

Close The Atlantic

World War Three Ver 1,0

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1.0 Introduction:

This is a game of modern naval combat; the focus is mainly on convoy operations. Additional scenarios introduce rules for battle in the Baltic Sea and the Mediterranean. Ground battle is abstracted, although air and missile strikes against the front lines are introduced in the third scenario.

The three scenarios can be combined to depict a full WW3 war all across Europe.

The time-frame of the game is NOW, 21st Century, beginning in April to September, as decided by a D6 die roll. October brings increased chances of hurricanes which will seriously hamper operations. Turns are weekly, beginning with the first week of the month decided by the die roll.

The game abstracts the technical details for various equipment types. Counters represent 1 unit (like a submarine) or many (up to 100 aircraft) or a group of ships. Numeric counters are provided to slip under counters to indicate the count during engagements. For instance, a count of missiles fired.

Convoy and naval unit counters have a set number of ship types per counter, based on the mission(s) each can perform. For instance, a Frigate Group contains 4 Frigates and up to 4 helicopters. These units can hunt submarines, fire air-to-air missiles, or fire surface-to-surface anti-ship missiles.

Combat has a fixed number of steps:

1. Detection by radar or sonar
2. Fire-control lock-on against surface or air targets, or
3. Submarines gain a firing solution
4. Weapons fired
5. Fighters fire Air to Air missiles against detected missiles or aircraft
6. Surface to Air Missile (SAM) fire against detected incoming missiles
7. Submarines can try to Evade incoming torpedoes, or
8. Submarines can fire torpedoes against incoming weapons
9. Close-in anti-air fire against missiles
10. Surviving missiles or torpedoes hit their targets .

Game Components

- 1 Game Rule book
 - 1 Full size 22 x 28 map
 - 224 5/8 inch counters
 - 19 1 x 5/8 inch counters
 - 11 1/2 inch game markers
 - 40 Circle game markers
- Player will supply 2 x D10 and 1 x D6 die

Credits: Map and Counter Artwork: Craig Johnson - Camelot Games Co.