

# The Battle for Lemnos

A Sixth Fleet Intermediate Scenario

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## BACKGROUND

Several Soviet airborne and marine divisions have successfully launched a sneak attack in and around the Turkish Straits including the island of Lemnos at the straits' southern entrance. Most of the Turkish navy has been destroyed or disabled while the Turkish government has become paralyzed by the assassination of its Prime Minister, Defense Minister, and other cabinet members by Moslem fundamentalist rebels.

The United States, occupied by a crisis in the Persian Gulf, was caught completely by surprise. Most of COMSIXTHFLT's carriers and amphibious units have been shifted to the Arabian Sea leaving only TG 60.2, currently replenishing in Naples, available for operations.

In Brussels, NATO leaders have met to discuss how to deal with the Soviet invasion. Greece has mobilized its forces but the newly elected left wing government in Italy is dragging its feet. Britain, like the United States, has most of its forces tied up in the Persian Gulf. France has agreed to send a carrier task group and a contingent of marines to Lemnos. However, the French insist that French forces remain under the direct command of the French government.

The Soviet Black Sea Fleet has received intelligence of US and French fleet movements and has withdrawn most of its surface forces from the western Mediterranean. In a secret meeting, Libya has agreed to assist the Soviets in return for aid for a future operation they have planned against Malta.

## DEPLOYMENT

### NATO

Nat.	Unit	Hex
US	Nimtz (CV)	1726 (Naples)
US	Texas (CG)	
US	Calif (CG)	
US	Barny (DD)	
US	Mahan (DD)	
US	DeGrs (DD)	
US	Stark (FF)	0935
US	Thach (FF)	
US	Drum (SN)	1229
US	Bostn (SN)	2015
US	F14 (INT) x2	On Nimtz
US	F18 (ATK) x2	
US	A6 (ATK)	
US	E2 (AEW)	
US	EA6 (EW)	
US	S3 (ASW)	

Nat.	Unit	Hex
US	P3 (RCN)	1126 (Sigonella)
US	P3 (RCN)	
US	P3 (RCN)	
US	F16 (INT)	

FR	Foch (CV)	2218 (Toulon)
FR	Duplx (DD)	
FR	Mntcm (DD)	
FR	Trvil (DD)	
FR	Sufrn (DD)	
FR	Breze (DD)	
FR	Orage (AA)	1722
FR	Drogu (FF)	
FR	Pimdn (FF)	
FR	Bory (FF)	
FR	Prtet (FF)	
FR	Rubis (SN)	1622
FR	Sup (ATK) x2	On Foch
FR	F8 (INT)	
FR	ALZ (ASW)	
FR	ATL (RCN)	2218 (Toulon)

GR	Tombz (DD)	1235 (Athens)
GR	Kanar (DD)	
GR	Elli (FF)	
GR	PCS1 (PC)	
GR	PCS2 (PC)	
GR	PCS3 (PC)	
GR	Dafni (MS)	
GR	Glauk (SS)	1535 (Saloniki)
GR	Neres (SS)	
GR	Tritn (SS)	1135
GR	Ponts (SS)	1232
GR	RF4 (RCN)	0835 (Suda)
GR	A7 (ATK)	
GR	A7 (ATK)	

## Soviet Union and Allies

Nat.	Unit	Hex
SO	Kirov (CG)	0849 (Tartus)
SO	Kerch (CG)	
SO	Kulkv (DD)	
SO	Sovrm (DD)	
SO	Rezky (FF)	
SO	Minsk (CV)	0431 (Benghazi)
SO	Azov (CG)	
SO	Otlch (DD)	
SO	Zakhr (DD)	
SO	Retvy (FF)	
SO	PCS2 (PC)	1537 (Lemnos)
SO	PCS3 (PC)	
SO	Svesa (SN)	1619
SO	Syzrn (SN)	1044
SO	Nezhn (SN)	0640
SO	Ibrez (SS)	1023
SO	Ivdel (SS)	0631
SO	Pskov (SS)	1029
SO	Y36 (INT)	On Minsk

Nat.	Unit	Hex
SO	T16 (RCN) x2	2347 (Fedosiya)
SO	B12 (ASW)	
SO	T16 (ATK) x2	2245 (Sevastopol)
SO	T16 (EW)	
SO	M23 (INT)	
SO	T16 (RCN)	0431 (Benghazi)
SO	M23 (INT)	
LB	Asawr (FF)	0523 (Tripoli)
LB	PCS2 (PC)	
LB	PCS3 (PC)	
LB	PCS4 (PC)	
LB	PCS1 (PC)	0335 (Darnah)
LB	PCS5 (PC)	
LB	Fateh (SS)	0826
LB	Ahad (SS)	0930
LB	Albdr (SS)	0635
LB	S20 (ATK)	0335 (Darnah)
LB	M23 (INT)	
LB	MIR (RCN)	
LB	S20 (ATK)	0523 (Tripoli)
LB	S20 (ATK)	
LB	M23 (INT)	

#### SPECIAL RULES

1. This scenario is to be played using the Sixth Fleet errata published on September 1, 1986. However, ignore the first sentence in the clarification of rule 12.1. Mines may be laid on island coastal hexes, including the Greek islands in the Aegean.
2. Air units can move into and through hexes of all countries.
3. Soviet T16 (ATK) air units cannot activate from any hex except Sevastopol.
4. All units can enter the Turkish Straits (hexes 1638, 1639, 1640, 1740, and 1741) without restriction.
5. All units can end their active status only in base hexes of their respective nationalities.
6. *Nimt*z must enter the Central Mediterranean Zone by Game Turn 2 and can never re-enter the Tyrrhenian Sea Zone for the remainder of the game.
7. *Orage* must enter the Central Mediterranean Zone by Game Turn 3 and can never re-enter the Tyrrhenian Sea Zone for the remainder of the game.
8. This scenario may be played with 4 or 5 players grouped into two teams. With 5 players, assign one player to each nationality. With 4 players, assign one player to each nationality with one player controlling both France and Greece.

#### GAME LENGTH

10 Game Turns

#### VICTORY CONDITIONS

The NATO team receives Victory Points for French and US surface units that end the last Game Turn in the Aegean Sea Zone. Hexes on the west coast of Greece (1134, 1234, and 1134) are not considered part of the Aegean Sea Zone when counting Victory Points. *Nimt*z and *Foch* are worth 2 Victory Points, *Orage* is worth 0 Victory Points, and other French and US surface units are worth 1 Victory Point.

The NATO team receives double the amount of Victory Points for each surface unit that ends the last Game Turn in Lemnos (hex 1537) or the six hexes that surround it (hexes 1436, 1437, 1536, 1538, 1637, and 1638). *Orage* is worth 4 Victory Points if it ends the last Game Turn in Lemnos (1537) itself. Note: these Victory Points are not cumulative for each unit. For example, *Nimt*z is worth 4 Victory Points if it ends the last Game Turn in or adjacent to Lemnos. In this case, the NATO side does not also receive 2 points for having the *Nimt*z in the Aegean Sea Zone. The NATO side only receives one of these Victory Point awards.

At the end of the last Game Turn, the NATO player adds up his Victory Points and checks the chart below to determine the winner and the level of victory.

Num. of VPs	Level of Victory
30 or more	NATO decisive victory
24-29	NATO substantial victory
19-23	NATO marginal victory
14-18	Soviet marginal victory
10-13	Soviet substantial victory
9 or less	Soviet decisive victory