

THE DOCKS – January 2003

Harpoon Classic 97/2002

Invasion of Norway

By Fred Galano

The discovery of oil deposits in Northern Norway has led to border disputes between Russia and Norway. Recently Russia has seized territory in Northern Norway including a Norwegian airbase. NATO is tasked with sending in SEALs to take out Russian SAM sites and to repel the invasion.

Briefing - Orders for NATO:

- Locate SA-10 SAM sites placed by Russians near Northern Power Station and Bradufoss AFB. Use SEAL teams to destroy above SAM sites (position SSN Kamehameha within 12 miles of SAM sites and sink same using Mk 48s, stay in area for 2 hours)
- Important: Do not conduct airstrikes until SAM sites neutralized
- Damage Northern Power 50%
- Attack Russian Troop positions in North

Harpoon 3

Coming Storm

By Michael Mykytyn

Its 1984 and South Africa is on the verge of collapse. Soviet and NATO naval task forces have martialled to the area to force their desired outcome. Can you swing the tide?

Designer Notes:

This is another Cold War joint based on an AAR on a paper rules battle posted at Nick Moran's website: <http://www.club.ie/exalted/harpoon4.htm>

This scenario includes antisubmarine, anti-surface, and air warfare and is playable from both sides. It has a duration of 6 days and is meant to more of a fun scenario then one that represents reality. Good Luck and let me know how it goes.

By the way... Check the weather of this one – Thanks ☺

Scenario Briefing:

USSR:

Situation Report

The War of liberation in South Africa is going marvelously. Our Cuban and African comrades have pushed the South African Army back to their cities and their collapse is imminent. We have tasked a large naval force South to land our forces to support a final attack on South African forces and ensure victory.

NATO has taken notice of this and is expected to intervene as they have done in the past. We cannot allow this, and must keep NATO from further intervening in necessary events. As such, you have been given permission to begin offensive operations in the African theater of operations.

Orders

1) Landing force Kuznitsa centered around Ivan Rogov must land in proximity of Dhurban South Africa (Reference Point 37). TF Molot has been tasked to provide fire support on SA forces which must be suppressed before the landing can occur.

2) KGB forces suggest a NATO landing at Port Elizabeth, South Africa. This group must be destroyed or significantly destroyed.

3) Nato forces in your AOR must be significantly damaged to prevent their usage in support of land operations. Special attention must be paid to NATO capital ship units.

4) Your forces in the AOR must be protected so that they may support future operations in the theater.

Intelligence:

Intelligence services suggest that NATO naval force is composed of American and British units. They all suggest that that the landing group is British and an Illustrious class CVHG is in attendance. The American battleship Iowa also appears to be in the area. Expect many more smaller antisubmarine warfare and surface combatants. NATO submarines are also expected in theater. Expect SSN types due to proximity from homeports.

NATO airpower appears to be relatively light. There have been no major movements of attack aircraft south and the embarked Wing on Illustrious seems to be the only threat. Due expect MPA aircraft to be in attendance.

South African forces have been diminished but not destroyed. They may be able to provide NATO with some assets. These include limited airpower, diesel submarines and a small FFL squadron.

Good Luck.

Clarification of Victory Conditions

1) Destroy Port of Durban facilities (4 SA Army companies, 1 Durban Commander)

2) Destroy Iowa, Illustrious and Leahy Class CG

3) Destroy 2 Merchants, LPD Fearless and 2 LSL class ships

4) Destroy 8 other ships

5) Get 1 MRCH class vessel to the Victory Condition Area (Reference Point 37) and it must remain there for 6 hours.

NATO:

Situation Report

War in Southern Africa has raged well over a year. Soviet/Cuban backed forces pushed south sending a unprepared South African Army into a delaying action. Given the Communist backed forces relative successes more and more nations began to add to their manpower. South Africa fought gallantly but their forces are falling apart and only have control of the capital and a few coastal ports. The Soviets have taken notice and have sent a powerful taskforce to drive a final nail in resource-rich South Africa's coffin.

Given the probability of War most of our resources are tied up in preparing for action in Europe. We have made a reasonably large collection of resources available to you. These include a US SAG centered around USS Iowa, a British CVHG centered around Illustrious and a British Amphibious Group centered around Fearless. Several submarines have been tasked to your AOR as well as some British assets on Ascension Island. The South African government has also granted you control of the remainder of their naval forces and strike aircraft.

Orders

1) You must land your Amphibious Force at Port Elizabeth within six days. This group has a mechanized regiment embarked as well as much needed supplies for the South African Army. You also must suppress all enemy forces in Port Elizabeth. You can accomplish this through airpower or naval gunfire support.

2) Soviet forces are most likely going to attempt a counter-landing at the port of Durban. You must destroy or significantly damage this group.

4) Soviet Forces in your AOR must be destroyed. Capital ship units are your priority but you must deny the Soviet Fleet the ability to influence the outcome of the land battle.

5) You must protect your in theater assets to support future ground operations. Your capital units must be protected as well as a bulk of your fleet.

That is all. Good Luck

Intelligence

Significant Soviet Forces have arrived enmass to the South African theater. These forces appear to be a mix of Northern Fleet and Mediterranean Flotilla assets. SIGINT suggest group composition are as follows:

- One CVHG centered around Kiev and or Kirov. One to two Kynda or Kara class cruisers appear present in this group as well as smaller ASW combatants.
- One SAG centered around the Slava CG. Numerous other surface combatants appear present including the new Sovremenny class destroyers.
- One Landing group centered around Ivan Rogov. Expect Alligator class LST's as well as Soviet flagged merchants with a Mechanized Brigade embarked.
- The submarine threat is unknown. The berth in all Soviet ports have been emptied but given proximity expect SSN and SSGN class submarines to be present.
- The air threat seems light but expect MPA have been detected operating out of India and Soviet bases in Africa.

Clarification of Victory Conditions

- 1) Destroy Kiev, Kirov and Slava
- 2) Destroy 6 other combatants
- 3) Destroy 3 LST's, and 2 merchants
- 4) Get two Merchant Vessels to the victory area for 6 hours (Reference Point 23)
- 5) Destroy ground facilities in Port Elizabeth area (4 Rebel Companies and Port Elizabeth Command Center)

Fight or Flight

By Michael Mykytyn

One of two scenarios based on Larry Bond's Cauldron. In this one, like the book, you are in command of a small but powerful US escort group which has found itself in the worst possible position to be in at the beginning of a major conflict: You are in confined waters with no support and must escape to the North Sea before you are destroyed. Can you pull it off?

Designer Notes:

- 1) I recently reread this novel and really wanted to recreate the situation. So I am sorry if it seems a bit uncreative, but I really did want to try it out to see how I'd do and thought I'd share it. If it's any consolation I did change the OOBs a bit.
- 2) I also would like to note that the theme (Euro vs. US) is not something that sits well with me. I will leave it at that ☺
- 3) You will notice that the US group is ungrouped. This was intentional, as part of the challenge is figuring out the best formation and micromanagement is encouraged (its more fun).
- 4) Scenario Duration: 2 Days

Scenario Briefing:

Situation Report

The President's ultimatum for Eurocorp forces to leave Poland has passed. Unfortunately, you are stuck in the middle of the Kattegat with no hope of reaching the port of Gdansk before hostilities commence. You are in prime position to be attacked and must escape!

Orders

You are ordered North through the Kattegat and west into the Skagerrak, into the safety of the North Sea at best speed. You must protect a majority of your group with an emphasis of protecting CG Leyte Gulf. Eurocorp's intentions are not known yet but **do not fire on Eurocorp units unless fired upon**. (Clarification of Victory Conditions to follow).

Intelligence

The surface threat in your AOR is confirmed. There have been numerous missile boat sightings off the German coast as well as several Frigates. They were reported well south of your position but well within intercept range.

The Air Threat is confirmed. Numerous MPA assets have been detected as well as German and France strike aircraft operating from coastal airbases.

The sub threat is unknown but expect diesel submarine activity in your AOR.

Clarification of Victory Conditions

Top Level Victory: Get 4 ships in victory area (box marked by ref points).

Normal Victory: Get 3 ships in victory area (box marked by ref points). Protect Leyte Gulf from more than 50 percent damage.

Fight or Flight – The Russian Version

By **Michael Mykytyn**

This scenario is the same as FoF, except you are in command of a Russian escort group instead of American. This scenario is based on a situation in Larry Bond's novel, Cauldron. There is a slight modification in the order of battle. I hope you enjoy it.

Designer Notes:

- 1) This scenario is a borrowed idea.
- 2) This scenario does feature a Eurobased Opfor. They are a great fictional opfor and by no means reflect any opinions about Europeans.
- 3) Scenario has a duration of 2 days.

Scenario Briefing:

Situation Report

Eurocorps forces have invaded Poland, and our President's ultimatum for them to withdraw has expired. Hostilities are imminent and you must withdraw before becoming the first target.

Orders

- 1) You must withdraw North through the Kattegat and West through the Skaggerak into the North Sea (marked by ref points).
- 2) You must retain a majority of your command intact, with upmost importance on Marshal Ustinov.

Intelligence

Expect heavy air, sea and subsurface opposition.

Clarification of Victory Conditions

Top Level: Get 4 ships to victory area (marked by reference points 1-3)

Next Level: Get 3 ships to the victory area (marked by reference points). Prevent Marshal Ustinov from taking more than 50 percent damage.

Joint Exercise '02

By **Ragnar Emsoy**

LOCATION : SOLOMON / BISMARCK SEA

DATE/TIME: 15 DECEMBER 2002

Over the recent years Kamaria (a large hypothetical island state 400 miles to the north of Papa New Guinea) has stepped up its claims to Northern Mainland Papua new Guinea. These claims have been supported by a sophisticated information operations campaign aimed at shaping the world opinion on the issue, gaining regional acceptance of Kamaria's emerging military pre-eminence, and orchestrating a clandestine de-stabilization program across all levels of government in Papa New Guinea.

The devastation wrought by the recent tidal wave on the north coast of Papa New Guinea has allowed Kamaria to initiate it's campaign to annex the northern mainland under the guise of humanitarian relief. At the request of the government of Papa New Guinea, Australia will initiate an operation to firstly prevent further lodgment of Kamarian forces on the mainland whilst trying to persuade Kamaria to withdraw its existing forces, and secondly to employ military forces to expel them should they refuse. As the US is committed elsewhere, the mission will essentially be an Australian led joint, rather than combined, operation.

Designer Notes:

This is a slightly modified version of a scenario built by the HarpoonHQ team on request from Robert Carpenter, Australian Defence Simulation Office, for use in an unclassified exercise held in late November 2002.

Scenario Briefing:

ORDERS FOR CMDR AUSTRALIAN FORCES

INTEL:

The most likely Kamarian course of action is further lodgment and controlled escalation of the conflict. A range of Kamarian operations may eventually force Papa New Guinea into allowing the entire northern mainland to be annexed. Unconventional operations, designed to trigger Australian deployments remote from Papa New Guinea is also likely.

MISSION:

Conduct operations by an Australian led force to protect Papa New Guinea. The key to defeating any Kamarian expansion will be the speed and effectiveness with which Australian forces can contain the initial lodgment, and curtail any subsequent force build-up.

EXECUTION:

Isolate Kamarian forces on papa New Guinea with air and naval blockade and interdiction operations, and launch coordinated combined strike operations by air and maritime elements.

Bring Task Force 1 to Madang to establish a forward operating base in Papa New Guinea in order to facilitate subsequent operations. The task force must arrive at the destination within 48 hours. The area is marked by Ref Points 20-23.

Only 32 air-launched Harpoon missiles are available at this time.

COMMAND AND SIGNAL:

Headquarters - Brisbane

Recommended EMCON State: B

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