertical bar along their left face.

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Attack Sequence: First, all attacks are declared during Step B.1 (Battle Stations!), either by playing attack cards on top of their targets or designating which ships are targeted by which Air Strikes. (A good method for designating Air Strikes is to put a die on the targeted ship for each Air Strike, with the top of the die indicating the Chance to Hit number that will sink that ship with that Air Strike). *After* all attacks are declared, the defending player(s), selected in any order that the attacking player chooses) have an opportunity to use any appropriate Defense card(s) in response during Step B.2 (Incoming!).

After any defensive measures have been taken, attacks that ‘got through’ are then resolved either by placing the Attack card under the target ship so that its damage value is visible near the ship’s Hits to Sink rating (see ‘Damage cards,’ below) or by rolling the die to determine the outcome of attacks that require die rolls. All Gun, Missile, Torpedo, and ASW attacks are resolved prior to any Minefield attacks, and those are all resolved prior to any Air Attacks. *If you sink an opponent’s ship, place it face-down in a pile in front of you; these are worth points at the end of the round.*

Damage cards: Attack cards that are placed under an enemy ship card to indicate they’ve inflicted damage upon it are known as ‘Damage cards.’

7.1 Standard Attack Cards

Gun, Missile, Minefield, and Torpedo Attack cards do specific amounts of damage as indicated by their ‘minus’ number. If they hit a ship and do not cause enough damage to sink it (that is, to bring to total damage to *equal or exceed* its Hits to Sink rating), they become Damage cards. That is, they are left under the ship that they hit with the damage amount protruding from the top of the ship card facing out toward the center of the table (thus leaving the ship damaged).

7.11 Gun Attacks

Gun attacks come in three different sizes: 3”, 5”, and 16”. In order to fire a given gun, a ship must have a Gun Platform symbol (as indicated on the Ship card) of the corresponding size. There are also generic size Gun Attack cards that can be used on any size Gun Platform.

Gun attacks may only be fired **to** and **from** ships in the first row (i.e., only Picket Ships can engage in gun duels).

Gun attacks are negated by either Evasive Maneuver or Damage Control cards.

7.12 Missile Attacks

There are three different types of missiles, rated ‘A,’ ‘B,’ and ‘C.’ In order to fire a given missile, a ship must have a Missile Platform symbol (as indicated on the Ship card) of the corresponding type. There are also generic type Missile Attack cards that can be used on any type Missile Platform.

Missile attacks may only be fired by surface ships to and from the first *two* rows. Submarines may fire their missiles at *any* row (and, naturally, they must become *active* when they do so).

Missile attacks are negated by either Electronic Counter-Measures (ECM) or Damage Control cards.

7.13 Torpedo Attacks and Submarines

Only submarines can conduct Torpedo Attacks (and, naturally, they must become *active* when they do so). Torpedo Attacks are fired from submarines at *any* enemy ship regardless of its Task Force position. Thus, a submarine may attack a ship in *any* row (with torpedoes or missiles) **or** another submarine (with torpedoes only).

Torpedo attacks *against* active submarines use the card’s Damage value, while those against *passive* submarines use the Torpedo Attack card’s ASW Chance to Hit die roll instead. Note that a new type of Torpedo Attack card has been added with a lower Damage value but a higher Chance to Hit a passive submarine.

The **Los Angeles** class submarine is an excellent submarine hunter and therefore receives a plus one (+1) Chance to Hit modifier for its torpedo attacks against a passive submarine (as indicated under the word “HUNTER” on their Ship cards).

Diesel submarines, because of their slower and noisier engines, are poor hunters and therefore suffer a minus one (–1) Chance to Hit modifier for its torpedo attacks against a passive submarine (as indicated under the word “DIESEL” on their Ship cards).

Torpedo attacks are always negated by Evasive Maneuver or Damage Control cards.

Submarines: A Reminder

If a submarine launches any type of attack (missile or torpedo), it immediately becomes *active* until the owning player’s next turn’s Step A.4 (Dive! Dive!). This is indicated by turning the submarine over to its active side.

Submarines may only *be attacked* by Torpedo and ASW cards. Submarines are never vulnerable to any type of Air Strike, Gun, Minefield, or Missile Attack.

7.14 Minefield Attacks

Minefield Attack cards require no launching platform. (Minefields can be laid by many different delivery systems, including surface ships, aircraft, and submarines.)

Minefield Attacks are not targeted at a specific surface ship; instead, they are targeted at *all* the surface ships in the enemy Task Force and *may* hit one of them according to the following rules:

- 1. Designate:** Assign as many ships as possible in the enemy Task Force’s first row a single number from one through six. If there are more than six ships in the enemy’s first row, you may choose to number any six you want. If there are fewer than six, all the unassigned numbers become ‘Attack Second Row Chances.’
- 2. Roll:** Roll a die. If the number rolled is one that was assigned to an enemy ship, that ship is hit by the Minefield Attack card and can be negated by a Damage Control card played in response. If the number rolled is an ‘Attack Second Row Chance,’ repeat Step 1 (above) with the second row ships as the designated targets and any excess numbers being ‘Attack Third Row Chances’ that, if rolled, will repeat this procedure for a final time with excess numbers being ‘Miss Chances.’

If the Minefield Attack misses all the ships in all three rows, it has no effect and is discarded.

Minefield attacks are stopped by either Mine Sweepers or Damage Control cards.

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7.15 Anti-Submarine Warfare (ASW)

Anti-Submarine Warfare and Land Based Anti-Submarine Warfare cards can be played as either an Attack or Defense card (which is why the bar on their left-face is both red and black).

It is played as an **Attack card** if it is used to attack an opponent's submarine during a player's Step B.1 (Battle Stations!). This counts as one against his Fog of War allotment for that turn. Note that the chances are better for sinking an active submarine, and that the **Los Angeles** and **Alfa class** submarines inflict a minus one (-1) Chance to Hit die roll modifier on any ASW roll targeted at them (due to their superior stealth and speed, respectively).

Diesel submarines, because of their slower and noisier engines, are easier prey and therefore award ASW attacking them a plus one (+1) Chance to Hit modifier (as indicated under the word "DIESEL" on their Ship cards).

Soviet Echo class submarines, because they need to surface to launch and guide their missiles, are particularly vulnerable when in *active* mode. They award ASW attacking them a plus two (+2) Chance to Hit modifier (as indicated under the word "LAUNCH" on their Ship cards).

As indicated on their cards, Anti-Submarine Warfare is Carrier Modified (see 10), while **Land Based** Anti-Submarine Warfare is *not*.

A successful ASW attack can only be negated by a Damage Control card.

A Note on Air Attacks

If a player does not have enough Fog of War allotment remaining to utilize every possible Air Strike afforded him by a given Attack card or Carrier, any excess Air Strike capability is simply ignored.

If there are multiple Air Strikes assigned to a single ship and it is sunk by the first attack, the extra Air Strikes have no additional effect and cannot be repositioned; they are simply 'wasted.'

Important: Air Attacks are conducted *last*, after all Gun, Missile, Torpedo, ASW, and then Minefield Attacks have been resolved.

7.16 Land Based Air Strike

A Task Force does **not** need an Aircraft Carrier in it to use a Land Based Air Strike card (or a regular Air Strike card, for that matter).

Up to *two* or *three* (depending on the card) target ships can be attacked (or the same ship can be targeted for two attacks) for each Land Based Air Strike card. Each such attack counts as one against a player's Fog of War allotment. The Chance to Hit each ship is determined by the row that ship is in (see 4.13 to determine 'Which Squadron Do I Use?').

Land Based Air Strikes are stopped by successful **Intercept** (see 8.33), Air Cover (see 8.33), or Air Defense (see 12.1). One successful Land Based Air Strike attack is negated for each Damage Control card played in response.

7.17 Bomber Strike

A Task Force does **not** need an Aircraft Carrier in it to use a Bomber Strike card.

All surface ships in an opposing Task Force are attacked as a *single group* rather than targeting any specific ships in it. The attacking

player throws one die for each Fog of War allocated to the Bomber Strike (any or all of the attacking player's Fog of War allotment may be employed by this single Attack card – *you should see what happens when six Bomber Strike rolls come in!*). **The Chance to Hit each ship is indicated on the card itself** (see 4.13 to determine 'Which Squadron Do I Use?').

Once the number of enemy surface ships hit is determined, the defending player chooses exactly which of his surface ships will suffer the damage. Ships sunk by other concurrent attacks may not be chosen to take hits; the damage must be spread out so that every hit is applied, if possible. Excess hits are ignored.

A Bomber Strike will have its number of attack die rolls reduced by **two** for each successful **Intercept** (see 8.33) and **one** for each successful Air Defense (see 12.1). One successful Bomber Strike attack is negated for each Damage Control card played in response.

7.18 Surprise Attack

A Surprise Attack card is played *as a supplement* to any one Air Strike or submarine attack. The Surprise Attack card *must* be played at the same time as the attack it is supplementing, and it **does** cost one Fog of War to play this card so that the supplemented attack receives the element of surprise.

All of the attacks conducted by that Land Based, Bomber, or Carrier Air Strike are considered Surprise Attacks.

Either a submarine's Missile **or** Torpedo Attack card (but not both) is considered a Surprise Attack.

The defending Task Force may use **no** Area or Point Defense cards in response to a Surprise Attack; not even Damage Control. Air Defense rolls, however, *are* still conducted, but with a minus one (-1) Chance to Hit modifier.

Surprise is negated by Early Warning Systems.

7.19 Mission Briefing

A Mission Briefing card, too, is played *as a supplement* to any one Bomber Strike or Land or Carrier Based Air Strike attack.

- Bomber Strike rolls (all of them) have their Chance to Hit increased by one (+1).
- Land Based Air Strikes have their each of their Chance to Hit rolls for that Squadron increased by *two* (+2).
- Carrier Based Air Strikes have the Chance to Hit rolls for each Squadron in that Carrier Air Group increased by *two* (+2)

The Mission Briefing card *must* be played at the same time as the attack it is supplementing, and it **does** cost one Fog of War to play this card so that the supplemented attack receives the benefit of the Mission Briefing. A Mission Briefing *can* be used, with deadly effect, in conjunction with a Surprise Attack (7.18).

No die roll is needed when using a Mission Briefing; its Chance to Hit modifications are automatically applied.

7.2 Carrier Air Strikes

Aircraft Carriers may launch **one** Carrier Air Strike during Step B.1 (Battle Stations!) *for each Squadron on that Carrier that has Target Rows listed* (so if it has two such 'attack' Squadrons, they could both attack during Step B.1). This is done by simply announcing

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the target ship(s). No Action card is used or necessary to conduct a Carrier Air Strike.

Each Carrier Air Strike Attack counts as one against the attacker's Fog of War allotment.

The Chance to Hit each ship is indicated on the Carrier Air Group card itself and determined by Squadron based upon the row the target ship is in, in the same manner as a Land Based Air Strike (see 7.16).

Carrier Air Strikes are stopped by successful Intercept (see 8.33), Air Cover (see 8.33), or Air Defense (see 12.1). One successful Carrier Based Air Strike attack is negated for each Damage Control card played in response.

8. Defenses

Attacks may be stopped, negated, or reduced by using the appropriate defenses. There are two ways to play a Defense card: either during your turn's Step B.1 (Battle Stations!) as Area Defenses, or during your opponent's turn Step B.2 (Incoming!) as Point Defenses.

Important: During an opponent's Step B.2 (Incoming!), all of a player's Area Defenses are resolved before any of his Point Defenses are conducted (see below).

Defense cards have a black vertical bar along their left face.

8.1 Area Defenses

All Defense cards played on your turn during Step B.1 (Battle Stations!) are known as 'Area Defenses.' Area Defenses protect *all* the vessels in that Task Force against *all* applicable attacks. They continue to do so until removed during that player's next Step A.1 (Clear the Decks!).

Area Defenses are placed face-up (exception, see 12.4) in front of your Task Force's first row (i.e., closer to the center of the table than your first row). Playing Area Defense cards in this manner does *not* count against that player's Fog of War allotment that turn. *In effect, this is a 'free action.'*

Also, see Optional Rule 13.1 for some Area Defense bonuses.

Designers' Note: So, if you put an Area Defense ECM card out, your Task Force is completely invulnerable to all Missile Attacks against it until your next Step A.1 (Clear the Decks!) removes it.

8.2 Point Defenses

A Defense card held in a player's hand may be used during an opponent's Step B.2 (Incoming!) to respond to a single *specific* attack he makes against that player. Unlike an Area Defense, once used to defend against that specific attack, the Point Defense card is immediately discarded. (The good news is that it costs you no Fog of War points to play Point Defenses during another player's turn.)

For Example: Two Gun Attacks and a Missile Attack are targeted at a surface ship. The owner has no appropriate Area Defenses and responds by playing one Evasive Maneuver from his hand, stopping his choice of one of the Gun Attacks – presumably the one that causes the most damage. The other Gun Attack and the Missile Attack then do their damage to the targeted surface ship.

Point Defenses may be played *in addition to* Area Defenses. **All** Point Defense cards must be played before any die rolls to resolve their outcomes are thrown.

For Example: If an Area Defense Air Cover doesn't stop an incoming Air Strike, additional Air Cover cards can be played as Point Defenses to try and stop it, but those additional Point Defense Air Cover cards must all be played before any are rolled for.

8.21 Carrier Air Cover Squadrons

When defending, the posture of a Carrier Air Group may provide for (additional) *Point* Defense Intercept and Air Cover die rolls (see 8.33). A Carrier Air Group's Intercept and Air Cover ratings are usable during every opponent's turn, but only as a Point Defense (i.e., one shot per rating per turn). These ratings **never** provide Area Defense (i.e., one shot per rating *at each incoming target* per turn, 8.1).

8.3 Defense Cards

The following are the standard Defense cards in *Cold War Naval Battles*.

8.31 Evasive Maneuvers

This card protects your ships from Gun and Torpedo Attacks. No die roll is needed when using this card; success is automatic.

8.32 Electronic Counter-Measures (ECM)

This card protects your ships from Missile Attacks. No die roll is needed when using this card; success is automatic.

8.33 Air Cover

This card has a chance to completely stop a *single* Carrier or Land Based Air Strike attack die roll or Cruise Missile attack (see 12.9). **Some Air Cover type Squadrons have, in addition to their Air Cover rating, a long-range 'Intercept' rating.** This advanced Intercept rating provides that Squadron an *additional* 'free' shot at 'stand off' range. All Squadrons with an Intercept rating may conduct Intercept Attacks during that step (B.2.3.A) in the Sequence of Play. Intercept attacks are *in addition to* the Squadron's normal Air Cover attacks (B.2.3.B) and are the *only* attacks that will affect Bomber Strikes (reducing by *two* the number of attacks originating from a Bomber Strike).

Thus, Squadrons with an Intercept rating will get to fire *twice* (at everything, if on Area Defense, or twice *total* if on Point Defense); once during Intercept combat and once again during Air Cover combat

Note: Carrier Air Squadrons are *never* on Area Defense.

Air Cover cards are **no longer** Carrier Modified.

Also see Optional Rule 13.1 for an Area Defense bonus.

8.34 Land Based Air Cover

A Task Force does **not** need an Aircraft Carrier in it to use a Land Based Air Cover card (or a regular Air Cover card, for that matter).

Except for being 'Land Based' and not being 'Carrier Modified,' it functions identically to a standard Air Cover card (as per 8.33, above).

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8.35 Mine Sweepers

This card protects your ships from Minefield Attacks. No die roll is needed when using this card; success is automatic.

8.36 Crash Dive!

This card can only be played as a Point Defense when one of your *active* submarines is under attack (even if by enemy Defensive Anti-Submarine Warfare). When played, the submarine immediately becomes *passive*. As a result, a Torpedo Attack against that submarine goes from a sure thing to a To Hit die roll and an ASW card its chances to hit reduced.

If attacked by enemy Defensive Anti-Submarine Warfare during your StepB.3 (Incoming!), your submarine's attack(s) are still conducted even if that submarine Crash Dives.

8.37 Anti-Submarine Warfare (ASW)

Anti-Submarine Warfare and Land Based Anti-Submarine Warfare cards can be played as either an Attack or Defense card (which is why the bar on their left-face is both red and black).

If it is played as a **Defense card**, it allows the player to engage attacking enemy submarines during their B.2. There is a 'Timing Element' involved (see below).

Note that the chances are better for sinking an active submarine, and that the **Los Angeles** and **Alfa class** submarines inflict a minus one (-1) Chance to Hit die roll modifier on any ASW roll targeted at them (due to their superior stealth and speed, respectively).

As indicated on their cards, Anti-Submarine Warfare is Carrier Modified (see 10), while **Land Based** Anti-Submarine Warfare is *not*.

A successful ASW attack can only be negated by a Damage Control card.

The Timing Element for ASW Defense

Point Defense ASW is considered a counterattack conducted *after* the submarines have launched their attacks.

Area Defense ASW, however, is proactive and sinks submarines *before* they execute their attacks. Attacks launched by submarines sunk by Area Defense ASW still count against the attacker's Fog of War allotment. When a submarine's attacks are thus preempted, simply discard that submarine's played Attack cards.

8.38 Early Warning Systems

An Early Warning Systems card protects your ships from Surprise Attacks (as either a Point or Area Defense). No die roll is needed when used to negate a Surprise Attack; success is automatic.

In addition, an Early Warning Systems (EWS) card has the indicated Chances to Stop any one (on Point Defense) or all (on Area Defense) of the attacks specified on it (Gun, Missile, Minefield, Torpedo, and Air Strikes).

So, when used as a **Point Defense**, in addition to stopping a single Surprise Attack card (if any are incoming), EWS also provides one die roll to stop a single incoming attack. It need not roll to stop the one that previously benefited from Surprise, but may be targeted at any one incoming attack of a type listed on its card.

When used as an **Area Defense**, EWS stops *all* incoming Surprise Attack cards and receives one die roll to stop each and every incoming attack of the types listed on its card.

Note that the Chance to Stop Air Strikes rating will (like Air Cover) *reduce by two* the number of attacks originating from a Bomber Strike.

9. Special Cards

Important: The play of Special cards does *not* count against a player's Fog of War allotment!

Special cards have a blue vertical bar along their left face.

9.1 Additional Ship

This card may only be played on your turn during Step A.5 (Ship, Ahoy!). Take the top Ship card from the appropriate Ship deck. *Which* Ship deck you draw from depends upon your *unmodified* Fog of War die roll for that turn (Step A.2) as shown on the table below:

Unmodified Fog of War Die Roll	Your Additional Ship Is Taken From <i>This Ship Deck</i>
1	#1 (CV, CVN, CVH, and SVHG)
2	#2 (BB, CHG, CA, CG, CGN, and LPH)
3	#3 (SS, SSN, and SSGN)
4 through 6	#4 (DD, DDG, FF, and FFG)

Thus, a bad (low) Fog of War die roll will allow you to draw better Additional Ships that turn. Note that a player may always draw from a higher numbered Ship deck than he is allowed to draw from.

If a player plays a second Additional Ship card on the same turn, that ship is drawn from the next *higher* numbered pile, and so on for each extra Additional Ship card played. Any number of Additional Ships necessary can be drawn from Ship deck #4.

If there are no cards left in a given Ship deck, use the next higher numbered Ship deck instead (or if Ship deck #4 is depleted, go back to #3, etc.)

Remember, you may play multiple Additional Ship cards in a single turn *one at a time*, each time examining the top cards in the respective Ship decks before deciding whether to play an Additional Ship card to take it or not.

A newly received surface ship is added to a row in your Task Force that conforms to Rule 5.3 (Ships in Row Requirement). Newly placed submarines arrive in passive mode.

You may use these new ships to attack with this turn.

9.2 Retreat

This card may only be played on your turn during Step A.6 (Retreat!). It is played like an Area Defense card; that is, face-up in front of your first row of ships.

A Task Force that retreats can neither attack (i.e., its Step B is skipped that turn) nor be attacked in any way until the beginning of its next turn when the Retreat card is removed during that player's next Step A.1 (Clear the Decks!).

When played, a retreating player may conduct repairs by removing up to three *Damage cards* of his choice from the ships in his Task Force and placing them in the Discard Pile.

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9.3 Damage Control

This card can only be played as a Point Defense. When played, it will negate the effect on one vessel from *any* single Attack card or successful Air Strike. You may see the effects of all attacks upon your Task Force for that enemy player's turn before deciding which one(s) to allocate your Damage Control card(s) to.

9.4 Carrier Crew Efficiency

This card may only be played on your turn during Step B.1 (Battle Stations!). It is used to increase by one (+1) all of the Intercept, Air Cover, and Air Strike Chance to Hit die rolls that originate from that Carrier's Air Group. (Note that it doesn't suddenly create a Chance to Hit where there was none before; it only modifies already existing ratings printed on the Carrier Air Group card.) The ASW modification value for that carrier is also increased by one.

No more than one Carrier Crew Efficiency card may be played on a single Aircraft Carrier per turn.

9.5 Air-to-Air Refueling

This card will allow the player to reuse any 'Air card' (as listed below). Play (i.e., discard) this card in lieu of the Air card that you wish to reuse, returning that Air card to your hand. No die roll is needed when using this card; success is automatic.

Air Cards: Land Based Air Strike, Bomber Strike, Air Cover, Carrier Crew Efficiency, and Early Warning Systems. *As a reminder, the top border on the faces of these cards is blue.*

9.6 Intelligence

An Intelligence card can be used in one of two ways. No die roll is needed when using this card; success is automatic.

Offensively, you may play it during your Step B.1 (Battle Stations!) to look at an opponent's card hand and all his face-down Area Defense cards (see 12.4). This is a 'free peek' and does not count against your Fog of War allotment. After examining these cards, for each **two** you wish to expend from your Fog of War allotment, you may immediately discard one card of your choice from your opponent's hand (only, *not* his Area Defense cards).

Defensively, this card can be used as a sort of 'Point Defense' at any time to negate one Special (**blue**) or Tactics (**green**) card *as an opponent plays it* (including negating an opponent's Intelligence card!).

9.7 Bounce

This card is played during any Step B.2.3.A or B when you conduct Air-to-Air Combat. Play it in lieu of rolling any single Intercept or Air Cover die roll for *automatic success*. Note, the decision to use this card **must** be made *before* the die is rolled and the result is known. It cannot be played retroactively afterward.

9.8 Jink

This card is played during any Step B.2.3.A or B when another player conducts Air-to-Air Combat against one of your Squadrons. Playing this card negates any single successful Intercept, Air Cover, or Air Defense result. *Think of this card as a 'Damage Control' card for Squadrons.* Note, the decision to use this card is made *after* the die is rolled (or a Bounce card has been played, see 9.7) and the result is known.

10. "Carrier Modified" Action Cards

Anti-Submarine Warfare cards (**only**) are "Carrier Modified." This means that, when played, their Chance to Hit ratings are increased by the **ASW** rating of *one* Carrier in their Task Force (**the number shown in a circle over a submarine silhouette**). Note that this one carrier may be used an unlimited number of times to modify these cards each turn.

Note that the **Land Based ASW** is *not* Carrier Modified!

ASW Support ships: The Soviet Moskva class and Italian Vittorio Veneto class Cruisers have ASW Rating that may be used in lieu of a Carrier Air Strike Rating for ASW conducted by that Task Force. These ships are immune to Bad Luck: Flight Deck Fire cards.

11. Sunk Ships and The End

These are the acts of finality:

11.1 Sunk Ships

When you sink an opponent's ship (it doesn't matter how badly damaged other players might have left it for you), collect it and place it near you, face-down, in a pile. At the end of the round, you will score the Point Value for those ships that you delivered the killing blow to. Other players are *not* entitled to know your score of sunken ships until that round of play is over.

11.2 Sinking a Player's Last Ship

A player whose last ship is sunk **stays in the game** and must play an Additional Ship card as soon as he is able to. A player with no ships remaining in his Task Force may still play Land Based Air Strikes (7.16), Bomber Strikes (7.17), Escorting Air Cover (13.4), Air-to-Air Refueling (9.5), Surprise Attack (7.18), Tactics (13.5), and attack with Anti-Submarine Warfare (7.15), Minefields (7.14), and Intelligence cards (9.6).

A player receives **no points** for ships sunk while he has no ships in his own Task Force. Such sunken ships are placed, face-up, at the bottom of their respective Ship deck.

11.3 The End of a Round

Once the draw deck becomes depleted, play continues until the end of the *next* complete series of player turns (at which time the round is over and points are scored).

So, when the last Action card is drawn, keep playing. Finish the current series of player turns, and then shuffle the Player Order cards for one last series of player turns to end the round. Note that players will be skipping Step C.3 (Resupply), of course, since there are no more Action cards to draw; instead you'll be just playing your hands down.

At the end of a round, every player scores points equal to the Point Values of all the enemy ships that they've sunk, plus all of their own ships that survived to the end of the round, less one point for each point of damage they have.

For Example: If you sank 50 points' worth of enemy ships that round, and had 15 points' worth of your own ships survive, your score would be $50 + 15 = 65$ points. If your ships had Damage cards on them at the end of the round, those points would be deducted from your score. So, if your ships had 3 total points of

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damage on them, then your score that round would be $50 + 15 - 3 = 62$.

11.4 The End of the Game

The game ends at the end of a round that finds one or more players with 180 points. If more than one player has 180 points, the one with the most points is the winner.

12. Advanced Game Rules

After players are familiar with the Standard Game, they will want to play the Advanced Game for added realism. All of the Advanced Game rules may be used separately or together. We hope, after you've gained some experience with the Standard Rules, that you will eventually play with *all* of the Advanced Game Rules to get the full *Cold War Naval Battles* experience.

12.1 Air Defense Systems

Highly Recommended: Some ships have an Air Defense Rating shown inside a black parallelogram. This Air Defense system represents intrinsic Carrier Based Air Cover and/or that ship's Surface-to-Air Missile (SAM) defense systems. In addition to their regular abilities, ships with an Air Defense system may provide air defense that protects *their entire Task Force*.

After all Air Cover cards have been conducted in response to each specific Air Strike and their results are known, *each* Air Defense system in that Task Force may be assigned to make a defensive roll to stop *one* incoming Air Strike. (This represents that Task Force's 'last line' of air defense). Note that all Air Defense-targeted Air Strikes are designated by the owning player *before* any Air Defense die rolls are made.

A Chance to Hit roll *less than or equal to* a ship's Air Defense Rating will stop the single Carrier or Land Based Air Strike it was targeted at, or reduce by *one* the number of Bomber Strike attacks (if it was targeted at incoming Bomber Strikes).

Ships with an Air Defense Rating of '3 + 3' are equipped with the sophisticated radar tracking and air defense system known as 'Aegis' [E' gis]. They may conduct *two* defense rolls against one Air Strike or one defense roll against each of two different Air Strikes.

Designers' Note: In the Air Module, while the abilities and ratings on a Carrier Air Group card are about the same as players are used to, many of the NATO ships have had their Air Defense Systems values reduced. This loss is replaced by a Squadron of 'fighters' whose Intercept and/or Air Cover die rolls will be used as Point Defense (like Air Defense Ratings) to defend their Task Force.

12.2 Carrier Strike Chance to Hit

This rule is not required in the Air Module as each 'attack' Squadron on a carrier has its Chance to Hit values already determined by the Target Row of the enemy ship.

12.3 Carrier Strike Reduction

When an Aircraft Carrier takes damage equal to one-half (1/2) of its Hits to Sink Rating (rounded up), its ratings are reduced by one (-1) to all of the Intercept, Air Cover, and Air Strike Chance to Hit die rolls that originate from that Carrier's Air Group. The ASW modification value for that carrier is also decreased by one.

Note that the above penalty is, in effect, temporarily offset by playing a Carrier Crew Efficiency card (9.4) on such a damaged Aircraft Carrier.

12.4 Prepared Defenses

Highly Recommended: An Area Defense card may be placed *face-down* in front of your Task Force during your Step B.1 (Battle Stations!) if you expend a *Fog of War* to do so. Face-down Area Defense cards must be revealed (and used) at their first opportunity for use (during an opponent's Step B.2: Incoming!) or when finally discarded (during your next Step A.1: Clear the Decks!).

Designers' Note: This adds a whole new dimension of cat-and-mouse to the game!

12.5 Critical Damage

When a ship is one point away from sinking, it may no longer attack or conduct Air Defense (see 12.1) until it is repaired (by playing a Retreat card and removing some of the Damage cards assigned to it). Consequently, critically damaged Aircraft Carriers may no longer use their Carrier Air Strike Ratings to launch Carrier Air Strikes or modify ASW and Air Cover cards (see 10).

12.6 Battleship Armor

Unlike all the other ships of this era, the refitted WWII Battleships have extensive armor plating. To represent this, reduce the value of all Damage cards on a Battleship by one *each*. Thus, a '1' value Damage card on a Battleship would have no effect.

12.7 Air Strikes Versus Larger Ships

Due to their larger size, ships with a current Hits to Sink Rating of seven or greater (after any Damage card values are subtracted from its printed Hits to Sink Rating) can absorb an Air Strike *without being sunk*. Instead, such ships considered 'Crippled' after receiving that successful Air Strike and are so indicated by flipping them over to their Crippled (reverse) side.

When a ship is Crippled, retain all the other Damage cards it might have underneath it *but ignore them*. A crippled ship is always considered one point away from being sunk (so **any** subsequent damage always sinks a Crippled ship). Thus, a second successful Air Strike on these larger ships during a single turn *will* sink them.

Designer's Note: Players may want to assign more than one Air Strike against these larger ships in hopes of finishing them off, rather than leaving them as helpless Cripples.

Note that Damage cards take effect *before* the effect of Air Attacks conducted on the same turn.

Important: The other effects of being Crippled are identical to the effects of Critical Damage (see 12.5, above).

During a Bomber Strike, a player may absorb one hit against his Task Force by Crippling a qualifying ship and a second hit by actually sinking it.

Crippling effects are reversed (i.e., that Ship card is flipped back face-up to its non-Crippled side) as a single 'Damage card' when a Task Force is repaired during a Retreat (see 9.2). Any Damage cards it might also have must be repaired separately.

Crippled ships that survive to the end of the round are worth zero (0) points to their owner.

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12.8 Attack Opportunities

Assume that lesser 'size' gun and missile Attack cards represent broader attack opportunities (albeit at less damage).

Thus, allow ships with 'C' Missile Platforms to also use 'A' and 'B' Missile Attack cards (although *not* for Cruise Missile Attacks, see 12.9 below). Ships with a 'B' Missile Platform may also use 'A' Missile Attack cards.

Similarly, 16" Gun Platforms may also use 5" and 3" Gun Attack cards, and 5" Gun Platforms may also use 3" Gun Attack cards.

12.9 Cruise Missile Attacks

A Cruise Missile Attack is more flexible for the attacker, but it is also more easily stopped by the defender than a regular Missile Attack. A Cruise Missile Attack can be thought of as both a Missile Attack *and* an Air Strike rolled into one.

A Cruise Missile Attack is one in which a 'C' Missile Attack card (*not* a generic Missile Attack card) is either: A) fired *from* a ship in the third row, **or** B) fired from a *surface* ship (**not** a submarine) at a ship *in the enemy's third row*, **or** C) **both** (thus, third row to third row combat *is* allowed via Cruise Missile Attacks).

A Cruise Missile Attack is stopped cold like a regular Missile Attack by Electronic Counter-Measures (ECM).

In addition, a Cruise Missile Attack is lumped in with any Air Strikes targeted at that Task Force and, like them, can be stopped by a successful Air Cover or Air Defense targeted at it. (See the example of Air Defense 'Layers,' below.)

Important: Cruise Missile Attack damage is applied *before* Air Strikes are conducted.

Naturally, Damage Control may be used to negate the effects of a successful Cruise Missile Attack.

Example of Air Defense 'Layers'

An opposing player targets your Task Force with two Land Based Air Strikes, two Carrier Air Strikes and a Cruise Missile Attack (see 12.9). After he has declared the specific targets for each of these attacks, you commence your defense as follows:

1. **Area Defense** Air Cover and ECM are conducted first. The Air Cover would get one roll against *each* of the four Air Strikes **and** the Cruise Missile Attack (if the latter was not stopped by an Area Defense ECM).
2. **Point Defense** Air Cover and ECM cards may then be played to stop specific, individual surviving Air Strikes or Cruise Missile Attacks.
3. **Air Defense** die rolls (12.1) are then allocated against specific, individual surviving Air Strikes or Cruise Missile Attacks. After all Air Defense rolls are allocated, they are then resolved and their results applied.
4. If any incoming Air Strikes or Cruise Missile Attacks survived all of the above, they now do their damage. Cruise Missile Attacks are applied first, followed by Air Strike die rolls. The damage they inflict (if any) can be negated by Damage Control cards.

13. Optional Rules

These rules are just that, optional. They are provided to add variation to the game but are certainly not required to get the full playing experience from *Cold War Naval Battles*. These Optional Rules may be used separately or together.

13.1 Quick Response Area Defense

To better simulate the advantages of having an Area Defense in place in terms of response time to an attack, add one (+1) to the Chance to Hit for all Area Defense Air Cover, Land Based Air cover, Anti-Submarine Warfare, and Land Based Anti-Submarine Warfare cards. [For Air Cover type cards, this includes both their Air Cover *and* Intercept die rolls.](#)

13.2 Team Game

Before the game begins, form teams with equal numbers of players (two or three).

During the game, you cannot attack a teammate's Task Force.

You *may* play Point Defense cards to protect a teammate's Task Force.

You may spend your Fog of War allotment on an additional activity now: transferring Ship or Action cards to *or from* a teammate (with that teammate's consent). The cost is one (1) Fog of War per card transferred.

- Action cards may be used immediately.
- Ship cards may not be used until the recipient's next turn. Rotate these ships 180 degrees to indicate that they cannot be used, and rotate them back during the new owner's next Step A.1 (Clear the Decks!).

The first team to reach the Victory Level of 360 in a two-player team game or 540 in a three-player team game is the winner.

Some 'House Rules' might be required to cover various contingencies.

13.3 Realistic Area Defense / Offense Limitations

If a Task Force conducts any of the types of attacks listed below, the corresponding Defense card may *not* be played as an **Area** Defense on the same player's turn. Such cards *may* still be used for Point Defense, however.

<u>Attack Type Conducted By That Task Force</u>	<u>Area Defense Type Prohibited</u>
Gun Attack	Evasive Maneuvers
Missile Attack	Electronic Counter-Measures
Carrier-Based Air Strike*	Air Cover

*Do not use with the Air Module in *Cold War Naval Battles III: The Expansion Kit*

13.4 Escorting Fighters

Air Cover cards may be used to negate one successful enemy Air Cover attack. When so used (as a sort of 'Point Offense'), they are treated as (blue bordered) Special 'Jink' (9.8) cards (i.e., they cost no additional Fog of War to be used in this manner and they may be negated by a Point Defense Intelligence card).

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Designers' Note: Think of these as fighters providing a close escort of the strike mission, able to engage enemy fighters in air-to-air combat and thus draw fire away from the strike aircraft.

13.5 Tactics Cards

Tactics cards are played at any time with no Fog of War cost. They are placed face-up in front of the owning players Task Force (next to where Area Defenses are normally placed) for all to plainly see.

Until and unless negated, they remain in effect throughout the remainder of the game.

Tactics cards are negated by an Intelligence card played as a 'Point Defense' (see 9.6) or when their discarding is forced by the owner drawing a Counter-Tactics or Intelligence Leak Bad Luck card at any point after that Tactics card has been played.

Tactics cards have a green vertical bar along their left face.

Note that players may not want to include both the Tactics and Bad Luck cards right away. When using only the Tactics cards without the Bad Luck cards, secretly select four (4) Tactics cards at random and shuffle them into the Action deck *prior to* the deal (see 5.1).

13.51 Fighter Tactics

All of your Air Cover (and, with the Air Module, Intercept) die rolls receive a plus one (+1) Chance to Hit modifier.

13.52 Improved ASW

All of your ASW Attacks, and all of your Torpedo Attacks against passive submarines, receive a plus one (+1) Chance to Hit modifier.

13.53 Jink Tactic

All attacks of any type against your Air Strikes suffer a minus one (-1) Chance to Hit modifier.

13.54 New Evasive Technique

This Tactics provides a last-ditch Chance to Stop *each* incoming Torpedo Attack (only, *not* Gun Attacks). Roll after all Evasive Maneuvers and Early Warning System defenses are conducted. Does *not* stop Surprise Attacks.

13.55 New Jamming Technique

This Tactics provides a last-ditch Chance to Stop *each* incoming Missile Attack. Roll after all ECM and Early Warning System defenses are conducted. Does *not* stop Surprise Attacks.

13.56 New Satellite Orbit

Add one (+1) to your Fog of War die rolls. Results that are greater than '6' are allowed.

13.57 Sneak Attack Tactic

Your submarines may remain *passive* when attacking.

13.58 Submarine Evasion Tactics

All ASW die rolls (only, *not* Torpedo Attack die rolls) against your submarines suffer a minus one (-1) Chance to Hit penalty.

13.6 Bad Luck Cards

Bad Luck cards have a noticeably different looking back than regular Action cards. With the words "BAD LUCK" in black letters

and a picture of a ship in distress, players are supposed to know when their opponents draw Bad Luck cards during their Step C.3 (Resupply).

Bad Luck cards have no vertical bar along their left face because they are never kept in a player's hand.

When drawn, set aside *the first two* Bad Luck cards pulled during your Step C.3 (Resupply) and discard all additional Bad Luck cards pulled at this time (that's *too much* Bad Luck!).

After a player's hand is brought up to full-strength (*not* counting Bad Luck cards) during his Step C.3 (Resupply), any Bad Luck cards drawn and set aside will take effect during his step C.4 (Fortunes of War). The player drawing a Bad Luck card suffers its consequences.

The drawing player's opponents determine how the Bad Luck cards are applied. After examining them, they will determine the sequence of their application (if two are suffered) and the specific target card(s) affected. If you have more than one opponent, they must reach a consensus or 'dice off' to see whose opinion prevails.

Note that players may not want to include both the Tactics and Bad Luck cards right away. When using only the Bad Luck cards, secretly select seven (7) Bad Luck cards at random and shuffle into the Action deck *after* the deal before commencing the game (see 5.1).

13.61 Counter-Tactics

You will lose one card. It may be either:

- A Tactics card currently in front of your Task Force, or
- An Area Defense or Retreat card currently in front of your Task Force, or
- A card from your hand.

Your opponents may *not* examine your hand or face-down Area Defense cards. If chosen, they are 'picked blind' (exception, see Intelligence Leak, 13.64 below). If they select a Retreat card that is currently played in front of your Task Force, the damage remains repaired, but your immunity from enemy attacks is lost.

13.62 Disabled Fire Control

This is a special Damage card that is slid under the *bottom* side of a ship card (i.e., just below the weapons console). One ship or submarine in your fleet can no longer launch Missile and Torpedo attacks. It can conduct Gun Attack normally, and Air Defense with a minus one (-1) Chance to Hit modifier.

A Disabled Fire Control is negated by a Damage Control card (see 9.3) or removed as one Damage card during a Retreat (see 9.2).

13.63 Flight Deck Fire

This is a special Damage card that is slid under the *bottom* side of a ship card (i.e., just below the weapons console). One Carrier in your fleet has its Carrier Air Strike Rating reduced by one. ASW Support ships are immune to Flight Deck Fire cards.

A Flight Deck Fire is negated by a Damage Control card (see 9.3) or removed as one Damage card during a Retreat (see 9.2).

13.64 Intelligence Leak

You must either:

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- Reveal your Action card hand and keep it face-up on the table in front of you until your next Step A.1 (Clear for Action!), or
- Reveal all of your face-down Area Defense cards, or
- Discard one of your Tactics cards that is currently in front of your Task Force, or
- Change all of your submarines' status to *active*.

13.65 Ship's Explosion

This is a special Damage card that is slid under the top side of a ship card like most other Damage cards.

The player who drew this card examines it and rolls a die to determine if it is a Primary or Secondary Explosion.

If it is a Primary Explosion, it affects any one ship or submarine in your Task Force.

If it is a Secondary Explosion, it affects any one ship or submarine in your Task Force *that presently has a Damage card already on it* (including other Bad Luck Damage cards drawn on this or a previous turn). **Only** damaged ships can incur a Secondary Explosion. If you have no damaged ships with a Secondary Explosion occurs, this card is ignored and discarded.

A Ship's Explosion is negated by a Damage Control card (see 9.3) or removed as one Damage card during a Retreat (see 9.2).

No one scores points for ships that are *sunk* by a Ship's Explosion.

13.7 Hidden Carrier Air Group Posturing

During your step C.1 (Work the Hangers), you may secretly posture your Carrier Air Groups by placing them *underneath* their Ship card. They are not revealed until actually used to launch an Air Strike or conduct Air-to-Air Combat (i.e., an Intercept or Air Cover die roll).

14. Tournament Rules

Cold War Naval Battles is highly suited for tournament play.

14.1 Setting up a Tournament Game

The setup up rules added in *Cold War Naval Battle III: Reinforcements* are perfectly suited for tournament play.

Designers' Note: This will give players a relatively equal start. We recommend that 4-player games be used in tournaments whenever possible as this will greatly speed up play. The last game, however, can have a full table of up to six finalists at it.

14.2 The Tournament Official

The person organizing the tournament will determine which Advanced and Optional Rules will be used (all of the Advanced Rules are recommended). The Tournament Official will also determine what point totals will be required to advance into later segments of the tournament, as well as any new 'House Rules' that might be in effect during tournament play.

Cold War Naval Battles IV: The Air Module Rules of Play

Last Revised: 7 May, 2002

Definitions and Abbreviations

- 3" Gun:** Small caliber naval gun systems such as the 57mm, 76mm, 3", and 85mm.
- 5" Gun:** Medium caliber naval gun system such as the 100mm, 114mm, 5", and 130mm.
- 16" Gun:** Large caliber naval gun systems found only on the refitted WWII Iowa class Battleships.
- 'A' Missile:** A single US standard missile launcher, or several non-reloadable Harpoon or Exocet missiles, or some of the smaller Soviet anti-shiping missiles.
- Aegis** [E' gis]: A sophisticated radar tracking and air defense system.
- ASW:** Anti-Submarine Warfare; the painstaking tracking of submarines that are often passive by carefully listening for them from ship and helicopters 'Sound Bouyies.'
- 'B' Missile:** Several US standard missile launchers or a large number of non-reloadable deck launchers.
- BB:** Battleship refitted from WWII with the latest technology.
- CG:** Guided Missile Cruiser. These are the backbone of a Task Force during this period, fit for missile defense, surface action, and anti-submarine warfare.
- CGN:** Nuclear Powered Guided Missiles Cruiser. These are primarily designed for air defense and escorting nuclear powered Aircraft Carriers.
- 'C' Missile:** Either Tomahawk missile launchers or some of the larger Soviet deck-launched missiles including the SS-N-12.
- Chance to Hit:** The spread of die roll results that will result in that attack hitting the target.
- CV:** Aircraft Carrier; primarily used by the United States to project air power around the world. Each usually carries a complement of 80 to 90 aircraft and helicopters.
- CVH:** Helicopter Carrier; these usually carry a small number of bombers or vertical take-off fighters and anti-submarine helicopters.
- CVHG:** A Helicopter Carrier (described above) supplemented with guided missiles.
- CVN:** Nuclear Powered Aircraft Carrier. Similar to a CV. Sometimes referred to as '60,000 tons of American diplomacy.'
- DD:** Destroyer; an escort to larger ships usually specializing in one area of combat such as air defense, surface combat, or anti-submarine warfare.
- DDG:** A Destroyer (described above) augmented with guided missiles.
- Diesel:** The engine type used on older, non-nuclear powered submarines. Submarines with diesel engines must surface and refuel more often than their nuclear-powered counterparts, putting them at a disadvantage.
- Fast:** Generic term for submarines with extremely fast speed.

FF: Frigate; the smallest ship in the 'blue water navy.' Frigates are usually found on the fringes of a Task Force or Task Group, serving as pickets and carrying light, multi-role weaponry.

FFG: A Frigate (described above) augmented with guided missiles.

Hits to Sink: The amount damage a ship can sustain before being sunk (largely based on gross tonnage).

Hunter: Generic term for hunter-killer submarines designed especially to seek and destroy other submarines.

Intercept: A type of air-to-air combat using various radar-homing and active-homing missiles against targets beyond 25 miles distance (whereas 'Air Cover' rolls are more representative of 'dog fights' using cannons and heat-seeking missiles with planes pulling high-G turns)

Launch: Soviet Echo class submarines have to surface to fire and guide their Missile Attacks. This makes them extremely vulnerable when launching Missile Attacks.

Maritime Self-Defense Force: Japanese Navy.

LPH: Helicopter Landing Ship; these ships carry troops (US Marines) and their equipment to battles on distant shores (thus their high Point Value), they are also armed with helicopters and a contingent of vertical take-off fighter-bombers.

Quiet: Generic term for submarines with improved soundproofing and noise reduction capabilities.

SS: Diesel Powered Submarine; these are older designed submarines that are slower and noisier than Nuclear Powered Submarines, so they operate at a disadvantage.

SSN: Nuclear Powered Attack Submarine; these are often assigned to independent attack opportunities (often against other submarines) or to Task Forces to provide submarine defense.



Union of Soviet Socialist Republics (USSR)



United States



United Kingdom (England, Great Britain)



France



Italy



Norway



Japan

Cold War Naval Battles IV Credits

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