

MODERN WAR

#41: SIXTH FLEET

Sixth Fleet is a two-player, strategic-level wargame of the struggle for the Mediterranean set during a hypothetical Warsaw Pact versus NATO war during the 1970s and 1980s. It is primarily a naval-air conflict, with some elements of power projection using ground forces. The game map represents various sea zones (or zones) within the Mediterranean, as well as adjoining land areas. Critical bases for both sides, including neutral nations are also depicted.

Aircraft units represent one to six squadrons, with the counter displaying the primary type of aircraft. Ship units represent one fleet aircraft carrier or battleship and "divisions" of four cruisers or nuclear-powered submarines with destroyers being represented in squadrons of six to eight destroyers or non-nuclear subs. Other ship types are represented at the division level and represent various numbers of ship types. On the map, each inch equals 20 miles. Each turn represents from one day to one week of activity, depending on the level of activity. **Sixth Fleet** is based on **Red Dragon Rising**. Changes have been made based on the situation in the Mediterranean during the Cold War.

Target Market

- Modern history buffs

Up-Sells & Cross-Sells

- Showdown (DG Folio Series)
- DMZ (DG Folio Series)
- Target Iran (MW #10)
- Red Tide West (MW #15)
- Red Tide South (ST #315)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$60 or more)

Stock no

- MW41

MSRP

- \$39.99

UPC Code

- 092810233405

Contents

- One 22 x 34 inch map
- 228 counters
- Magazine with historical background



Place your order today while supplies last!