



14. COMBAT



When you issue an attack order to a surface, sub, or air unit, the Combat screen is displayed, where you can specify the details of the attack.

TYPES OF COMBAT

There are six types of combat:

- **SSM:** Surface, sub, and air units armed with primary or secondary SSMs (surface-to-surface missiles) may attack enemy surface units with their missiles.
- **Torpedoes:** Submarines may attack enemy surface units with torpedoes.
- **Cruise Missiles:** Surface, sub, and air units armed with cruise missiles may attack enemy ports and airfields with these missiles. A unit armed with cruise missiles is indicated with a small illustration of a missile just above the ship silhouette of a selected unit.
- **ASW:** Surface, sub, and air units may attack enemy subs using ASW (anti-submarine warfare).
- **Air Strike:** An air unit participating in an attack mission may be assigned

one of four types of stikes: bomb, intercept, SSM, or EW (electronic warfare). If an air unit is eligible to perform a type of strike, that type will highlighted in red in the lower left corner of the Combat screen.

- **Guns:** Only surface unit may perform gun combat, and it must be used as part of an SSM attack against enemy surface units in the same hex. (If the attacking ship has no SSMs, the guns may be used alone.)

HOW TO PERFORM COMBAT

When the Combat screen appears, a list of friendly units in the attacking hex, and enemy units in the target hex, is shown in the top center of the screen.

Select a unit from the Friendly Forces list by clicking on its name. Select a target unit by clicking on the name in the Enemy Forces list. **Attacks that the Friendly ship is eligible to perform are lit up in red.**

SSM Combat

- Determine how many primary and secondary SSMs will be launched by clicking the + and - buttons. A ship or sub may never fire more than 8 SSMs in a single attack.
- An attacking unit need not send all its SSMs to a single target. It may spread them around among several targets as long as the 8 SSM limit is observed.

SSM attacks by air units are undertaken in a different manner, as described in the Air Strikes section below.

Torpedo Combat

- Determine the number of torpedoes to fire using the + and - buttons. A sub may never fire more than 8 torpedoes in a single attack.
- An attacking sub need not send all its torpedoes to a single target. It may spread them around among several targets as long as the 8 torpedo limit is observed.

Cruise Missile Combat

- Determine the number of cruise missiles to fire using the + and - buttons. A ship or sub may never fire more than 8 cruise missiles in a single

attack.

- An attacking unit need not send all its cruise missiles to a single target. It may spread them around among several targets as long as the 8 missile limit is observed.

ASW Combat

- Click once on the Launch button. Up to three surface units or two air units may perform an ASW attack against a single target sub. There is no limit on the number of submarines that may target an enemy sub for ASW, but in this case, each ASW attack is resolved separately.

Air Strike Combat

- Click one of the red highlighted strike buttons (Bomb, INT, SSM, or EW). The light next to the button will illuminate. An air unit may participate in only one air strike mission per turn.
- INT and EW strikes protect Bomb and SSM strike units from the effects of enemy interceptors and CAP.
- When an F-117A Stealth fighter executes a Bomb attack by itself, the effectiveness of enemy AA fire is significantly reduced.

Gun Combat

- Click the FIRE button to add guns to an SSM attack against targets in the same hex. If the attacker has no SSMs, the guns may be used alone.
- Because of the relatively low gunnery capabilities of most modern warships, guns alone will generally be ineffective (Iowa class BBs being a notable exception).

WHEN COMBAT IS EXECUTED

After assigning all combat orders to your eligible units, return to the OPS Display and click the EXECUTE button. Combat ordered during a MOVE step is carried out before movement. Combat ordered during a COMBAT step takes place immediately. Results of all combat are displayed at the end of the phase. All combats, whether successful or not, are animated by the computer on the OPS display, after which a Combat Result screen will appear to give the result of each combat (see Section 15).

DAMAGE / KILL PROBABILITIES

- A Probability box appears near the upper right of the Combat screen as ordnance is assigned to an attack. These are theoretical percentages based on normal operating conditions.
- Actual damage and kill percentages, particularly in SSM attacks, will often be lower than shown. Unforeseen circumstances, such as weather, weapons malfunction, and enemy counter-measures, will sometimes affect the percentage.
- The formations of ships on the Tactical Display (see Section 16) may affect their capabilities when defending against SSM, torpedo, and air strike attacks.

IF COMBAT CANNOT TAKE PLACE

If one of your units is not allowed a certain type of attack, click the unlit red light next to the attack type to see an explanation of why it is not allowed.

