

SAKURA BLUE

A Community Scenario for Command: Modern Air Naval Operations

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SAKURA BLUE

GAMEPLAY NOTES

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Introduction

Sakura Blue includes a number of unique features that bear some explanation. This document outlines the gameplay mechanics and special actions that distinguish Sakura Blue from other CMANO scenarios.

Special Actions

These are accessed through the Game > Special Actions menu or via the Special Actions button on the toolbar and are executed by selecting the appropriate action and clicking 'Execute'. You may be prompted to enter further information, or the action may execute without any further input from you.

Deploy Special Forces Team

Deploy special forces reconnaissance team from one of your submarines.

Select the submarine from which you wish to deploy the special forces team before executing the special action. Each submarine carries one recon team. The team must be deployed within 2.5 nautical miles of land.

Deploy LLTV Surveillance Buoy

Deploy a low-light television (LLTV) surveillance buoy from one of your submarines.

Select the submarine from which you wish to deploy the buoy. Each submarine carries one LLTV buoy. The LLTV buoy has enough battery power to run continuously for 10 days, transmitting data via cable or encrypted satellite link.

Stores Management and Munitions Transfer

Quickly view current stores levels at dispersed airbases and in central reserves, and dispatch munitions from central reserves to airbases.

Sakura Blue requires mobilisation of forces from both mainland Japan and mainland Taiwan to remote islands, therefore a mechanism to transfer munitions from central reserves to various airbases has been implemented. To use this feature, activate the 'Request Transfer of Munitions from Stores' special action. When prompted, enter the numbers of the desired weapon, quantity and destination. When completed, the relevant munitions will be available at the desired base.

This allows you to easily re-base aircraft while still maintaining realistic restrictions on weapons employment.

Requisition Additional Forces (Japan Only)

Executing these events will place additional forces under your command at the price of a points penalty.

Sakura Blue--from the Japanese perspective--is an exercise designed to test the ability of Japanese forces to respond to a surprise invasion of their outlying islands. With this in mind, senior command has allocated a certain number of forces to re-take the islands as quickly as possible while leaving other forces in reserve to respond to any further surprise attacks.

As the commander of the response force, you are able to request further forces to achieve your goals. They will however come at a points (not attrition) penalty equal to the cost of losing them, so you would be well advised to have a plan in mind to make those points count when requesting additional forces!

Replay Recent Special Messages

Executing this event will display the last 10 special messages that have been received.

This scenario makes extensive use of special messages to keep you updated on important events. If you need to 'read back' through these messages you can use this special action to display the last 10 messages. Messages are stored and displayed even after closing the game and re-opening it.

If you wish to run the game at high time compression and not have time stop for pop-ups this is a useful feature that allows you to turn off 'display pop-up' for special messages, and then later recall them when you wish to turn 'display pop-up' for special messages back on.

Gameplay Mechanics

In addition to special actions described above, there are a range of features that operate without direct player activation. These can be obvious and 'centre-stage' when they occur—e.g. changes in weather accompanied by a special message—or more subtle and 'behind the scenes'—e.g. degrading the enemies will to continue fighting by inflicting casualties.

Shipwreck Survivors / Downed Pilots / Combat Search & Rescue

If an aircraft is shot down, or a ship or submarine is sunk there is a chance the crew will survive and call for rescue. To rescue your survivors, you need to move a suitable unit into close proximity and keep them there for 2 minutes. Survivors can be rescued by land units, ships, submarines (only when surfaced) and helicopters (not UAVs, must be hovering—i.e. speed 0—at 30m / 100ft or less) that come within 500m. When a unit gets into rescue parameters as just described, it will automatically rescue nearby survivors. Note this may take up to 10 minutes of game time!

Rescuing survivors reduces your attrition score, however be careful not to lose further assets trying to rescue survivors. Further, survivors will not stay alive forever. The waters of the East China Sea are known to be home to a variety of dangerous marine fauna—including Tiger sharks—while the mountainous, rugged terrain of the outlying islands is a danger of itself. Survivors are in real danger of perishing after 6 hours without rescue. Survivors that perish will adversely affect your score and attrition (i.e. making it even worse than if there were no survivors in the first place!)

You will be informed of successful rescues or the death of survivors each hour in the SAR activity report. If there was no SAR related activity you will not receive a report.

Drones do not generate survivors if destroyed, nor do submarines destroyed at depths deeper -150m/-492ft.

Rescue Capable Units

- All ships – Must be within 1nm and speed $\leq$ 5kt (includes RHIBs/LCMs/LCVPs but not lifeboats)
- All submarines – Must be within 10m of surface and speed $\leq$ 5kt whilst within 1nm
- All ground units – Must be within 1nm
- Winch-equipped helicopters – Must be within 1nm, altitude $<$ 46m/151ft, speed $<$ 20kt
 - » SH-60K Seahawk
 - » AW.101 Merlin Mk.518 AMCM [MCH-101]
 - » CH-47J Chinook
 - » S-70C(M)-1 Thunderhawk
 - » EC.225 Super Puma
 - » S-70C-3 Super Bluehawk
 - » S-70C(M)-2 Thunderhawk

Weather

Weather is a central theme in Sakura Blue. The East China Sea is notorious for typhoons, with November being the peak time of year for typhoon formation. If a typhoon does occur, the player will receive warnings from the meteorological office of their side. The course and speed over ground of the typhoon follows real world data on typhoons in the region. The effects on player and AI units in the area of effect are as follows:

- Ships
 - » Loss of communications (switched to 'combat ineffective' side) while in area of effect
 - » Possible damage to systems
 - » No movement possible

- Submarines
 - » As for ships, unless the submarine remains deeper than -50 metres.
- Aircraft
 - » Airborne aircraft within the typhoon area of effect will be destroyed
 - » Aircraft parked in the open (i.e. not inside a hangar or underground shelter) will suffer penalties to ready time and may suffer damage
 - » Aircraft parked in shelters will be delayed in readying by one hour
- Land Facilities
 - » No major effects

Random Breakdowns

In real life, nothing goes perfectly to plan. To reflect this, Sakura Blue has a system of randomised breakdowns implemented. Affected systems can include sensors, engines, weapons and other components of platforms and affect ships, submarines and aircraft (both in the air and on the ground). When a breakdown occurs, you will be informed directly by the commanding officer / pilot / ground crew and given an estimate of time to repair if one is available.

Attrition and Open-Ended Objectives

Sakura Blue measures your progress in much the same way as a government would evaluate the progress of a real-life military operation. Casualties are acceptable so long as the mission is being achieved and you are inflicting equal or greater casualties on the enemy. Casualties are sustained when ships and aircraft are lost (although if there are survivors these 'attrition points' can be recovered by rescuing the survivors), and points are used as a partial surrogate for expenses incurred.

Each side has the objective of either preserving or destroying the Taiwanese forces on Tarama (strategic victory), with secondary objectives of destroying the enemy maritime force (naval victory) and air force (air victory).

Excess attrition is the casualties more than double that of the enemy (minimum 2,000 casualties). Strategic defeat for Taiwan is losing the majority of forces on Tarama, while for Japan it is losing a significant number of helicopter carriers and/or amphibious ships. Air defeat and naval defeat are the loss of a significant, crippling amount of aircraft or vessels.

The following conditions will cause a side (either player controlled or AI) to capitulate and therefore lose:

Either side

- Suffered excess attrition and a strategic defeat
- Suffered a strategic defeat and either a naval defeat or an air defeat

Japan

- Suffered excess attrition as above and suffered a naval defeat

Taiwan

- Suffered excess attrition and suffered an air defeat