

## THE DOCKS – March 2003

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### Harpoon 2 / Harpoon 3

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#### Canary's Cage

By Miguel Molina

**Location:** Atlantic Ocean, Spain-North West African Nations

**Date/Time:** 12 October 2005, 1200 Zulu

October 2005, Islamic extremist parties have come to power in several Arab countries, the first of them being Algeria, in spite of efforts of the Western Allies on both sides of the Atlantic to stop these regimes. Soon, all North African Countries, fell under the rule of N.A.I.L (North Africa Islamic League) including: Egypt, Libya, Algeria, Tunisia and the till then pro-western Kingdom or Morocco.

Morocco, with the help form the other N.A.I.L. countries, pursues an ancient claim over the African Spanish cities of Ceuta and Mellilla. The relationship between Spain and Morocco had deteriorated sharply after Perejil Islot affair and the Western Sahara Referendum. Spain answered by reinforcing her military at these two cities. As the situation started to cool down, a secretly assembled N.A.I.L amphibious force landed on the Canary Islands and captured them in spite of stiff resistance from local forces.

While politicians are discussing the invasion in the U.N. and NATO, Spain mobilizes her military force to retake the islands.

#### Scenario Briefing

Orders from CMDR Spanish Operations

##### Intelligence:

HUMINT from agents in Rabat indicate that a second NAIL amphibious force has been dispatched to Canary; it constitutes of 3 to 4 amphibious transports and their escorts.

Several NAIL submarines have been detected while taking up position off the coast of Morocco.

Satellite reconnaissance shows both main airports at Gran Canaria and Tenerife are being used by NAIL air assets.

##### Mission:

Proceed with Grupo Delta to North of Gran Canara Island and the TEAR (Tercio de la Armada, Spanish Marines). Expect attacks from sub, air and surface units.

##### Execution:

Use Grupo Alfa to provide AAW and ASW cover for the amphibious group.

The enemy amphibious group must be destroyed before it reaches the landing area. To accomplish this task you will need help from air assets at Rota, Moron and Talavera de la Real.

Protect our troop transports at all cost; we will need every single man to recover those islands.

The landing area is marked by reference points 6 through 9.

Scenario duration is two days, 6 Hours.

#### Shallow Waters

By Steve Mills

**Location:** Atlantic Ocean, Coastal UK and mainland Europe.

**Date/Time:** 2 May 1993, 400 Zulu

With the abject failure of reforms in Russia, especially the rise of organized crime, it was only a matter of time before the return to the hard-line regime. Once re-elected many now felt that now was the time to strike, especially with the apparent run-down of NATO forces.

While war is raging throughout the North Atlantic, convoys that have struggled across have only a little way further to reach port.

*This scenario was written primarily to test the operation of submarines in an area of relatively shallow water.*

\* This is a two file scenario. One for the NATO side and one for the Russian side. Both are included in the zip file.

## Scenario Briefings

*NATO side*

Orders: Commander Convoy Escort

Escort the merchant ships to their destination port. The Northern Slow Convoy TG 15.3 is bound for Liverpool, the Southern Fast Convoy TG 12.2 to Rotterdam.

Escorts, while not expendable can more easily be replaced.

Intelligence confirms the presence of enemy submarines and neutral shipping.

Both convoys are due in port in less than thirty hours. It is imperative you maintain a high speed where possible. Avoid hugging the coast, as too much time will be wasted on keeping your formation.

*Author's Note: When a ship is taking up a new position within the group, the entire group will slow down until the ship is in position. So carefully watch your groups' speed and try and avoid maneuvering too much.*

*Russian Side:*

Orders for Commander Russian Forces

Satellite Intel suggests several NATO convoys bound for European ports. It is also probably that some outbound convoys are likewise on a return journey.

Seek out and destroy any NATO ships you can identify. Particular attention should be paid to merchants.

Recommended Emissions: Passive.

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## Harpoon Classic 97/2002

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[Back to Baghdad \(EU2K Gulf of Oman Battleset\)](#)

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By **Brad Leyte**

Designed for play by BLUE side only.

### Scenario Briefing:

It is late 2002, and the prospect of war in the Persian Gulf is once again considered very likely. The US has already deployed large forces to the theater in preparation for what looks to be an inevitable conflict with Iraq, and the buildup continues. The political landscape, however, is very different from what it was in 1991. Both Saudi Arabia and Turkey, key Coalition partners in Operation Desert Storm, have this time refused to permit American forces to deploy troops at their installations or launch offensive operations from their soil.

A handful of Gulf nations, and a naval force centered around the ageing carrier USS Constellation, are presently the only platforms from which US and British forces may engage the enemy.

If Saddam decides to act first, will it be enough ?

Consider the fact that although the US and British forces have overwhelming superiority, both in numbers and capability, it could be a serious political defeat if the Iraqis are able to even bloody the noses of their attackers. You need a quick and relatively painless victory to keep Washington happy.

Your primary targets are, of course, Iraqi facilities linked to weapons of mass destruction. Eliminate Saddam's capability in this regard.

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