



6. OPERATIONS (OPS) DISPLAY



The OPS Display is the main screen of 5th Fleet. On this screen you control your units and initiate combat. In short, the game is played from this screen.

There are two versions of the OPS Display.

- When you are selecting a phase, or during your computer opponent's phases, you will see the screen above, with the 5th Fleet logo replacing the operations map, and the phase selection boxes in the upper right.
- During one of your own phases, you will see the following map, with the operations map in the main portion of the screen, and the selected unit in the upper right.



Across the top of the screen (left right) are the 5th Fleet logo, four buttons that take you to different display, the ATTACK button, and the Phase indicator.

- **OPTIONS:** This displays a clipboard that allows you to turn background music, sound effects, the hexgrid, and combat animations on or off.
- **STRATEGIC DISPLAY:** Opens the Strategic Display giving you a view of the overall situation during play. See [Section 8](#).
- **TACTICAL DISPLAY:** Opens the Tactical Display, allowing you to perform functions within a hex, such as ship grouping and replenishment. See [Section 16](#).
- **AIR MISSIONS:** Opens the Strategic Air Missions display, where you can assign air units to strategic missions and see the status of missions in progress. See [Section 12](#).
- **ATTACK:** To order your units to attack, click the ATTACK button and then click on the hex that contains the target unit or base. See [Section 14](#).
- **PHASE INDICATOR:** This box shows the phase in progress by displaying an aircraft, ship, or sub icon. Each sub and ship phase has two steps (Move and Combat), each air phase has one step (Combat). During one of your own phases, you may click on the phase indicator button to cycle through your units that are eligible for activation.

Along the right side are the the Phase Selection buttons, the EXECUTE

button, the Compass, the Game Clock, an Overview Map, the current Victory Points, and the SAVE and QUIT buttons.

PHASE SELECT: At the start of each phase the computer randomly selects a player and asks that player to select a phasing unit type. Four square buttons are shown when it is your turn to select one of your unit types to be activated (or PASS). See [Section 7](#).

SELECTED UNIT: During your phases, the phase select buttons are replaced with the selected unit. Each time you click on a unit on the OPS display mapboard, that unit is displayed as the selected unit, showing nationality, ship icon, flag, name, and unit type. It may also indicate if the unit has CAP protection or is cruise missile equipped. Click on the selected unit display to go to the Tactical Reference Display for the unit.

EXECUTE: Click this button only when you are through assigning movement and attack instructions to your active units.

THE MAP

The bulk of the OPS display consists of the map, portraying the Indian Ocean/Persian Gulf at a scale of about 50 miles per hex. Only a portion of the entire map appears on the OPS Display. Scroll the map using the COMPASS or the OVERVIEW MAP.

- **COMPASS:** The circular compass is divided into eight directions. You may scroll the map by pointing to one of these directions and clicking. The closer you click to the center of the compass, the smaller the distance scrolled. Click directly on the center of the compass to center the map on the currently selected hex.
- **OVERVIEW MAP:** Drag the rectangle on the Overview Map to another location. The OPS Display will adjust accordingly. The dots on the overview map show the location of known units. In addition to green for friendly and red for enemy, neutral ships are shown in yellow and unidentified ships are white.

MISCELLANEOUS OPS DISPLAY FEATURES

- **Fuel Level Gauge:** This green bar appears near the selected unit to show

the amount of fuel remaining in the unit.

- **Deep Mode:** This small gray button showing a sub and a downward arrow may be used to place a selected sub in deep mode, meaning it is harder to detect, but moves much slower and may not make missile attacks. Torpedo attacks from deep mode are reduced in strength.
- **AI button:** This small gray button showing a computer icon is used to order the selected unit to take orders from the computer, unless you issue overriding orders.
- **Clock:** The first two digits are the current day. The last four digits are the current turn. Each day has three turns, based on the 24-hour military clock: 0000 (midnight to 8 AM), 0800 (8 AM to 4 PM) and 1600 (4 PM to midnight).
- **Victory Points:** Points are scored for destroying enemy units and accomplishing objectives. Both sides current point totals are shown in the two boxes beneath the overview map. Click on either number to view the Victory Point screen.
- **SAVE:** Click to save the current game. Only one game can be saved for each scenario, so remember that saving a game in progress will overwrite a previously saved game. **Important:** Be sure to save a game *between* phases. If you save in the middle of a phase, your orders for that phase will be lost.
- **QUIT:** Click to abandon the current game and return to the CIC screen.

