

Disputed Territory

By Mal Wright

Introduction

This is a mini-campaign, which, because of the random elements, can be played several times with very different problems and situations arising. The random elements add an air of uncertainty, even if some of the participants have previously read or played the mini-campaign. It is very suitable to a situation with two or three players per side, but could easily be played with one player per side and has even been successfully wargamed as a solitaire game.

The presumption for the mini-campaign is that a diplomatic incident in another area is leading to a military confrontation between Australia and Indonesia. Both nations have agreements to share the oil wealth on their common sea borders, but these could provide a source for confrontation. Also, although Australia has formerly acknowledged the Indonesian annexation of East Timor, there has always been pressure to revoke that acknowledgment. The politics behind the confrontation are unimportant to the mini-campaign.

Tactical Situation

A dispute has been brewing between Indonesia and Australia. The Indonesian have decided to take the first action by sending a force into the Jomard Passage to capture Australian oil rigs in the area. The Australians, feeling that a confrontation is imminent, have sent a force to evacuate their oil rigs and protect their interests in the area.

Location

The map provided for the mini-campaign is fictional, but represents an area equidistant between Darwin and Timor. The map is divided into large and small hexes, each large hex is 25nm across and the smaller hexes are 1nm across. The larger hexes are numbered and referred to as *Zones*. Each Zone is subdivided into triangular sections to give general areas of location for set up and contacts. The triangular sections is given a letter designation A through F and are referred to as *Sectors*. For an example of location, oil rig KALPAS IV is in Zone 6, Sector D. Depths on the map are shown in meters at high tide. See the Environment and Special Rules section below for more information on the local area. There are Navigation Lights in the area (shown on the map as black triangles), these will remain on during the game (because no one has given orders to have them extinguished). Players are free to shoot out the lights if they wish to do so.

Environment

It is 0200 local time. Sea State 3, wind is 15 knots from 340 degrees (true). Sunrise is 0430, sunset is at 2000. There is a full moon between 2300 and sunrise, night visibility is 33%. Daylight conditions are hot with high scattered clouds. Day visibility is 100% except as follows: between 1100 and 1500 heat haze reduces visibility for surface and low altitude to 70%; between 1300 and sunset the cloud cover is heavy but high. There is a chance of a tropical rainstorm, see the Special Rules section for more information.

Indonesian Forces

Force 1: *Martha Khrystina Tiyahahu* (ex-British Tribal Class FF), *Manadau* (Modified Ashville Class FPB), *Sutedi Senoputra* (ex-East German Parchim Class FFL)

Force 2: *Yos Sudarso* (ex-Dutch Van Speijk Class FF), *Fatahilah* (Fatahilah Class FFL), *Nala* (Modified Fatahilah Class FFL)

Force 3: *Ahmad Yani* (ex-Dutch Van Speijk Class FF), *Slamet Riyadi* (ex-Dutch Van Speijk Class FF), *Teluk Langsa* (ex-U.S. LST-542 Class LST), *Teluk Kau* (ex-U.S. LST-542 Class LST)

Force 4: *Cakra* (Type 209 SS)

Air Assets: The number of missions for the day equals 1D6+1. After the number of missions is determined, roll on the table below to determine the aircraft in each mission.

Die Roll Aircraft and load

1 - 2	4 F-5E with 2 AIM-9L (10 min. loiter time, 4 min. FMP, 1 min. AB)
3	4 F-5E with 2 AIM-9L & 2 Mk 82 bombs (5 min. loiter time, 3 min. FMP, 30 seconds AB)
4 - 5	4 A-4E with 1 AIM-9B, 4 MK 82 and 1 Mk 84 bombs (12 min. loiter, 6 min. FMP)
6	2 F-16A with 4 AIM-9L, 2 Mk 20 Rockeye & 1 ALQ-131 ECM pod (15 min. loiter, 6 min. FMP, 2.5 min. AB)

Indonesian Orders and Setup

Force 1: The force begins anchored in the lagoon near Jalapinalat village. At 0220 the larger ships (*Martha Khrystina Tiyahahu* and *Sutedi Senoputra*) have orders to get underway and protect the Indonesian oil rigs. *Mandau* has orders to seek out and destroy the Australian patrol boats operating in the area (last seen around KALPAS III), report any other enemy activity and rejoin the larger ships.

Force 2: Arrive in Zone 2, Sector C or F (player's choice) at 0000 + 2D6 (NOTE: this provides a widely variable arrival time). Orders are to sink or capture the *Southern Cross Commercial*, sink or capture all other enemy shipping in Zones 6, 7, 8, and 9. Force 2 is also to provide cover to Force 3.

Force 3: Arrive in Zone 2, Sector C or F (player's choice) at 0200 + 2D6. Orders are to capture each Australian oil rig by landing 25 troops at the rig. Then land 200 troops at Jalapinalat village and the remainder on the Pandaran Islets. It requires 10 + 1D6 minutes to land troops on an oil rig, 20 + 1D10 minutes to land troops at Jalapinalat village, and 30 + 1D10 minutes to land troops in the Pandaran Islets.

Force 4: Considered to be on station in Zone 4 at 0000 + 1D6. Roll 1D6 to randomly determine which Sector the submarine starts in. Orders are to remain in areas of at least 100 meters in depth. From 0215 on sink all known enemy shipping in the area. On arrival batteries are 100% charged.

Air Assets: All aircraft enter through Zone 1, Sector C or F. The first mission (as rolled for above) enters at 0415, the other missions arrive at 0400 + 1D6 hours (example if the die roll for a mission is 2 it will arrive at 0600, if it is 4 it arrives at 0800). If there are 5 or more missions, mission 5 and greater arrive at 1200 +1D6 hours. Before moving onto the map the Indonesian player must state the mission profile (giving altitude, intended route and purpose of the mission) to the referee. The mission purpose can be a search and attack or sink the *Southern Cross Commercial*.

Australian Forces

Local Patrol Force: *HMAS Whyalla* (Freemantle Class PB), *HMAS Dubbo* (Freemantle Class PB), *HMAS Bendigo* (Freemantle Class PB)

Group 1: *HMAS Swan* (River Class FF)

Group 2: *HMAS Brisbane* (Mod C.F. Adams Class DDG), *HMAS Canberra* (O.H. Perry Class FFG), *HMAS Sydney* (O.H. Perry Class FFG)

Sub Group: *HMAS Otama* (Oberon Class SS)

Air Assets: The number of missions for the day equals 1D6+1. After the number of missions is determined, roll on the table below to determine the aircraft in each mission.

Die Roll Aircraft and load

1 - 2	2 F/A-18A with 6 AIM-9M (18 min. loiter, 8 min. FMP, 3 min. AB)
3	2 F/A-18A with 2 AIM-9M, 1 HARM, 1 GBU-10C, 2 Mk 82 bombs (10 min. loiter, 4 min. FMP, 2 min. AB)
4	2 F-111C with 2 AIM-9M, 2 HARM, 2 Harpoon, 2 Mk 83 bombs (15 min. loiter, 8 min. FMP, 4 min. AB)
5	1 P-3C Orion with 6 Mk 46 torpedoes, Sonobouys (8 VLAD, 16 CASS, 16 DIFAR, 6 DICASS, 40 LOFAR) (120 min. loiter, 8 min. FMP)
6	1 P-3C Orion with 2 Harpoon, 2 Mk 46 torpedoes, Sonobouys (as above) (60 min. loiter, 8 min. FMP)

Australian Orders and Setup

General: Australian forces will only be away of the outbreak of hostilities from 0210 on, unless fired upon earlier.

Local Patrol Force: *HMAS Whyalla* and *HMAS Dubbo* are together and start anywhere within 3nm of KALPAS III. *HMAS Dubbo* starts alongside oil rig PINDOS XXIII, at 0215 she is ordered to move to join *Whyalla* and *Dubbo* to evacuate personnel from KALPAS III (they do not have orders or the equipment to destroy the rig) and proceed out of the area through Zone 8, 9, or 10. Each oil rig requires 10 + 1D6 minutes to evacuate.

Group 1: *HMAS Swan* starts alongside the *Southern Cross Commercial*, at 0215 she is ordered to evacuate personnel from KALPAS IV and PINDOS XXIII, then escort the *Southern Cross Commercial* out of the area through Zone 8, 9, or 10. Each oil rig requires 10 + 1D6 minutes to evacuate.

Group 2: Arrive in Zone 8, 9, or 10 (player's choice) at 0600 +1D6. Orders are to cover the evacuation of Australian personnel in the above groups. They are then to destroy, by bombardment, all Australian and Indonesian oil rigs. They should sink any Indonesian shipping they encounter. If the situation permits, they should seek out and sink the Indonesian rig tender, bombard the depot at Jalapinalat village and destroy the helipad there. In the event that an Australian ship is sunk, it is vital to recover any survivors.

Sub Group: Arrive in Zone 5, Sector A at 0300 +1D6. Orders are to patrol the Jomard Passage and sink any known enemy ships. The sub is to withdraw from the area when the surface forces have completed their mission or by 2330. Remain in the deepest water during this time. On arrival her batteries are 85% charged.

Air Assets: All aircraft enter through the map edge of Zone 9 or 10. The first mission enters at 0615, the player may choose which is the first and subsequent missions. The other missions arrive at 0800 + 1D6 hours (example if the die roll for a mission is 2 it will arrive at 1000, if it is 4 it arrives at 1200). *NOTE: The P-3C Orions may operate in a tropical rainstorm, but may not attack during the rainstorm.*

Special Rules

1. The local area is a difficult one to navigate. It is filled with banks, reefs, shallows, holes, islands, and islets. The current flows south through the passage at 3 knots. All of this degenerates the effectiveness of passive sonar by reducing detection by 50% when within a range of nautical miles equal to the sea state (example: if the sea state is 3 and a vessel is within 3nm of a island, islet, or reef then detection is reduced by 50%). These waters are known for rapid tidal changes and at low tide depth will be 3 meters less than shown on the map. Low tide is from 0800 to 1100 and from 1900 to 2200, it only takes 5 minutes for tide to change. There is no "layer" in this area and the water is clear enough that a submarine can be seen from the air when it is at Shallow or Periscope/Snorkeling depth. Players should be reminded that Towed Array sonar cannot be deployed if the depth is less than 100 meters and that Rule 5.5.6.3 (reverberation) is in effect.

2. The high ground is shown on the map. Mt. Dirijilip is 1500 meters high, Mt. Dalipapan is 1200 meters high, and the island of Ranabaluan is hilly with an average height of 150 meters. The Pandaran Islets average 200 meters in height, all other islands and islets are less than 5 meters high.

3. Beginning at 1400, the referee rolls one D6 each hour until sunset. If the result is 6 a tropical rainstorm occurs. The rainstorm lasts for 1D6*10 minutes. During a rainstorm the ceiling drops to 1000 meters and visibility falls to 30%. The referee should give both sides approximately 30 minutes warning of the impending change in weather. *NOTE: None of the aircraft in the game can carry out offensive operations during tropical rainstorms. Any aircraft due to arrive during a rainstorm are aborted.*

4. Both sides have operational oil rigs in the area. They are operated by civilians and are very well lit at night and will remain so until dawn. The Indonesian rigs are XAN-A, XAN-B, and XAN-C. They have a small support base at Jalapinalat Village on Ranabaluan Island. The base has a small garrison with a helipad, civilian helicopter and a small rig tender ship that operates from the lagoon. The Australian rigs are KALPAS III, KALPAS IV, and PINDOS XXIII. Since they are some distance from Australian waters the rigs are looked after by the support ship *Southern Cross Commercial*. This ship is a medium sized tanker converted to an exploration and rig support ship. She is usually anchored in Zone 6, Sector D, within the 30 meter line. She is civilian manned and completely unarmed, but has a helipad forward with a Bell Ranger helicopter.

5. The Jomard Passage is used frequently by international shipping. The referee looks after the movement of all international shipping.

Victory Conditions

Indonesian Victory Conditions

Decisive Victory: Capture all Australian oil rigs intact while protecting their own, prevent the Australians from evacuating personnel, and suffer a loss of less than 25% of total force.

Marginal Victory: Capture at least 2 Australian oil rigs intact and land troops at village. Keep own losses less than 50% of total force. Prevent at least part of the Australian evacuation.

Marginal Defeat: Capture at least 1 Australian oil rig intact and land troops at village. Maintain own losses less than 50%.

Decisive Defeat: Unable to capture any oil rigs intact or losses exceed 50%.

Australian Victory Conditions

Decisive Victory: Evacuate all oil rigs, destroying all oil rigs and at least 1 enemy rig, maintaining losses less than 25%.

Marginal Victory: Evacuate 50% of personnel and keep losses less than 25%.

Marginal Defeat: Evacuate less than 50% of personnel and keep losses less than 33%.

Decisive Defeat: Losses exceed 50% of total force.

Referee Controlled Units

1. *Miso Maru*, Japanese flagged supertanker. Speed 10kts. Enters Zone 6, Sector F at 0200. She will transit Jomard Passage and exit through Zone 5, Sector A. She is fully laden with AVGAS.
2. *Vijanajabad*, Indian flagged natural gas tanker. Speed 10kts. Enters Zone 1, Sector F at 0300. She will transit the area and exit through Zone 6, Sector F.
3. *Chao Ping*, Taiwanese flagged supertanker. Sailing a reverse course of the *Miso Maru* at the same time bands. She is only carrying ballast.
4. *Merchant Endeavour*, British flagged container ship. Sailing a reverse course of the *Vijanajabad* at the same time bands.
5. *Wilmington Field*, U.S. flagged supertanker. Sailing same course as the *Miso Maru*, but does not enter until 0700.

6. *Mary Kay-2*, Australian flagged high-seas trawler. Speed 10kts (max. speed 15kts). Starts in Zone 4, Sector C. Making her way off map through Zone 10, Sector E. She is intending to pass between PINDOS XXIII and the South Light. The crew will not hear about hostilities until 0305 unless fired on earlier. Once alerted she will extinguish her running lights and attempt to exit the map as quickly as possible. The Indonesian players should be given a rough idea of her location at the start of the game.

7. *Yushio Maru #8* and *Yushio Maru #2*, Japanese flagged trawlers. Speed 15kts. They start the game in Zone 3, Sector D fishing illegally, with lights dimmed. At 0700 they will move to Zone 9, Sector F. They will not know about the hostilities until 1200 news broadcast or if something happens within their vision.

8. *USS Nicholas (FFG-47)*, U.S. O.H. Perry Class FFG. Speed 20kts. Enters Zone 5, Sector F at 0240. She will transit Jomard Passage and exit through Zone 6, Sector F. She will know that hostilities have started at 0310 and will work up to full speed to clear the area. She is neutral, but may defend if fired on.

9. *Pililap-Retu* and *Palau-Dewarujuti*, Indonesian flagged trawlers. They are anchored near Jalapinalat village and started to sail to the area off Sand Island for fishing at 0115. They are traveling at 5kts, but can make up to 12kts. They are about the same size and shape as the Indonesian local rig tender.

10. *Lemadang*, Indonesian flagged rig tender. Speed 10kts. At 0200 it is alongside the XAN-A rig and cannot leave until 0225. It will then proceed to the other two Indonesian rigs for a 10 minute mail stop. Then proceed to Jalapinalat village.

11. *Kasturi*, Malaysian frigate. Speed 10kts (max. speed 28kts). Starts in Zone 9, Sector E at 0150. Sailing across the area intending to exit through Zone 1, Sector C. She is neutral, but is less likely to tolerate Australian "mistakes" than Indonesian.

12. Indonesian Customs Service motorboat. Speed 15kts. Armed with 1 12.7mm MG, the 5 man crew has been ordered to intercept and board the *Mary Kay-2* near South Light at dawn. Once boarded they will take the ship back to the lagoon. The motorboat has no radio and is not in contact with the military. It is waiting near South Light.

13. *Sumerang*, Indonesian flagged inter-island ferry. Speed 15kts. Enters Zone 3, Sector D at 0300. Heading toward Jalapinalat village. She displaces 1200 tons, has 380 passengers, 120 goats, 250 sheep, 9 dozen head of poultry, 10 tons of cooking oil, and 15 tons of kerosene on board. She has two life rafts and a leaky lifeboat. Her radio is broken and she does not have a signalman on board.

14. Indonesian registered civilian twin engine Beechcraft airplane. Speed 100kts. At 0830 will fly from Zone 7, Sector C straight across the map and exit. It is unaware of the hostilities.

15. Malaysian registered twin engine Cessna airplane. Speed 90kts. At 0330 it will fly a reverse course of the Beechcraft.

16. Indonesian registered old Sikorsky type helicopter. Speed 50kts. Starts on the pad at Jalapinalat village. At 0425 it will take off and fly two technicians to rig XAN-C.

17. Indonesian Garrison. The local Ranabaluan Militia at Jalapinalat village, comprised of 30 men and 4 officers. They can provide small arms fire against very low flying

aircraft and have an old Soviet type 45mm anti-aircraft gun covering the lagoon. If they are bombed, strafed, or shelled they will abandon all equipment and flee into the jungle. The Australian players are not told this.

Referee Notes

To help maintain the "fog of war" this mini-campaign is best played with several players on each side. The referee should hold a briefing session for each side before the game, giving them all the information needed for their side. If the briefing is done verbally players may forget important points, which can add to the overall enjoyment of the game. Once the briefings are completed and each side has had a chance to discuss their orders, sit the players in such a way that they are intermixed by nationality to prevent them from talking. You can also charge each player with the responsibility of watching that nobody communicates, except by a message through the referee.

Be careful to keep players moving on the map as long as possible and only transfer to the playing area when a positive ID is made or firing commences. Even then, I found it worked well to only allow those players actually fighting to approach the playing area closely. This resulted in on-going confusion about hostile and friendly positions and some cases of "friendly fire".

All radar and visual contacts should be given in terms of range and bearing. Where IFF is of no apparent help, you can show the silhouettes to the players. These are all contained on one sheet and numbered so that the sheet can be handed out to the players. All nationalities are intermixed. Whenever players come within visual range of a ship the referee can give them the number of the silhouette they see. It is permissible for the referee to give two or more choices of similar ship types at ranges greater than 10nm, at night, or during a tropical rainstorm. You don't have to do this, but it does produce a certain amount of hesitation even among players that have a shoot first and ask questions later attitude. Besides, it doesn't hurt for the players to learn something about ship recognition! As the referee, you can feel free to photocopy the page and add other silhouettes into the mix to really confuse things.

When playing this campaign I found it easy to plot out large area of the map at scale 50mm (2 inches) per nautical mile. I then cut out section of card to represent islands and drew reefs, etc. on the map in chalk. Since the players were not permitted to approach the playing area unless the referee allows it, this system gave the referee a great plotting board, as I could have all the models on the map for each side. With the help of an assistant referee to help plot the game really moves quickly.

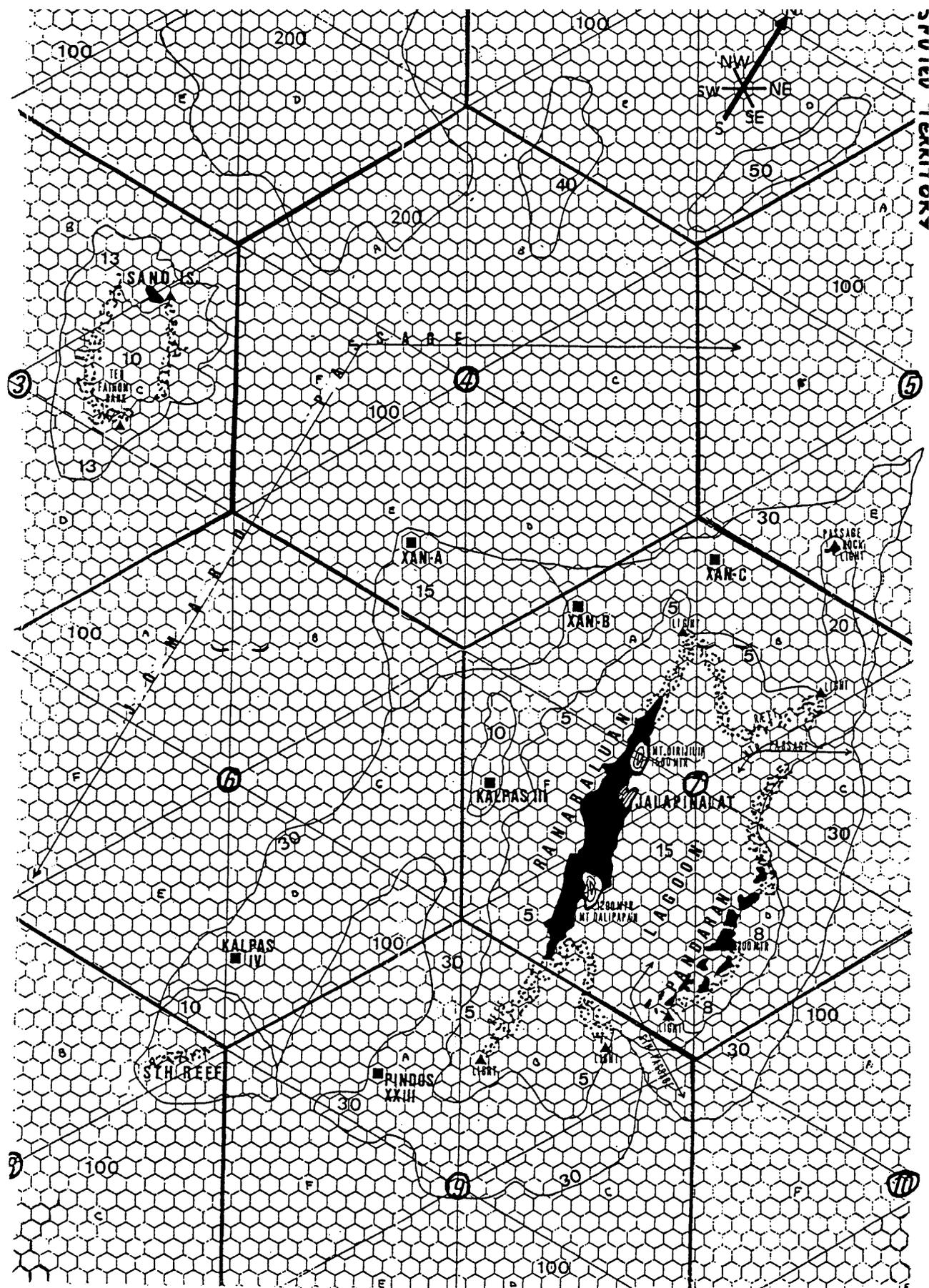
Taking care of the Referee Controlled Units can be repetitive and may not seem important. However, every time contact is made with them you will realize the importance and confusion these extra contacts cause as they steam about. The effect on the players will more than compensate for the extra burden of moving these vessels.

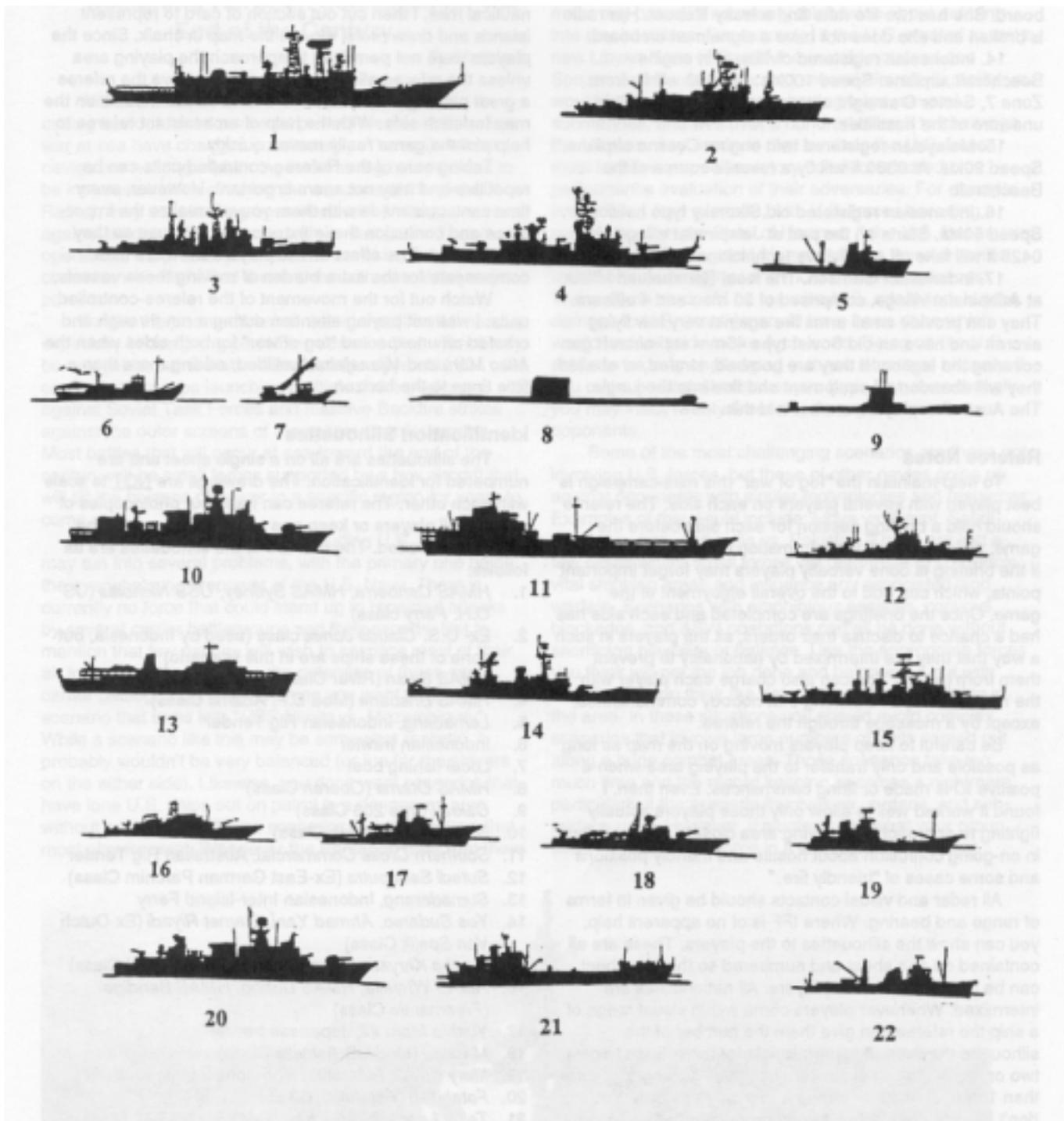
Watch out for the movement of the Referee Controlled Units. I was not paying attention during a run through and created and unexpected "fog of war" for both sides when the *Miso Maru* and *Vijanajabad* collided, adding more than a little tinge to the horizon.

Identification Silhouettes

The silhouettes are all on a single sheet and are numbered for identification. The drawings are NOT to scale with each other. The referee can hand out photocopies of sheet to all players or keep one copy and show it to the players as needed. The real ID's of the silhouettes are as follows:

1. *HMAS Canberra*, *HMAS Sydney*, *USS Nicholas* (O.H. Perry Class)
2. Ex- U.S. Claude Jones Class (used by Indonesia, but none of these ships are in this scenario)
3. *HMAS Swan* (River Class)
4. *HMAS Brisbane* (Mod C.F. Adams Class)
5. *Lemadang*, Indonesian Rig Tender
6. Indonesian trawler
7. Local fishing boat
8. *HMAS Otama* (Oberon Class)
9. *Cakra* (Type 206 Class)
10. *Nala* (Mod Fataillah Class)
11. *Southern Cross Commercial*, Australian Rig Tender
12. *Sutedi Senoputra* (Ex-East German Parchim Class)
13. *Sumaderang*, Indonesian Inter-Island Ferry
14. *Yos Sudarso*, *Ahmad Yani*, *Slamet Riyadi* (Ex-Dutch Van Spejik Class)
15. *Martha Khrystina Tiyahahu* (Ex-British Tribal Class)
16. *HMAS Whyalla*, *HMAS Dubbo*, *HMAS Bendigo* (Freemantle Class)
17. *Yushio Maru #2*, Japanese trawler
18. *Mandau* (Mod Ashville Class)
19. *Mary Kay-2*, Australian high-seas trawler
20. *Fatahillah* (Fatahillah Class)
21. *Teluk Langsa*, *Teluk Kau* (Ex-U.S. LST-542 Class)
22. *Yushio Maru #8*, Japanese trawler





Disputed Territory Ship Silhouettes