



**Missiles at Sea
Modern Victory at Sea**

**By Scott Elaurant
January 2010**

Missiles at Sea
Modern Naval Combat 1967 to 2015
By Scott Elaurant© January 2010

Table of Contents

1.	Introduction	4
	Design Philosophy and Assumptions	4
	Scale, Basing and Measurement.....	4
	Firing Arcs	5
	Contacts and Deployment	5
2.	Ships, Submarines and Aircraft in Missiles at Sea.....	6
3.	Turn Sequence	7
	Initiative Phase	7
	Movement Phase	7
	Attack Phase.....	7
	End Phase.....	7
5.	Movement Phase	8
	Moving Ships and Submarines.....	8
	Moving Aircraft.....	9
	Special Actions.....	10
	Detection	10
	Special Abilities.....	12
7.	Attack Phase.....	13
	Order of Attacks	13
	Eligible targets.....	13
	Guided or Unguided Weapons	13
	Air Attacks	14
	Ship Attacks	15
	Submarine Attacks.....	16
	Nuclear Weapons.....	16
8.	Damage	16
	Critical Hits	16
9.	End Phase.....	17
	Damage Control.....	17
	Check Morale	17
10.	Ship and Weapon Traits	18
	Modern Ship and Submarine Traits.....	18
	Modern Aircraft and Helicopter Traits	18
11.	Fleet Choices	20
	Pick System.....	20
	Point System.....	20
	Command Ratings and Crew Quality	20
	Setting Up the Game	21
	Setting up the Playing Area	21
	Determine Weather.....	21
	Determine Mission	22
	Sea Control.....	22
	Patrol.....	22

Raid.....	22
Convoy.....	22
Landing Assault.....	23
Fleet Action.....	23
Rules of Engagement.....	23
Cold War Fleet Lists.....	24
The Royal Navy.....	24
Armada de la Republica Argentina	30
The Soviet Navy.....	35
United States Navy.....	42
21 st Century Fleet Lists.....	47
The Royal Navy.....	47
Russian Navy	51
United States Navy.....	58

1. Introduction

Missiles at Sea (MAS) is a set of rules for wargames using naval miniatures of ships of the modern era (1967 onwards). It includes rules and statistics to allow the playing of naval battles from the Cold War (1967 to 1990) as well as the current day (2000 to 2015). MAS is intended as an expansion to the Victory at Sea © miniatures rules published by Mongoose Games. This supplement is produced without their permission but no challenge to their copyright is intended. A copy of Victory At Sea rules is not required to use this supplement. However the rule changes are intended to be as few as possible so that the flavour of Victory at Sea games is retained.

MAS is designed to be played with similar sized fleets on a typical 6 feet x 4 feet wargame table. Fleet sizes of 5 or 6 choices at Priority Level: Battle are recommended. Alternatively, a point system is recommended.

Players should appreciate that while MAS is meant to be as accurate as practical, it is a game of naval warfare, not a simulation. Hopefully it will reward realistic tactics and punish bad ones. Nevertheless, it contains many abstractions that remove it from reality. Some abstractions are to make the game simple enough to be playable, while others are to ensure play balance. The real world is not balanced, but we like our games to be. A point system is included for players to construct balanced fleets.

Design Philosophy and Assumptions

This game is based on Victory at Sea and uses the well-tested movement, shooting and mission rules of that game. The following tactical assumptions are inherent in these rules

- Ships or submarines use Passive sensors and EMCON status until the enemy is found. Once the enemy is found and weapons fired, they will use Active sensors to maximise their defensive fire.
- Submarines are assumed to remain Deep until they are placed on the table.
- All helicopters, interceptors, patrol and strike aircraft are assumed to operate at low level to avoid detection. Reconnaissance and Early Warning aircraft are assumed to operate at high level for maximum detection range.
- Once one ship or aircraft of a squadron is detected it is assumed that the detecting ship will focus on that area and soon detect the group.

Scale, Basing and Measurement

Modern naval weapons, are able to fire greater ranges than their WWII predecessors. Therefore the scale of MAS is much larger than VAS:

Distance Scale: One inch = 1 nautical mile (approximately 1.8 kilometres)

Time Scale: One game turn = 10 minutes of real time.

Ships should be based on rectangular bases to allow accurate measurement of turning and firing arcs. Measure all distances from the centre of the base. These sizes are recommended for 1:3000 scale models:

Unit Type	Base Size	Unit Type	Base Size
Super Carrier	100 x 40mm	Helicopter or Air Flight	20 x 20mm
Carrier, Battleship, Oiler	80 x 20mm	Aircraft flight	20 x 20mm
Cruiser, Large Destroyer	60 x 20mm	Large sub (SSGN, SSBN)	60 x 20mm

Victory at Sea is copyright Mongoose Publishing. This supplement is produced without their permission but no challenge to their copyright is intended. A copy of Victory At Sea rules is required to use this supplement.

Small Destroyer, Frigate	40 x 20mm	Small Sub (SS, SSN)	40 x 20mm
Patrol Boats	20 x 20mm	Tanker, Large Freighters	80 x 20mm
Marine or battery (land)	20 x 20mm	Freighters	60 x 20mm

This large scale means that there will inevitably be some distortion in the space taken up by the miniatures on the table. Remember that the real ships would only be a few millimetres long at this scale. Therefore note the following playing conventions.

- Measure distance and range from the centre of ships, submarines, and aircraft.
- It does not matter if ships are placed in contact or appear to pass through each other in the game; in practice there is plenty of space.
- Lines of sight (LOS) and lines of fire do matter. You may not fire across friendly or enemy ships without penalty. This is to avoid the risk of friendly fire.
- Modern captains DO have range finders and satellites. Players may measure range in MAS, but to save time may only do it once per turn to each enemy unit.

Firing Arcs

These work the same as in Victory at Sea, but are defined for weapons not turrets.

Fore weapons (A and B)

Aft weapons (X and Y)

Midship weapons (Q)

ASW Weapons – all round

AA Guns, CIWS – all round

Ship Torpedos – Port or Starboard

Sub Torpedos – Forward or Aft

Depth Charges – Aft, Port or Starboard

Arcs are defined in 90 degree increments from the centre of the firing ship. To be able to fire, a weapon must have a target within its firing arc. The line of fire, traced from the firing ship to the target, must not pass over any friendly ship or land.

Contacts and Deployment

The most critical feature of modern naval combat is finding the enemy. These rules try to reflect the “Fog of War” and uncertain location of the enemy.

- Submarines may start the game off the board with their location square recorded.
- All other Ships and Subs start the game as Contact markers, with their identify unknown till detected
- At deployment place two Contact markers (one is a decoy), for each ship or sub deployed on table.
- Air search radars have very long range. Air units including helicopters are placed on table as normal.

2. Ships, Submarines and Aircraft in Missiles at Sea

Ships statistics are contained in a roster that shows all the offensive and defensive capabilities it has, point value, plus some useful historical facts. Submarines have similar rosters.

OH Perry Class Frigate

Speed: 5 in.

Armour: 2+

Traits: Sub-Hunter

Turning: 3

Damage: 4/1

In Service: 1977

Points: 25

Target: 6+

EW: 2nd Gen

Weapon	Range	AD	EW	DD	Special
A SM1MR Tartar SAM	24	2	2 nd Gen	1	SAM SS
A or Harpoon SSM	40	2+	2 nd Gen	7	SSkim
C 76mm Gun	6	2	Unguided	2	Air capable
D 20mm Phalanx CIWS	1	-	2 nd Gen	-	CIWS
Mk 32 TTG	6	2	2 nd Gen	3	ASW
2 SH60 Lamps	1				Helicopter

Speed: This is the maximum distance in inches the ship can move in a single turn.

Turning: This is the maximum number of 30 degree turns the ship can complete.

Target: This is the base number to roll (or higher) to hit the ship with unguided weapons.

Armour: This is the base number to roll (or higher) to damage the ship if it is hit.

Damage: The first number is the total damage the ship can take before sinking. The second number is the damage taken before the ship is crippled.

EW: This is the Electronic Warfare (EW) rating of the ship, representing jammers, decoys and so on. This affects how hard it is to hit the ship with guided weapons. A higher rating is better.

Traits: These list special abilities the ship may have in moving, firing or detecting the enemy.

In service: This is the date the class entered service, and the date it finished service if decommissioned.

Points: This is the point value of the ship in games with points based fleets.

Weapons: each weapon system is listed, together with its range (in inches), number of attacks (AD), EW level (EW) if guided, damage inflicted (DD) and any special weapon traits.

Aircraft units in MAS represent flights of one to four planes each. They have their statistics listed for each fleet in similar fashion. Note that different navies operate different versions of the same aircraft, armed with different weapons. Therefore the statistics for aircraft with the same name may vary from navy to navy. Always check the aircraft statistics for your particular fleet.

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
Phantom	AF/AS	25	72	2	+3/+1	0	4	Guided	1/4	Bomb

Role: This is the type of air mission a unit is able to perform. AF is Fighter, AS is Strike, AP is Patrol, ASW is Anti-Submarine and AEW is Airborne Early Warning. Some aircraft can perform more than one mission. For example AF/AS means the Phantom can launch as a Fighter (AF) or strike aircraft (AS).

Dogfight: This represents the ability to fight against other aircraft, with guns or missiles (AAMs).

3. Turn Sequence

Each turn of MAS consists of the following four phases, which must be completed in this order:

Initiative Phase

Roll to determine which player has the initiative for the current turn. Each player rolls two dice and the higher total gains the initiative. If one side has a higher Command rating it adds one to its score. If the totals are tied the player without the initiative the previous turn gains it.

Veteran Navies (Command 5) = UK, Australia, Japan; Cold War USA, Canada and Netherlands

Average Navies (Command 4) = Modern USA, Other NATO, Israel, India, Egypt, Cold War Soviet

Inexperienced Navies (Command 3) = Argentina, China, Pakistan, Russia Syria, Mid-Eastern, Asian

Movement Phase

The player with the initiative decides whether to move first or second. Players then alternate moving their ships and submarines one by one. Squadrons of ships are moved as a single unit. Helicopters may be launched when their controlling ship moves. The player with the initiative then moves all their fighter aircraft, followed by the other player. Finally the player with the initiative moves all their non-fighter aircraft and helicopters, followed by the other player. At the end of movement, check for detection

Attack Phase

Conduct attacks against any detected enemy within range. Each unit may only attack once and must do so within the appropriate segment of the attack phase. Within each segment of the attack phase the players alternate to make attacks with their units one by one, starting with the player with the initiative. Squadrons of ships or air groups may attack as a single unit.

1. Air to Air Attack Segment
2. Air to Surface and Air ASW Attack Segment
3. Ship Attack Segment
4. Submarine Attack Segment

End Phase

Complete steps such as damage control and fire fighting for any ships and submarines that have taken damage.

Check Morale for any submarines, squadrons or fleets that have taken more than 50% losses. For any squadron or fleet that has suffered more than 50% of its units being crippled and/or sunk, roll a die plus Command score to score a total of Command 8+ or the squadron or fleet leaves the game. For any submarine that has taken more than 50% damage also roll Command 8+ or the submarine leaves the game. If a squadron retires all remaining ship in it must immediately in their next turn move towards their entry board edge at the maximum speed of the slowest ship in the squadron. If an entire fleet retires then the opposing fleet wins the game.

Crippled ships that have already been detached from a squadron and are retiring towards their entry edge do not count as losses for morale purposes if they safely leave the table via their entry edge.

5. Movement Phase

The player who won the initiative decides whether to move first or second. Players then alternate in each moving a submarine, ship or squadron, until none remain. Helicopters are moved when their launching ship is moved. Aircraft are then moved in initiative order, first all the fighter aircraft, then all the other aircraft. Any unit (ship, sub or aircraft) may only move once in a turn.

Moving Ships and Submarines

All ships and subs must move forward a distance from at least one inch up to their speed score in inches. Movement must be straight ahead except for turns permitted depending on the ships turning ability. All ships and submarines may turn half way through their movement and at the end of their movement. Each turn is up to 180 degrees if turn rating 4, 90 degrees if turn rating 3, 60 degrees if rating 2, 45 degrees if rating 1. The number of turns allowed in a single move is specified for each ship. When turning a ship or submarine turn it about the centre point of the base, so that the bow moves but the centre remains in the same place. After the turn is completed move the ship forward for the remainder of its move. Ships may move through the bases of other ships but must end with their base clear of other ships' bases.

Counters representing decoys or unidentified ships are moved exactly the same as miniatures representing identified ships. Players should be careful not to exceed the speed or turning ability of the corresponding ship or submarine when moving a counter.

Squadrons

Ships may be specified as a squadron before the start of play. If so they then move and fire as a single unit during the game. Ships in the squadron must remain within 6 inches of each other during the game. Ships in a squadron use the flagship's command score for all purposes as long as they are within 6" of the flagship. Fire is simultaneous but may be at different targets. Ships may only leave their squadron if they have been crippled. Their move must then be to leave the table by the shortest route, out of sight of enemy ships if possible.

Submarines

During deployment, players may deploy submarines normally as contact markers, or may opt to secretly record which 2 feet x 2 feet square the submarine is located in. On a roll of 4+ the player may then reveal this location and place the submarine on the table anywhere in that square at the start of any movement phase. When a submarine is placed after hidden deployment it must be at least six inches from an enemy ship or submarine if possible. All submarines are assumed to operate underwater at Periscope depth or deeper. A submarine may only be attacked by weapons rated as "ASW".

Launching Helicopters

Ships with helicopters may launch them when the ship moves. In Storms this requires a command roll of 8 (Carriers add 2). If the Command Roll die is a score of 1 the Helicopter is lost. Ships with more than one helicopter do not place multiple helicopter markers. It is assumed that the increased number of helicopters will improve the effectiveness of searches and attacks.

Helicopters are treated as aircraft for movement and so are moved in the air movement phase. Helicopters are moved as a single air unit with a strength equal to the number of helicopters launched by the ship. Ships need not launch all their helicopters in the same turn. Helicopters may attempt to land at the end of the air movement phase if they are over their launching ship.

Moving Aircraft and Helicopters

Aircraft move in initiative order up to their movement distance, measured from the centre of the miniature. Aircraft turning is unlimited. There is no minimum distance for aircraft, as it is assumed they can circle to remain in place. Fighters and other aircraft (including helicopters) are normally moved separately. However players may move air flights together at launch (within 1") and then move and attack with them as a single group subsequently.

Aircraft movement is restricted depending on the type of aircraft. Some aircraft and helicopters may undertake multiple roles (eg AF/AS) but their role must be specified when they are launched or deployed.

Only fighters may be moved into contact with enemy aircraft. This represents initiating a dogfight. Fighters moved within two inches of friendly air units are assumed to be acting in an escort role. If enemy fighters contact an air unit any friendly fighters within two inches of the contacted fighter may intercept and dogfight the enemy fighter in place of the contacted aircraft. Fighters may be designated as CAP if not moved. They are then moved to contact any enemy aircraft within detection range of the CAP or a friendly AEW aircraft after other aircraft movement is completed. This creates a dogfight.

To prevent players taking unfair advantage of their knowledge of what units are on the table, only Helicopters, Patrol or ASW aircraft may be moved into detection range with enemy contact markers or units that have not been detected (see section 6). Strike aircraft may be moved within weapon range of detected ships. If successfully launched, a Helicopter marker may be placed within detection range (6") of an enemy contact marker or within weapons range of a detected ship or submarine. The helicopter may not be moved beyond its speed/distance from the launching ship.

Fighters may undertake two turns of aerial combat after which they must land to refuel and rearm. Strike, Patrol and ASW aircraft must land to refuel and rearm after they complete any ship or submarine attack.

Launching and Landing Aircraft

It takes a turn to launch and land aircraft, during which they can only move up to six inches. Aircraft carriers must move at least half speed and straight (no change of direction) during the turn of launching. Aircraft carriers can normally launch or land three air units per turn, +1 if an Angled Flight Deck, and +1 launching if equipped with Catapults. For example the USS Nimitz, equipped with both, can launch 5 flights or land 4 flights in a single turn, or any combination thereof.

Bad weather affects the ability to launch and land aircraft. In Rough weather a Command Roll of 8 is required to launch an aircraft or 6 to launch helicopters. In Storms a Command Roll of 10 is required to launch an aircraft or 8 for helicopters. Aircraft are lost if they roll a 1 landing in Rough or Storm, and Helicopters are lost if they roll a 1 landing in Storm.

Rearming Aircraft

Once aircraft have flown a mission and landed they need to be refuelled and rearmed before they can be launched again. This takes two turns to complete. There is no limit to the number of aircraft flights that may be rearmed and refuelled per turn. Multi-role aircraft (eg Fighter or Strike; Patrol or ASW) must specify their next role and weapon load at this time.

Special Actions

These may be nominated by a player when a ship or submarine is moved. Many require a command check to be made before they take effect. A Command Check means rolling 1D6 plus the ships' command rating and getting the score or higher. A ship may only perform one special action per turn.

All Hands on Deck (Command 8) – The ship's crew is focused on damage control. If successful increase all damage control rolls by one and may attempt to repair any number of critical hits. The ship may not make any attacks this turn.

Come About (Command 9) – The ship adds one to its turning score this turn.

Evasive (Command 8) – The ship or submarine turns hard in a zig-zag fashion to throw off an attacker. It may not launch torpedos or launch or recover aircraft this turn. If successful all unguided attacks hitting the ship or submarine this turn must be rerolled. All unguided attacks made by the ship or submarine must also be rerolled.

Flank Speed (Automatic) – may increase speed by 1" if in coastal waters, nuclear powered anywhere, or in deep ocean if in a squadron with replenishment ship. Flank speed uses a lot of fuel and ships will not attempt it unless range is not a problem. Add one to targeting of all unguided weapon attacks this turn.

Rig for Silent Running (Command 9) – A submarine may only move at half speed or less while attempting this. If successful subtract one from rolls to detect the submarine.

Sub Hunter (Command 10) - This ability represents units with sonobuoys, towed array sonar or VDS systems that are able to detect hidden submarines at long range. If successful place any submarines that have been deployed hidden in the sub-hunter's square on the table, at least six inches from enemy ships. The sub-hunter may not move more than half speed while performing the search.

Detection

At the end of movement players should check if the contact markers are detected or submarines revealed. Visual detection is automatic. Other search types may be undertaken by revealed units, not decoy markers. Any decoy marker that ends movement within visual detection range of enemy is removed.

Revealing Submarines

Aircraft, helicopters, ships and submarines rated as "Sub Hunter" may attempt to reveal undeployed submarines – that is, they may determine whether there are any enemy submarines secretly deployed in the 2'x2' sector they are deployed in.

Each Sub-Hunter rated unit may test for one square per turn. They may test each turn. Note that some submarines are also rated as "Sub-Hunters" but must already be revealed to perform this type of search.

Whenever a sub-hunter enters a new square the player may declare a Sub-Hunter Special Action and roll a die for each Sub-Hunter in the area. If any die is a "Six" all enemy submarines deployed in that square must be revealed. They are placed by their owning player at least 6" from enemy. Sub-hunters may not do any other Special Action that turn.

Detection

Detection attempts are required to determine whether an enemy contact marker is a unit or decoy, and to allow attacks on identified enemy units within weapon range. Many different types of search technology are employed in modern naval warfare. The search procedure simplifies these based on their range and chance of success.

An important concept in detection is the Horizon Range (6" for subs and small craft, 12" for ships; 24" for air). Most visual and radar searches only work to the Horizon. Detection beyond the horizon is possible to 24" using ESM or Helicopter searches. Detection beyond 24" is only possible with AEW aircraft at high altitude.

Visual Search – automatically identifies ships & air – Range = 12"

Radar Search – Remote search to detect air; Roll 4+ – Range = 12" to 24" (AEW*)

ESM Search – Remote search to detect ship; Roll 6+ – Range = 12" to 24"

Sonar Search – Roll 4+ to detect ship & sub – Range = 12"

Helicopter Search – Remote search to detect ship & sub; Roll (6-n)+. – Range = 24"

Visual/Radar Search

Any enemy Ship or Air unit within visual detection range (12") is automatically identified by any ship or air unit. Any enemy Air unit within radar detection range (24") is identified by any ship or air unit with a roll of 4+. Submarines may use visual search if they come to periscope depth. They are then subject to visual and radar detection searches by ships and air as equivalent to a small boat.

Note 1: AEW Air Units have a longer Radar Search range specified in their stats.

Note 2: Visual/radar range to/from small boats is halved (6" to Ships; 12" to Air)

Note 3: Visual/radar range in Storms is halved to 6" for all units.

ESM Search

A ship or submarine may attempt to detect any one enemy Ship or Sub unit that approaches within ESM detection range. It is detected by a Roll of 6+. Air units cannot be detected by ESM as they are too fast and ESM is a time consuming process.

Sonar Search

A ship or submarine may attempt to detect any one enemy Ship or Sub unit that is within Sonar detection range. It is detected by any ship or air unit on a roll of 4+. Air units cannot be detected. Sub-Hunters add 1 to the die. Silent Submarines subtract 1; Noisy submarines add 1 to the die.

Helicopter Search

A helicopter may attempt to detect any one enemy Ship or Sub unit that is within detection range of the helicopter (6"). It is detected by the Helicopter on a roll of 5+. Add 1 for each additional helicopter searching for it. Revealed Sub-Hunters add 1 to the die. Revealed Silent Submarines subtract 1; Noisy submarines add 1 to the die.

Designer's Note: Many helicopters have a much longer range than assumed in these rules. However the search radius specified for helicopters represents the area of ocean from their ship they can practically cover. Unlike players, real-life commanders cannot send helicopters out on a direct line to an unknown.

Contact Markers

When a ship or submarine Contact marker is detected or otherwise identified the "Contact" counter is replaced by the miniature that represents the unit. At this point counters representing decoys should be removed. Players should put the name of the corresponding ship or submarine on the reverse side of the

corresponding counter. Other counters should have “Decoy” written on their reverse side. Even if not revealed by enemy searches, contacts are revealed and replaced by the corresponding miniature if they fire any weapon, launch or recover aircraft or helicopters, attempt to Detect enemy units or attempt to perform any Special Action

Special Abilities

Some units have special attributes that affect their ability to performing certain actions:

Noisy – Ships or submarines rated as noisy are easy for Sonar to detect. Add 1 to the die on all Sonar detection attempts on them.

Silent – Ships or submarines rated as silent are hard for Sonar to detect. Subtract 1 from dice on all Sonar and Helicopter detection attempts on them.

Stealthy – Ships or aircraft rated as Stealthy are hard for radar to detect. Subtract 1 from dice on all detection attempts.

Sub Hunter – Aircraft, helicopters, ships or submarines rated as Sub Hunter are expert in Sonar detection. Add 1 to the die on Sub detection attempts by them.

Very Silent – Ships or submarines rated as very silent are hard for Sonar to detect. Subtract 2 from dice on all Sonar and Helicopter detection attempts on them.

7. Attack Phase

Order of Attacks

Attacks are carried out one unit at a time alternating between each player, with the initiative player deciding whether to go first or second in each step. The order of attacks depends on the weapon used:

1. Resolve Air to Air attacks in initiative order
2. Resolve other Air attacks in initiative order
3. Resolve Ship attacks in initiative order
4. Resolve Submarine attacks in initiative order

Each ship, squadron, sub or air unit may only launch one attack per turn. Defensive systems such as SAMs, PDM and CIWS may be used each time a ship is attacked. Ships and subs may attack more than one target. Ships and subs may only attack one target type per turn.

Eligible targets

For any attack to be carried out, the unit (ship, sub air or ground battery) launching the attack must have an eligible target. To be eligible a target must be within the weapon range from the firer, within the firing arc of the weapons to be used, the firer must have clear line of fire (i.e. not blocked by friendly units or land), must be identified (not a contact marker) and must be detected by either the firer or another friendly spotting unit able to transmit data to the firer. Typically this will be either another ship in the same task force within 6" or the ship's helicopter if within 12".

For a ship the friendly spotting unit must be either a ship in the same squadron, its own helicopter, a patrol or AEW aircraft if firing at a ship or air unit, or an ASW aircraft if firing at a submarine. For a submarine indirect spotting is not permitted. For air units a patrol or AEW aircraft may spot. Spotting units within visual range (12") detect the target automatically and enable fire. If the spotting unit is beyond the horizon (12" to 24") or is using sonar to detect a submarine, then it needs to roll to detect. Roll 4+ for sonar detection of submarines within 12". Roll 6+ for ESM detection of ships from 12" to 24". Roll 6+ for helicopter detection of ships or submarines up to 24" with a -1 for each helicopter detecting. Roll 4+ for a ship to detect attacking ASMs or SSMs and be able to fire SAMs.

Weapons are able to be used against certain target types. Aircraft can attack aircraft (fighters), ships and land (Bombs/ASM) and submarines (ASW). Missiles can attack aircraft (SAM), or ships (ASM/SSM). Guns can attack aircraft, ships or land. Torpedoes can attack ships (TT/TTG) or submarines (TTG).

Guided or Unguided Weapons

There are many different types of naval weapons in use, but they can be divided into two categories: guided and unguided. Aircraft guns, basic torpedoes (TT), depth charges and ship guns are unguided. All missiles (SAM, ASM, SSM), ASW and wire guided torpedos (TTG) are guided. For all attacks, the same procedure is used. Work out the "base" to hit number that must be rolled for each attack dice (AD):

- For Unguided weapons, roll equal to or higher than the Target rating of the target.
- For Guided weapons, roll 3+ if the EW rating of the weapon is higher than the target, 4+ if the EW rating of the weapon and target are the same, and 5+ if the target EW rating is higher.

Air Attacks

Dogfights:

Dogfights are resolved before any Aircraft attacks against ship or land targets. This means that intercepting fighters may turn away or shoot down strike aircraft before they launch their attacks.

These are confusing melees and no other weapons may shoot into them. Both players roll a die and add their dogfighting or EW score. Add 1 for Crack (Command 5) crews and subtract one for Green (Command 3) crews. The winner inflicts one point of damage on the loser for each point of difference. If the winner was using their EW score no damage is inflicted on the loser. Flights damaged to their damage rating are shot down. All other damaged aircraft retreat to their launching carrier or airfield the next turn, or land if above it. Winning or drawing non-fighter aircraft complete their mission.

Note: Some aircraft with multi-role capability have different factors in each role. For example fighter bombers have less AAMs in a strike role, and a lower dogfight factor.

Anti-Ship and Land Attacks:

Aircraft in range of detected ship or land targets may fire any weapons carried with sufficient range. The attacker first specifies which attacking aircraft are launching what weapons at which defenders. The targeted ship or land units next roll to detect the incoming attack if it is from missiles launched beyond visual range. Roll 4+ (Crack +1, Green -1) to detect for each friendly ship within six inches of a target ship or the firer to detect the attack. If successful the target ship and others in its squadron may then fire AA defences at any attacking aircraft or missiles in range. Remove any shot down aircraft or missiles and damaged aircraft after AA fire is complete. After AA fire surviving missiles strike the ship or surviving aircraft may bomb their target. Roll one attack dice (AD) for each surviving missile, or the number of AD indicated for each surviving aircraft. Roll the weapon's number of Damage Dice (DD) for each hit. Any DD roll equal or greater than the target's armor rating causes a point of damage.

The capability of air defence systems varies. SAMs may fire at any detected aircraft or missiles attacking any friendly ship within range. PDMS may fire at any aircraft or missiles attacking their ship, or any friendly ship within range. CIWS may fire automatically at any attacking aircraft or missile in range, regardless of whether it was detected or not. AA guns may fire at any enemy aircraft in range, but may not fire at missiles. Note that Sea Skimming missiles may only be fired at by CIWS, PDMS and Sea-Skimming-capable SAM weapons.

Anti-Submarine Attacks:

If a Patrol of ASW aircraft armed with an ASW weapon (ASW, TTG or Depth charge) detects a submarine it may attack it immediately in the Attack Phase. The attack cannot be stopped by the sub. Roll the indicated number of attack dice (AD) for the aircraft in an ASW role to hit using the relevant method for Guided (TTG, ASW) or Unguided (Depth Charge) weapons. Roll the indicated number of Damage Dice (DD) for each hit. Any DD roll equal or greater than the target's armor rating causes a point of damage.

Ship Attacks

Ship attacks include ship missiles versus aircraft (SAMs) and other ships (SSMs); guns and torpedos (TT or TTG) versus ships; and torpedos (TTG), depth charges and ASW weapons versus submarines. All targets must be detected before firing. This is automatic for radar and visual targets within the horizon. Roll 4+ to detect a submarine within sonar range (12”), Silent sub -1, Noisy sub +1, Sub-hunter +1.

Surface Missile Attacks (SSM):

Ships may fire Surface to Surface Missiles (SSMs) at any detected enemy ship within range of the missile provided. If the target is not currently within visual range of the firing ship, its helicopter or another ship in the squadron, first roll the ship crew skill (Trained 4+) to track the target and fire SSMs. The target must still have been detected by a friendly ship, helicopter, Patrol or ASW aircraft. After launching, place markers for the SSM attacks next to each target ship, with each attack die (AD) being a missile,

The target and friendly ships in range must detect the SSMs to fire in defence. Roll 4+ for each ship (Crack +1, Green -1) to detect missiles in time to react. AA guns may not be fired at SSMs. SAMs and PDMs on friendly ships in range of the target and with LOS to the missiles may fire in defence. CIWS systems on the target ship may fire automatically even if the target ship did not detect the SSMs. Defensive weapons may only be fired once in an attack. Therefore be careful to allocate all permissible defensive ships weapons before starting to roll for hits.

All hits from defensive fire by SAMs, PDMs and CIWS destroy one attacking missile. After defensive fire surviving SSMs try to hit the target. If the SSM attack was not detected by the target the hit number is 2+. If it was detected roll a Guided to hit roll for each missile. Then roll the missiles number of Damage Dice (DD) for each hit. All rolls greater than the target’s Armor rating score a point of damage.

Gun Attacks

Ships in range and firing arc may fire gun attacks. Unlike SSMs, it does not matter if friendly ships block LOS. Naval guns can fire over obstacles in between. Gun attacks may not be intercepted by defensive weapons. Roll to hit using unguided factors (equal or greater than target number) for each AD, Crack crews +1, Green crews -1, Range < 6 inches +1. Roll DD for each hit, with each score greater than the Armor rating causing a point of damage. CIWS and AA guns may fired as gun attacks at small craft.

Torpedo Attacks

There are two types of torpedo attacks, Guided (TTG) and Unguided (TT). Both may be fired at ships but only TTG may be fired at submarines. Torpedos may not be intercepted. Each AD represents one torpedo. Roll Target to hit with TT (-1 from target’s Bow/Stern arc, +1 if range < 3 inches). Roll vs comparative EW ratings to hit for TTG. For each hit roll damage dice.

Anti-Submarine Depth Charges, Mortars and Rocket Launched ASW

These attacks represent a variety of different Anti-submarine weapons (ASW) used by ships against subs, such as conventional depth charges, depth charge-throwing mortars (eg. Limbo), rocket depth charges (RBUs) and rocket launched ASW torpedos (ASROC and SSN14). ASW attacks cannot be intercepted. Roll Target to hit for Depth Charges, Rockets and Mortars (Crack +1, Green -1) and Comparative Technology to hit for ASW Torpedos and rocket launched torpedos (Noisy sub +1, Silent -1).

Submarine Attacks

Submarines may fire a range of weapons including torpedos (TT), guided torpedos (TT), surface to surface missiles (SSM) and rocket launched anti-submarine torpedos (ASW). Submarine launched missiles may be shot down by defences such as SAMs, PDMs and CIWS in the same fashion as for ASMs and ship launched SSMs. Other submarine launched weapons may not be intercepted. Each AD represents one torpedo or missile. Roll Target to hit with TT (-1 from target's Bow/Stern arc, +1 if range < 3 inches). Roll vs comparative EW ratings to hit for all other attacks. For each hit roll damage dice.

Submarines firing weapons from their torpedo tubes create noise and the risk of detection. After a submarine launches an attack roll 4+ for detection by any one enemy ship within sonar range (Silent submarine -1, Noisy submarine +1, Sub Hunter +1).

Nuclear Weapons

The US, UK, Chinese, Soviet, Russian, Indian and Pakistani Navies may purchase nuclear weapons for 50 points each. Ships with weapons able to deliver nuclear warheads, are indicated with a *N. Players secretly record which weapon system on which ship, sub or air unit carries a nuclear warhead. Even if purchased, use of nuclear weapons requires political approval. If a player wishes to launch a nuclear warhead during a turn, announce it at the start of the Attack Phase. On a roll of six launch is approved!

Conduct attacks with nuclear armed weapons as normal. If a hit is not achieved the nuke does not explode. If a hit is achieved the target is destroyed automatically. Aircraft and helicopters within six inches are destroyed. Ships and submarines within six inches roll (six less the range) Damage Dice.

8. Damage

Modern ships tend to have little armour and small crews. Compared to Victory at Sea, crew hits are ignored in Missiles at Sea. For each SSM, ASM, Bomb or Gun hit, roll the corresponding number of DD. Each DD score \geq the target's Armour rating does 1 damage point. Torpedos and ASW weapons also roll Damage Dice however any Armour rating higher than 3+ is treated as 3+. When cumulative damage points exceed the target's total it sinks. When cumulative damage points exceed 1/3 the target is crippled.

Critical Hits

Ships receive a critical hit for each damage point. Roll 2d6 for each hit to determine the critical caused. Fire starts on any double throw. Where more than one system is possible the owning player chooses.

Die Roll	Critical Hit Type vs Warship	Vs Carrier	Vs Submarine
2	Hull damage (-1 DP)	Hull damage (-1 DP)	Hull damage (-1 DP)
3	Weapon System on escort;	Lose 2 embarked air flights	Torpedo Tube;
4	Weapon System on escort;	Lose 2 embarked air flights	Torpedo Tube;
5	Machinery -1 speed	Machinery -1 speed	Machinery -1 speed
6	Machinery -1 speed	Machinery -1 speed	Machinery -1 speed
7	Machinery -2 speed	Machinery -2 speed	Machinery -2 speed
8	Machinery -2 speed	Machinery -2 speed	Machinery -2 speed
9	Weapon System	Lose 2 embarked air flights	Missile Capability
10	Weapon System	Lose 2 embarked air flights	Torpedo Tube;
11	Hangar lose flight ops, Hel	Weapon System	Sonar/Sub Hunter lost
12	Vital Systems	Vital Systems	Vital Systems

Victory at Sea is copyright Mongoose Publishing. This supplement is produced without their permission but no challenge to their copyright is intended. A copy of Victory At Sea rules is required to use this supplement.

For any results of “Vital Systems”, roll again on the following table.

Vital Systems

D6	Area	Effect
1	Serious Propulsion Damage.	Roll vs ships Vulnerability number. If > VN, ship loses propulsion and is immobilised, otherwise halve speed
2	Power failure	All weapons (except close range guns) and EW lost until repaired. Ships with E rating after speed are immobilised
3	Flight Deck	DD/FF treat as above, CV < 25000 tons loses ability to launch. CV > 25000 tons has launch rate halved; second such hit eliminates all launch and recover capability
4	Steering Damage	Reduce steering ability by 1 level
5	Combat System	All AD rolls at -1
6	Sensor Damage	Radars eliminated for ships; Sonar for submarines

9. End Phase

Damage control is vital to preventing the total loss of ships that have been damaged and are on fire. Skilled crews have more disciplined and better trained damage control teams. Destroyed aircraft are lost for the game. Damaged aircraft may be repaired while being readied for relaunch. Hull damage points on ships and subs cannot be repaired, but damage to weapons and non-vital systems can be.

Damage Control

In the end phase, for each damaged ship or sub, roll Command 9+ to repair one system. Destroyed helicopters and air units cannot be repaired.

Check Morale

Check Morale for any submarines, squadrons or fleets that have taken more than 50% losses. For any squadron or fleet that has suffered more than 50% of its units being crippled and/or sunk, roll a die plus Command score to score a total of Command 8+ or the squadron or fleet leaves the game. For any submarine that has taken more than 50% damage also roll Command 8+ or the submarine leaves the game. If a squadron retires all remaining ship in it must immediately in their next turn move towards their entry board edge at the maximum speed of the slowest ship in the squadron. If an entire fleet retires then the opposing fleet wins the game.

Crippled ships that have already been detached from a squadron and are retiring towards their entry edge do not count as losses for morale purposes if they safely leave the table via their entry edge.

10. Ship and Weapon Traits

Modern Ship and Submarine Traits

Angled Flight Deck – Carriers with angled flight decks are able to launch aircraft both over the bow and on the angled deck, increasing their launch ability. Carriers with an Angled Flight Deck may launch three flights of aircraft per turn.

Aegis Radar – Ships with Aegis Radar reroll failed detection attempts versus Aircraft, ASMs and SSMs.

Coastal – Units with this feature have short range and do not have sufficient endurance for deep ocean operations. They may not be used in the “Carrier Battle” scenario.

Noisy – Early nuclear submarines and ships were very noisy and easier to detect. Any detection attempt using Sonar or Helicopter against a Noisy ship or submarine adds 1 to the die roll.

Nuclear – Nuclear powered ship or sub may always use Flank Speed in Deep Ocean.

Replenishment – Modern warships can exhaust their stocks of ammunition and fuel very quickly. Replenishment ships allow non-nuclear ships to use

Silent – Some submarines and a handful of ships are carefully constructed to give off as little noise as possible while operating. Any detection attempt using any type of Sonar (including Helicopter searches) against a Silent ship or submarine add 1 to the die roll.

Stealthy – some of the latest generation of surface ships are designed with carefully angled hull shapes to deflect radar beams. Any Radar or ESM detection attempt against a Stealthy ship must re-roll if successful. A second successful detection attempt means that the Stealth ship is detected. Unsuccessful attempts are not re-rolled.

Sub Hunter – some units are trained and equipped as anti-submarine specialists. This includes ships and subs with Towed Array or Vertical Dipping Sonar, and ASW and Patrol Aircraft with Sonobuoys. Add one to all detection attempts on submarines.

Very Silent – Ships or submarines rated as very silent are hard for Sonar to detect. Subtract 2 from dice on all Sonar and Helicopter detection attempts on them.

Modern Aircraft and Helicopter Traits

AEW – Airborne Early Warning Radar – Aircraft is able to operate in AEW role with radar detection range as indicated.

Sub Hunter – some units are trained and equipped as anti-submarine specialists. This includes ASW and Patrol Aircraft with Sonobuoys and helicopters with VDS. Add one to all detection attempts on submarines.

VTOL – Vertical Take-Off and Landing aircraft are able to take off and land vertically. Treat them as helicopters for determining whether they can launch in rough weather or storms.

Modern Weapon Traits

Air Capable – gun can be used to engage air targets (but not sea skimmers unless noted)

SAM – Surface to air missile - Area defence weapon able to defend other friendly ships in range

ASM– Anti Ship Missile – air launched missile that targets ships or land targets.

CIWS – Close in Weapon System (automatically has the SS trait as well)

Fast – Very fast missiles are unable to be engaged by CIWS or AA guns.

One Shot – Weapon may only fire once in the game after which it is out of ammunition.

Reload – Weapon may only fire twice in the game, after which it is out of ammunition.

PDMS – Point Defence Missile System (automatically has the SSC trait as well)

SSkim – Sea Skimmer – Missile flies at wave top height making AA targeting more difficult. May only be fired at by target or ships within 12 inches of the target

SSC – Sea Skimmer Capable – weapon can engage Sea Skimming targets in defensive fire.

11. Fleet Choices

Pick System

- Players may only select a fleet consisting of five different choices of types of ships, submarines or aircraft. Players may need to choose multiple numbers of a given Class to balance their points totals.
- The number of ships or submarines of any class chosen may not exceed the number of ships (built) listed in the tables for that class.
- Fleets may be deployed in a total of no more than five separate squadrons.
- Fleet totals may be less than, equal too, but not greater than the total for that level game.
- Aircraft, Ships (Patrol Craft) and Submarines rated “Coastal” may not be used in the “Carrier Battle” scenario.

Point System

- Alternatively players may select their fleet from the list for a given country to an agreed points total.
- Anywhere from 100 to 500 points should give an interesting game. Games larger than 500 points will overly favour US carrier forces.
- Each fleet entry lists the number of each ship in service and the number able to be purchased in a points game in brackets eg. Invincible is 3(2), which means there were three ships in the class and two may be purchased.

Command Ratings and Crew Quality

Crew quality for most ships in Average navies is Trained. (Command = 4).

Veteran navies may select up to 1/3 of their ships, including squadron flagships, as Crack Crews (Command = 5). Inexperienced navies must select 1/3 of their ships and subs, including squadron flagships, as Green Crews (Command = 3).

Note that crew quality in some navies has declined since the end of the Cold War. This is because changing budgets and operational needs has meant less time at sea.

Veteran Navies = UK, Australia, Japan; Cold War USA, Canada and Netherlands

Average Navies = Modern USA, Other NATO, Israel, India, Egypt, Cold War Soviet

Inexperienced Navies = Argentina, China, Pakistan, Russia Syria, Mid-Eastern, Asian

Setting Up the Game

Setting up the Playing Area

First set up the area over which the game will be played. A table area of six feet by four feet is recommended. Players may choose between a coastal sea (island, reefs and shorelines involved) or the high seas (islands only). Add any Islands, or coastlines needed. Define areas of shallow water near islands or shorelines, and in open sea areas. Remember it is possible to get deep water adjacent to islands and shorelines (eg fjords). The total area of islands and shallow water should not exceed one quarter of the table. Coast should be up to six inches wide. All other features should be 6" to 12" across (or long for reef). Leave a gap of at least 3 inches for ships to move between all features. Reefs block any sea movement.

As an option, players may roll a dice. The higher scorer is the first player with the initiative and sets up the battle area. The other player then chooses which table edge to deploy from. The first player deploys from the opposite table edge. Alternatively roll a die for map features:

Die Roll	Location	Description
1	Deep Ocean	Island in centre of table
2	Deep Ocean	Island in centre of table; two shallows
3	Deep Ocean	Island in centre of table; two other islands
4	Coastal	Coast on table edge; island in centre, one shallow
5	Coastal	Coast on table edge; two islands in centre; two shallows
6	Coastal	Coast on table edge; three islands in centre; three shallows

Determine Weather

Roll for the weather and sea state for the battle. This affects searches, sea and air movement.

Die Roll	Weather	Effect
1	Clear	
2	Clear	
3	Clear	
4	Cloudy	Air Visual range halved (12nm = 6")
5	Rough	Visual & Radar range halved; Air roll to launch and land
6	Rough	Visual & Radar range halved; Air roll to launch and land
7	Storm	Visibility, radar, sonar halved, No air movement permitted; Patrol boats roll to move; disabled on roll of 1

Open sea (no coastlines on table) +1,

Determine Mission

Naval forces are expensive to operate and do not go to sea without a reason. Naval commanders must carry out any mission they may be ordered to do. Roll on the table:

Die Roll	Mission	Parameters
1	Sea Control	You must exclude the enemy from your area of sea
2	Patrol	Locate the enemy and exclude them from your area
3	Raid	
4	Convoy	
5	Landing Force	
6	Fleet Action	

Sea Control

- Roll for initiative. The player with initiative chooses a table edge, deploys first and moves first.
- Each player deploys all their forces in their own half of the table, but not within 6" of enemy
- Air patrol and CAP units (only) may begin the game airborne
- A player wins if there are no enemy ships or subs in their half of the table after 12 turns

Patrol

- Roll for initiative. The player with initiative chooses a table edge, deploys first and moves first.
- Each player deploys in turn half of their ships, submarines and air units in their half of the table
- Air patrol and CAP units (only) may begin the game airborne
- Units on the table must move at cruise (3") and may not change direction until enemy are detected or the controlling player removes the contact marker and reveals the miniature.
- Each turn players roll a die for units off table. One enters on the rear edge on a 5+. Add one extra die each turn. Players may delay ships to enter them later as a task force. Add one decoy per unit.
- A player wins if there are no enemy ships or subs in their half of the table after 12 turns

Raid

- There must be an island or coastline on the defender's rear table edge.
- The defender deploys half of their units and a battery in their half of the table
- The attacker deploys all of their units within 12 inches of their table edge
- Attacking air units and defending CAP deployed at the start may begin the game airborne
- Each turn the defender rolls a die for each unit off table. It enters on the rear edge on a 5+.
- The attacker wins if the battery is destroyed after 12 turns

Convoy

- The Attacker deploys all of their sea units and convoyed ships within 12" of their table edge
- Attacking air units deployed at the start may begin the game airborne
- The defender starts by moving half their forces onto the table from any other table edge.
- Each turn the defender rolls a die for each unit off table. It enters on their rear edge on a 5+.
- The Attacker wins if over half the convoyed ships exit the opposite table edge after 12 turns

Landing Assault

- There must be a large island covering the centre of the table. Add one marine and battery to the defender and an amphibious assault ship (LP, LPD or LPH) and marine to the attacker.
- The defender deploys all their sea units in their half of the table with land units on the island
- The attacker deploys all their units (sea and air) within 12 inches of their table rear edge
- Attacking air units (only) may begin the game airborne. The attacker moves first.
- The winner is the side that has an unopposed marine unit on the central island after 12 turns

Fleet Action

- Each player deploys all their forces within 12” of their entry edge
- Air units may begin the game airborne
- A player wins by sinking or destroying more enemy units than they have lost after 12 turns

For all missions roll a die to determine who is the attacker. The defender chooses a long table edge as their entry edge if a coastal battle, or a short table edge as their entry edge if an ocean battle. Unless stated otherwise the attacker deploys first and moves first.

Rules of Engagement

The degree of force commanders are permitted to use is determined by political constraints beyond their control. Roll a die and apply the following rules.

1, 2 = Limited War – may only fire at enemy in visual range; -1 VP if fire first or fire at neutrals

3, 4, 5 = Open War – may fire at contacts or identified enemy; -1 VP if sink unarmed units

6 = Total War - may fire first; may use nuclear weapons on identified enemy; -1 VP per nuke used!

Cold War Fleet Lists

The Royal Navy

This was a difficult period in the Royal Navy's history. Britain withdrew from virtually all of its overseas colonies before and during this time. Together with a never ending series of budget cuts, the Royal Navy reduced greatly in size, and struggled to maintain the quality of ships and weaponry against its rivals.

Despite this, the quality of the Royal Navy's training and crews remained excellent. On the few occasions it was called on to fight, it acquitted itself well despite difficult circumstances. In the Falklands (Malvinas) the Royal Navy fought and defeated the Argentine Navy and Air Force in what remains the only naval fleet action in the missile era. In the Persian Gulf RN ships proved more capable than their US peers.

Royal Navy Fleet List

Priority Level: Patrol

Phantom Flight
Buccaneer Flight
Gannet Flight
Rothesay Frigate
Leander Frigate

Priority Level: Skirmish

Nimrod patrol aircraft
Leander (2) Class frigate
Type 21 (Amazon) Frigate
County Class Destroyer
Oberon Class submarine

Priority Level: Raid

Bristol Class Destroyer
Sheffield Class Destroyer
Boxer Class Frigate
Churchill Class submarine

Priority Level: Battle

Hermes class carrier
Invincible class carrier
Swiftsure Class submarine

Priority Level: War

Command Rating (Crew Quality): 5 (4/5)

Special Rules:

Seasoned Crews – The Royal Navy has many experienced crews. Up to one third the units of any class of aircraft, ship or submarine in a Royal Navy fleet have Crack crews with a command rating one higher than normal. This may include squadron flagships.

Centaur Class

Hermes (1)

A "ski-jump" bow runway gave the Hermes a new life as a VSTOL carrier. After the Falklands HMS Hermes was sold to India and remains in service as the Vikrant.

Speed: 5 in.

Armour: 3+

Special Traits: Noisy

Turning: 2

Damage: 24/8

In Service: 1959

Points: 160

Target: 4+

EW: 0

Aircraft: 4 Sea Harrier, 1 Harrier

Weapon	Range	AD	EW	DD	Special
A SeaCat	3	2	1	1	PDM Weak
X SeaCat	3	2	1	1	PDM Weak
Hangar – 6 Sea Kings	24	6			Helicopter

Invincible Class 3(2)

Invincible, Illustrious, Ark Royal

These were hybrid light carriers for VSTOL aircraft with self-defence missiles. After the Falklands Sea Darts were removed and Phalanx guns and Sea Harriers added.

Speed: 5 in. **Armour: 3+** **Special Traits:**
Turning: 2 **Damage: 17/6** **In Service: 1980** **Points: 140**
Target: 4+ **EW: 2** **Aircraft: 2 Sea Harrier, 2 Harrier**

Weapon	Range	AD	EW	DD	Special
A Sea Dart (pre 1985)	24	2	2	3	SAM SS
Q Phalanx (post 1985)	1	2	2	1	CIWS Weak
Y Phalanx (post 1985)	1	2	2	1	CIWS Weak
Hangar – 9 Sea Kings	24	9			Helicopter

Post 1985 3 Sea Harrier, 2 Harrier, Sea King AEW, 4 Sea King helicopters

Fearless Class

Fearless, Intrepid

The Fearless class were among the first helicopter assault ships. They have both helicopters and landing craft to land marines.

Speed: 4 in. **Armour: 2+** **Special Traits: Noisy**
Turning: 2 **Damage: 12/4** **In Service: 1965** **Points:**
Target: 4+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
C SeaCat	3	2	1	1	PDM Weak
D SeaCat	3	2	1	1	PDM Weak
40mm AA Guns	3	1	Unguided	1	
Hangar – 4 Sea Kings	24				Transport

County Class Destroyer

Glamorgan, Antrim

The County's were the first purpose built missile destroyers in the Royal Navy.

Speed: 6 in. **Armour: 2+** **Special Traits:**
Turning: 3 **Damage: 8/3** **In Service: 1962** **Points: 30**
Target: 5+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A Twin 4.5" Gun	12	2	Unguided	2	
B Exocet SSM	24	2+	2	6	SS
X Sea Slug	18	2	1	2	SAM
Y SeaCat	3	1	1	1	PDM Weak
20mm AA Guns	1	1	Unguided	1	Weak
Lynx Helicopter	24	1			Helicopter

Type 82 Class Destroyer

Bristol

Bristol was a one-off class of area air-defence destroyer. It went later to the Falklands

Speed: 6 in.

Armour: 2+

Special Traits:

Sub Hunter

Turning: 3

Damage: 8/3

In Service: 1973

Points: 40

Target: 5+

EW: 1

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Exocet SSM	24	2+	2	6	SS, EWR
Limbo ASW	1	3	Unguided	3	ASW Mortar
Q Ikara ASW	12	1	2	4	ASW Rkt
Y Sea Dart SAM	24	2	2	4	SAM SS
20mm AA Guns	1	1	Unguided	1	Weak
Lynx Helicopter	24	1			Helicopter

Type 42 Class Destroyer (Batch 1, 2)

Sheffield, Exeter, Glasgow, Cardiff, Coventry

Fleet air-defence ships, with excellent Sea Dart SAMs but no SSMs or PDM AA.

Speed: 6 in.

Armour: 2+

Special Traits:

Sub Hunter

Turning: 3

Damage: 6/2

In Service: 1975

Points: 35

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Sea Dart SAM	24	2	2/3*	3	SAM SS
ASW Torpedos TTG	6	2	2	4	ASW
20mm AA Guns	1	2	Unguided	1	Weak
Lynx Helicopter	24	1			Helicopter

*Exeter armed with EW 3 Sea Dart for +5 points

Type 42 Class Destroyer Batch 3

Manchester, Gloucester, Edinburgh, York, Exeter, Southampton +2

Modified 42s were longer, with better point defence AA and are still in service.

Speed: 6 in.

Armour: 2+

Special Traits:

Sub Hunter

Turning: 3

Damage: 6/2

In Service: 1982

Points: 45

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Sea Dart SAM	24	2	3	3	SAM SS
Q 20mm Phalanx	1	-	2	-	CIWS
ASW Torpedos TTG	6	2	2	4	ASW
20mm AA Guns	1	2	Unguided	1	Weak
Lynx Helicopter	24	1			Helicopter

Type 12M (Rothesay) Class Frigate
Rothesay, Falmouth, Plymouth

These older ASW frigates were tough, seaworthy and gave yeoman service.

Speed: 5 in. **Armour: 2+** **Special Traits: Seaworthy Sub Hunter**
Turning: 3 **Damage: 3/1** **In Service: 1973** **Points: 15**
Target: 6+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	
Limbo ASW	1	3	Unguided	3	ASW Mortar
Y Sea Cat	3	2	1	1	PDM Weak
20mm AA Guns	1	1	Unguided	1	Weak
Wasp Helicopter	24	1			Helicopter

Type 12 (Leander 3A Exocet) Class Frigate
Argonaut, Minerva, Penelope

These reliable frigates were fitted with Exocet to provide anti-ship defence.

Speed: 5 in. **Armour: 2+** **Special Traits: Seaworthy**
Turning: 3 **Damage: 3/1** **In Service: 1977** **Points: 20**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	
B Exocet SSM	24	2+	2	6	SS, EWR
ASW Torpedos TTG	6	2	2	4	ASW
Y Sea Cat	3	2	1	1	PDM Weak
40mm AA Guns	2	1	Unguided	1	
Lynx Helicopter	24	1			Helicopter

Type 12 (Leander Seawolf) Class Frigate
Andromeda

Budget cuts meant only one Leander with Seawolf upgrade was used in the Falklands.

Speed: 5 in. **Armour: 2+** **Special Traits: Seaworthy Sub-Hunter**
Turning: 3 **Damage: 3/1** **In Service: 1975** **Points: 25**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A Seawolf PDM	6	2	3	1	PDMS, SS
B Exocet SSM	24	2+	2	6	SS, EWR
ASW Torpedos TTG	6	2	2	4	ASW
Y Sea Cat	3	2	1	1	PDM Weak
40mm AA Guns	2	1	Unguided	1	
Lynx Helicopter	24	1			Helicopter

Type 21 (Amazon) Class Frigate

Active, Alacrity, Ambuscade, Antelope, Ardent, Arrow, Avenger

ASW frigates built in aluminium, they proved vulnerable to air in the South Atlantic.

Speed: 6 in.

Armour: 2+

Special Traits: Agile, Sub-Hunter

Turning: 3

Damage: 3/1

In Service: 1975

Points: 20

Target: 6+

EW: 1

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air capable
B Exocet SSM	24	2+	2	6	SS, EWR
ASW Torpedos TTG	6	2	2	4	ASW
Y Sea Cat	3	2	1	1	PDM Weak
20mm AA Guns	2	1	Unguided	1	Weak
Lynx Helicopter	24	1			Helicopter

Type 22 (Broadsword) Class Frigate

Broadsword, Battleaxe, Brilliant, Brazen

These modern ships fitted with Seawolf proved invaluable as a missile screen.

Speed: 6 in.

Armour: 2+

Special Traits: Sub-Hunter

Turning: 3

Damage: 5/2

In Service: 1975

Points: 35

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A Seawolf PDM	6	2	3	1	PDM, SS
B Exocet SSM	24	2+	2	6	SS, EWR
Q ASW Torpedos TTG	6	2	2	4	ASW
Y Seawolf PDM	6	2	3	1	PDMS, SS
40mm AA Guns	2	1	Unguided	1	
Lynx Helicopter	24	1			Helicopter

Swiftsure Class Submarine

Spartan, Splendid

Britain's most modern Cold War submarines were among the world's best.

Speed: 6 in.

Armour: 2+

Traits: Nuclear Sub-Hunter Silent

Turning: 3

Damage: 6/2

In Service: 1973

Points: 50

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	3	Unguided	8	
Or Tigerfish TTG	12	2	3	8	ASW

Churchill Class Submarine

Conqueror, Courageous

Conqueror sank the General Belgrano in the Falklands war.

Speed: 5 in.

Armour: 2+

Traits: Nuclear Sub-Hunter

Turning: 3

Damage: 6/2

In Service: 1963

Points: 40

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	3	Unguided	8	
Or Tigerfish TTG	12	2	3	8	ASW

Oberon Class Submarine (8)

The last of Britain's diesel powered submarines were not used in the Falklands war.

Speed: 3 in.

Armour: 2+

Traits: Silent

Turning: 3

Damage: 3/1

In Service: 1963

Points: 25

Target: 6+

EW: 1

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	2	Unguided	8	
Or Tigerfish TTG	12	1	3	8	ASW

Air Flights

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
Phantom	AF/AS	25	72	2	+3/+1	0	4	Guided	1/4	Bomb
Buccaneer	AS	20	60	1	+1	0	6	Unguided	4	Bomb
Tornado	AS	30	72	2	+2	12/0	4/6	Guided	3/4	ASM/Bomb
SeaHarrier	AF/AS	25	60	2	+3/+1	0	4	Guided	1/4	Bomb
Harrier	AF/AS	20	60	1	+2/+1	0	4	Guided	1/4	Bomb
Nimrod	AP/ASW	25	60	2	+1	3	2/4	Guided	3	SubHunter
Gannet	ASW	15	24	1	+0	4	3	Guided	3	ASWTorpedo
Sea King	AEW	15	12	2	+0	-	-	None	-	AEW 36"

Ship Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
1 Sea King	1970	24	5+	0	+0	6	2X	2	SubHunter
1 Gazelle	1967	18	6+	0	+0	6	X	1	ASM
1 Lynx HAS2	1978	18	6+	0	+1	6	X	1/2	ASM/ASW
1 Wasp	1978	12	6+	0	0	6	X	2	ASW

X = Number of attacks is equal to the number of helicopters launched.

Armada de la Republica Argentina

The Argentine Navy was professional and reasonably well trained. However by the Falklands War the events of the Military Coup of the 1970s and their aftermath had undermined morale. It had begun to replace the World war Two vintage ships with more modern designs. It remained a smaller fleet aimed at defending Argentina's territorial interests. Perhaps the achilles heal of the ARA was the rift between it and the Argentine air Force and their inability to cooperate. Nevertheless their combined strength would have made them an even more formidable threat. As it was, they sank four British warships in the Falklands – HMS Sheffield, Coventry, Ardent and Antelope.

Armada de la Republica Argentina Fleet List

Priority Level: Patrol

2 IA58 Pucara Flights

Canberra Flight

A4 Skyhawk Flight

Mirage Flight

IAI Dagger Flight

2 S2 Tracker Flights

Bouchard Destroyer

Brown Class Destroyer

Espora Class Frigate

Santa Fe Class Submarine

Almirante Brown Class Frigate

General Belgrano Cruiser

Hercules Class Destroyer

Type 209 Class Submarine

Priority Level: Raid

Super Etendard Flight

Priority Level: Battle

Colossus class carrier

Priority Level: War

None

Priority Level: Skirmish

Drummond Class Frigate

Command Rating - 3

Poor Leadership – The Argentine Navy is professional and most crews are Command rating 4. However its officer corps is weakened. The player must choose at least one third of its ships and subs to have Command Rating 3. These must include all squadron flagships. Argentine air units are unaffected and are all Rating 4.

Territorial Navy

The ARA deploys only within the territorial waters of Argentina. It may always field land-based air flights in support, even in the Carrier Battle scenario.

Colossus Class

ARA Veinticinco de Mayo, (ARA Independência), (BR Minais Gerais)

Laid down in World War Two, these light carriers were modified to carry jets. They have a catapult but their short decks mean they do not gain any extra benefit.

Speed: 5 in.

Armour: 2+

Special Traits: Noisy

Turning: 2

Damage: 17/6

In Service: 1968-91 Points: 90

Target: 4+

EW: 0

Aircraft: 2 A4 Skyhawk; S2 Tracker

Weapon	Range	AD	EW	DD	Special
A 40mm AA guns	2	1	Unguided	1	Weak
X 40mm AA guns	2	1	Unguided	1	Weak
Hangar – 3 Sea Kings	24				Helicopter

25 de Mayo was not quite ready to operate for Super Etendards for the Falklands. You may replace an air unit or all Sea Kings with a Super Etendard flight at +15 points.

Brooklyn Class Cruiser

General Belgrano

This old WWII surplus cruiser was powerful but obsolete and very vulnerable.

Speed: 5 in. **Armour: 3+** **Special Traits: Noisy**
Turning: 2 **Damage: 12/4** **In Service: 1951-82** **Points: 40**
Target: 4+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
A Turret (3x6") guns	12	1	Unguided	1	Twin
B Turret (3x6") guns	12	1	Unguided	1	Twin
C Turret (3x6") guns	12	1	Unguided	1	Twin
Secondary guns	6	1	Unguided	1	Air capable
40mm AA guns	2	-	Unguided	-	Weak
Q Sea Cat	3	2	1	1	PDM Weak
X Turret (3x6") guns	12	1	Unguided	1	Twin
Y Turret (3x6") guns	12	1	Unguided	1	Twin
Hangar – 2 Alouette	24				Helicopter

Type 42 Class Destroyer (Batch 1, 2)

Hercules, Santissima Trinidad

Ironically this British destroyer design equipped both navies at the Falklands.

They had the same vulnerability as the British Type 42s but less training.

Speed: 6 in. **Armour: 2+** **Special Traits:** **Sub Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1975** **Points: 35**
Target: 5+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Sea Dart SAM	24	2	2	3	SAM SS
ASW Torpedos TTG	6	2	2	4	ASW
20mm AA Guns	1	2	Unguided	1	Weak
Lynx Helicopter	24				Helicopter

Segui Class (ex Allen M Sumner Class) Destroyer

Segui, Punta Medanaos

Modernised WWII destroyers, they lacked adequate ASW defences.

Speed: 6 in. **Armour: 2+** **Special Traits:**
Turning: 3 **Damage: 3/1** **In Service: 1962** **Points: 15**
Target: 6+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
A Turret (2x5") Gun	6	2	Unguided	1	Twin Weak
B Turret (2x5") Gun	6	2	Unguided	1	Twin Weak
Mk32 Torpedos TTG	3	2	1	3	ASW
Hedgehog ASW	1	3	Unguided	2	ASW
Y Turret (2x5") Gun	6	2	Unguided	1	Twin Weak
76mm AA Guns	3	1	Unguided	1	Weak

Hipolito Bouchard Class (ex Allen M Sumner Class) Destroyer

Hipolito Bouchard, Piedra Buena

Modernised WWII destroyers, they lacked defences but had Exocet SSM punch.

Speed: 6 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 3/1

In Service: 1962

Points: 25

Target: 6+

EW: 0

Weapon	Range	AD	EW	DD	Special
A Turret (2x5") Gun	6	2	Unguided	1	Twin Weak
B Turret (2x5") Gun	6	2	Unguided	1	Twin Weak
Exocet SSM	24	2+	2	6	SS, EWR
Mk32 Torpedos TTG	3	2	1	3	ASW
Hedgehog ASW	1	3	Unguided	2	ASW
Y Turret (2x5") Gun	6	2	Unguided	1	Twin Weak

Comodoro Py Class (ex Gearing Class) Destroyer

Comodoro Py

Modernised WWII destroyers, they lacked defences but had Exocet SSM punch.

Speed: 6 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 3/1

In Service: 1973

Points: 25

Target: 6+

EW: 0

Weapon	Range	AD	EW	DD	Special
A Turret (2x5") Gun	6	2	Unguided	1	Twin
B Turret (2x5") Gun	6	2	Unguided	1	Twin
Exocet SSM	24	2+	2	6	SS, EWR
Mk32 Torpedos TTG	3	2	1	3	ASW
20mm AA Guns	1	2	Unguided	1	Weak
Hedgehog ASW	1	3	Unguided	2	ASW
Y Turret (2x5") Gun	6	2	Unguided	1	Twin

Drummond (A-69 D'Estienne d'Orves Class) Frigate

Drummond, Guerrico, Granville

This new small frigate class might have been useful if used aggressively.

Speed: 5 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 2/1

In Service: 1978

Points: 20

Target: 6+

EW: 1

Weapon	Range	AD	EW	DD	Special
A Turret 100mm Gun	6	2	Unguided	1	Air capable
Exocet SSM	24	2+	2	6	SS, EWR
Mk32 Torpedos TTG	3	2	2	3	ASW
20mm & 40m AA Guns	2	2	Unguided	-	Weak

Type 209 Class Submarine

San Luis, Salta

These German submarines were Argentina's best. They could have been deadly.

Speed: 4 in. **Armour: 2+** **Traits: Silent**
Turning: 3 **Damage: 2/1** **In Service: 1980** **Points: 35**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A SST-4 Torpedos TT	6	2	Unguided	8	
Or Mk37 ASW TTG	3	2	2	4	ASW

Balao Class Submarine

Santa Fe

These old ex US WWII submarines were obsolete by the 1980s

Speed: 3 in. **Armour: 2+** **Traits: Noisy**
Turning: 3 **Damage: 2/1** **In Service: 1971** **Points: 35**
Target: 6+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
A Mk14 Torpedos TT	3	2	Unguided	8	
X Mk14 Torpedos TT	3	1	Unguided	8	

Post Falklands Ships (Rebuilding Phase)

Almirante Brown (Meko 360) Frigates

Almirante Brown, La Argentina, Heroína, Sarandi

These were capable new multi-role ships not ready in time for use at the Falklands.

Speed: 6 in. **Armour: 2+** **Special Traits:** **Sub Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1982** **Points: 35**
Target: 6+ **EW: 2**

Weapon	Range	AD	AA	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Aspide PDM	6	2	2	1	PDM SS
C Exocet SSM	24	2+	2	6	SS, EWR
ILAS Torpedos TTG	3	2	2	4	ASW
40mm AA Guns	2	2	Unguided	1	Weak
2AlouetteIII Helicopters	24				Helicopter

Espora (Meko 140 Class) Frigate

Espora,

These modern frigates were purchased to replace losses at the Falklands.

Speed: 5 in. **Armour: 2+** **Special Traits:** **Sub Hunter**
Turning: 3 **Damage: 3/1** **In Service: 1984** **Points: 25**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A 76mm Gun	6	2	Unguided	1	Air Capable
B Exocet SSM	24	2+	2	6	SS, EWR
ILAS Torpedos TTG	3	2	2	4	ASW
40mm AA Guns	2	2	Unguided	1	Weak
Alouette III Helicopter	24				Helicopter

AirCRAFT

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
Mirage	AF/AS	20	72	1	+3/+1	0	4	Unguided	1/3	Bomb
IAI Dagger	AF/AS	20	60	1	+2/+1	0	4/5	Unguided	1/4	Bomb
Skyhawk	AF/AS	15	60	1	+1	0	4	Unguided	1/4	Bomb
Canberra	AS	15	60	1	+0	0	4	Unguided	4	Bomb
Pucara	AS	15	48	1	+0	0	4	Unguided	2	Bomb
Etendard	AS	30	60	2	+1	24	4	Guided	6	ASM
S2 Tracker	ASW	15	48	1	+0	4	3	Guided	3	ASW Torpedo
Neptune	AP/ASW	15	48	1	+0	-	0/2	Guided	0/3	AEW36"/ASW

Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
1 Sea King	1970	24	5+	0	+0	6	2X	2	SubHunter
1 Alouette	1967	18	6+	0	+0	6	X	2	ASW

X = Number of attacks is equal to the number of helicopters launched.

The Soviet Navy

Although not well known in the west, the Soviet Union could trace a naval tradition back through Russia to the days of Peter the Great. The Cold War saw a major effort by the Soviet Union to expand its navy to that of a major strategic power. After WWII the Soviet Navy was at first only a large submarine force. But then it added modern cruisers, nuclear hunter-killer submarines, and finally hybrid aircraft carriers. The Soviets were the first to pioneer the use of anti-ship missiles, with Soviet SSN2s in Egyptian hands sinking the Israeli destroyer Eilat in 1967, the first warship sinking by missiles.

Under the leadership of Admiral Gorshkov the navy expanded in size and increased in quality of men and ships. Ironically these efforts only came to final fruition as the economy began to collapse in the 1980s. Nevertheless, the good performance of some Soviet naval weapons in the hands of client states leaves the outcome of a Soviet/Nato naval war one of histories fascinating unanswered questions.

Soviet Navy Fleet List

Priority Level: Patrol

Mig23 Flogger Flight
TU16 Badger Bomber Flight
TU142 Bear Patrol Flight
2 Petya Frigates
Grisha III Frigate
Foxtrot Class submarine

Priority Level: Skirmish

Tu22 Backfire Bomber Flight
Krivak Class Frigate
Kashin Class Destroyer
Sverdlov Class Cruiser
Victor Class submarine

Priority Level: Raid

Kresta II Class Cruiser
Sovremenny Class Destroyer
Oscar Class submarine
Sierra Class submarine

Priority Level: Battle

Moskva class carrier

Priority Level: War

Tbilisi class carrier
Kiev class carrier
Kirov class battlecruiser

Command Rating (Crew Quality): 4

Special Rules:

Limited Pilot Experience – Soviet ship and submarine crews were conscripts but led by professional officers. However this approach was not adequate for getting good pilots. At least one third of Soviet air crews are Command Rating 3.

Territorial Navy – Despite its large size the Soviet Navy focused on operations within its territorial waters and those of its allies. It used long ranged air support to counter its lack of carrier airpower compared to the United States. However land-based fighters had more limited range. Soviet fleets may always use Land-based Attack, ASW and Patrol aircraft, even in the Carrier Strike scenario.

Kiev Class

Kiev, Minsk, Novorossiysk, Admiral Gorshkov

These Soviet hybrid carriers operated VTOL jets and a large missile battery.

Speed: 6 in.

Armour: 3+

Special Traits: Noisy

Turning: 2

Damage: 36/12

In Service: 1975 Points: 140

Target: 4+

EW: 1

Air: 3 Yak38; KA25Patrol; 3 KA27ASW

Weapon	Range	AD	EW	DD	Special
A SAN3 Goblet	18	2	2	2	SAM
B SSN12 Sandbox	48	2	1	8*N	
C 76mm Gun	6	1	Unguided	1	Air capable
RBU DC Thrower ASW	3	3	Unguided	2	ASW
30mm Gatling	2	-	1	-	CIWS Weak
D SAN4 Gecko	6	2	2	1	PDM SS
X SAN3 Goblet	18	2	2	2	SAM
Y 76mm Gun	6	1	Unguided	1	Air capable
2 KA27 Helicopters	24				Helicopter

Kirov Class Battlecruiser

Kirov, Frunze

These huge missile cruisers were the core of a fleet missile air defence.

Speed: 7 in.

Armour: 2+

Special Traits: Nuclear, Area AA

Turning: 2

Damage: 25/8

In Service: 1980 Points: 100

Target: 4+

EW: 2

Weapon	Range	AD	AA	DD	Special
A SAN6 Grumble VLS	24	3	2	2	SAM SS
B SSN19 Shipwreck	48	5	3	8*N	Fast
C SSN14 ASW	24	1	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	3	2	3	ASW
30mm Kashtan Guns	2	-	2	-	CIWS
D SAN4 Gecko	3	2	2	1	PDM SS
Y SAN6 Grumble VLS	24	3	2	2	SAM SS
X 100mm Gun	12	2	Unguided	1	Air capable
5 KA25 Helicopters	24				Helicopter

Kara Class Cruiser

Kara, Petropalovsk, Nikolayev, Kerch, Azov similar

These missile cruisers were intended for a missile defence and anti-submarine role.

Speed: 6 in.

Armour: 2+

Special Traits: Sub Hunter

Turning: 3

Damage: 9/3

In Service: 1973

Points: 40

Target: 5+

EW: 1

Weapon	Range	AD	EW	DD	Special
A SAN3 Goblet	18	2	2	3	SAM
C 76mm Gun	6	1	Unguided	1	Air capable
C SSN14 ASW	24	2	1	3	ASW Rkt
RBU DC Thrower ASW	3	4	Unguided	2	ASW
SET65 TTG ASW	6	3	2	3	ASW
30mm Kashtan Guns	2	2	1	-	CIWS Weak
D SAN4 Gecko	3	2	2	1	PDM SS
X SAN3 Goblet	18	2	2	3	SAM
KA25 Helicopter	24				Helicopter

Kresta II Class Cruiser

Kronstadt, Admiral Isakov, Admiral Nakhimov + 6 others

Standard Soviet all-purpose missile cruisers were well armed but cramped.

Speed: 7 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 7/3

In Service: 1970

Points: 35

Target: 5+

EW: 1

Weapon	Range	AD	AA	DD	Special
A SAN3 Goblet	18	2	2	3	SAM
B SSN14 ASW	24	2	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	2	1	-	CIWS Weak
C 57mm Gun	3	1	Unguided	1	Air cap Weak
D SAN4 Gecko	3	2	2	1	PDM SS
X SAN3 Goblet	18	2	2	3	SAM
KA25 Helicopter	24				Helicopter

Sovremenny Class Destroyer (12) Sovremenny, Osmotritelnyy, Bezuprechnyy, Stoykiy + 8 others

These were the final class of missile destroyers in the Soviet Navy.

Speed: 7 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 7/3

In Service: 1982

Points: 45

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 130mm Gun	12	3	Unguided	2	Air capable
B SAN7 Gadfly	12	2	3	2	PDM, SS
C SSN22 Sunburn	48	2	3	8*N	SSkim, Fast
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	1	2	-	CIWS Weak
X SAN7 Gadfly	12	2	3	2	PDM SS
Y 130mm Gun	12	3	Unguided	3	Air capable
KA27 Helicopter	24				Helicopter

Udaloy Class Destroyer

Udaloy, Admiral Zhakaroy, Admiral Levchenko, + 6 others

These destroyers were designed as specialist anti-submarine ships.

Speed: 7 in.

Armour: 2+

Special Traits: Sub Hunter

Turning: 3

Damage: 7/3

In Service: 1981

Points: 45

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 100mm Gun	6	2	Unguided	2	Air capable
B SAN9 Gauntlett VLS	6	3	2	1	PDM
C SSN14 ASW	24	2	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	2	2	-	CIWS Weak
X SAN9 Gauntlett VLS	6	3	2	1	PDM
2 KA27 Helicopters	24	2			Helicopter

Kashin Class Destroyer

Provornyy, Ovazhny, Ognevoy, Slavnyy, Stroynyy, Smyshlennyy

The first Soviet fleet destroyers purpose built with area AA missiles.

Speed: 7 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 4/1

In Service: 1963

Points: 25

Target: 6+

EW: 1

Weapon	Range	AD	EW	DD	Special
A SAN1 Goa	12	2	1	2	SAM
B SSN2 Styx SSM	24	2	1	9	SSkim
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	1	3	ASW
30mm Kashtan Guns	2	1	1	-	CIWS Weak
D SAN4 Gecko	3	2	2	1	PDM SS
X SAN1 Goa	12	2	1	2	SAM

Krivak II Class Frigate

The standard ASW version of a long production run of frigates. Over 20 launched.

Speed: 6 in.

Armour: 2+

Special Traits: Sub Hunter

Turning: 3

Damage: 4/1

In Service: 1976

Points: 25

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A SAN4 Gecko	3	2	2	1	PDM SS
B SSN14 ASW	24	1	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	1	2	-	CIWS Weak
Y 100mm Gun	6	2	Unguided	2	Air capable
X SAN4 Gecko	3	2	2	1	PDM SS

Grisha III Class Frigate

This large class of short range escorts is intended for an anti-submarine role.

Speed: 6 in. **Armour: 2+** **Special Traits: Sub Hunter**
Turning: 3 **Damage: 2/1** **In Service: 1976** **Points: 15**
Target: 6+ **EW: 1**

Weapon	Range	AD	AA	DD	Special
A SAN4 Gecko	3	2	2	1	PDM SS
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
Y 30mm Kashtan Guns	2	1	1	-	CIWS Weak
X 57mm Gun	3	1	Unguided	1	Air cap Weak
Depth Charges ASW	1	2	-	4	ASW

Petya Class Frigate

These corvette sized escorts are for coastal anti-submarine defence.

Speed: 6 in. **Armour: 2+** **Special Traits: Coastal, Sub Hunter**
Turning: 3 **Damage: 2/1** **In Service: 1976** **Points: 15**
Target: 6+ **EW: 0**

Weapon	Range	AD	AA	DD	Special
A 76mm Gun	6	1	Unguided	1	Air capable
RBU DC Thrower ASW	3	3	Unguided	2	ASW
E40-75 TTG ASW	6	2	1	3	ASW
X 76mm Gun	6	1	Unguided	1	Air capable
Depth Charges ASW	1	2	Unguided	4	ASW

Sierra/Victor III Class Submarine

The later Soviet hunter killer subs began to improve noise levels.

Speed: 5 in. **Armour: 3+** **Traits: Nuclear Sub-Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1968** **Points: 40**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	2	2	8*N	Reload
B Type 65 TTG	12	1	1	4	ASW Reload
B or SSN15 ASW	18	1	1	6*N	ASW Rkt

Victor I Class Submarine

The standard Soviet hunter killer subs were fast, powerful but still noisy.

Speed: 5 in. **Armour: 3+** **Traits: Noisy Nuclear Sub-Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1968** **Points: 30**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	2	2	8*N	
B Type 65 TTG	12	1	1	4	ASW
B or SSN15 ASW	18	1	1	6*N	ASW Rkt

Kilo Class (Project 877) Submarine

The new generation of Soviet diesel hunter killer subs were much quieter. Class of 21.

Speed: 3 in. **Armour: 2+** **Traits: Silent Sub-Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1982** **Points: 40**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	2	8*N	
B Type 65 TTG	12	1	1	4	ASW
B or SSN15 ASW	18	1	1	6*N	ASW Rkt

Foxtrot Class Submarine

The standard Soviet hunter killer subs were slow with basic sensors. Class of over 50.

Speed: 3 in. **Armour: 2+** **Traits:**
Turning: 3 **Damage: 2/1** **In Service: 1959** **Points: 20**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	2	8	
B Type 65 TTG	12	1	1	4	ASW

Oscar Class Submarine

Krasnodar, Voronezh, Smolensk, Orel, Kursk + 6

These huge missile submarines were designed to stalk carrier taskforces.

Speed: 6 in. **Armour: 3+** **Traits: Nuclear Silent**
Turning: 3 **Damage: 18/6** **In Service: 1986** **Points: 60**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	2	8	
B Type 65 TTG	12	1	1	4	ASW
B or SSN15 ASW	18	1	1	6*N	ASW Rkt
C SSN19 Shipwreck	72	4/3+	3	8*N	Fast

Charlie Class Submarine

These were the first Soviet submarines able to fire cruise missiles underwater. 8 in class

Speed: 5 in. **Armour: 3+** **Traits: Nuclear; Noisy**
Turning: 3 **Damage: 6/2** **In Service: 1963** **Points: 35**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	2	2	8	
B Type 65 TTG	12	1	1	4	ASW
B or SSN15 ASW	18	1	1	6*N	ASW Rkt
C SSN9 Siren SSM	24	2/3+	2	8*N	SSkim

Soviet Aircraft

Air Flights

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
Mig23 Flogger	AF	20	72	1	+2	0	4	Unguided	1	Gun
Mig27 Flogger D	AS	20	60	1	+1	12/0	4/6	Guided	4	ASM/Bomb
Mig29 Fulcrum	AF	30	72	2	+3	0	4	Unguided	1	Gun
SU24 Fencer	AS	25	72	1	+2	12/0	4/6	Guided	3/4	ASM/Bomb
SU27 Flanker	AF/AS	30	72	2	+3/+1	0/12	4	Guided	1/4	Gun/ASM
Yak38	AF/AS	25	60	1	+2/+1	0	4	Unguided	1/4	Gun/Bomb
TU16 Badger	AS	20	60	1	+0	12	4	Guided	1/4	ASM/GB
TU22 Backfire	AS	30	72	2	+1	24	4	Guided	8	ASM
TU95 Bear	ASW	15	48	2	+0	3	2	Guided	3	SubHunter, ASWTorpedo
Beriev A50	AEW	15	60	2	+0	-	-	None	-	Radar36"

Ship Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
1 KA25	1963	12	6+	0	+0	3	X	2	ASW
1 KA27	1967	18	6+	0	+0	6	X	2	ASW

X = Number of attacks is equal to the number of helicopters launched.

United States Navy

The United States Navy ended World War Two as the largest and by far most powerful afloat. It had large carriers, modern ships and experienced crews. The quality of carrier pilots in particular was excellent. Although it and waned at times through the cold war, overall it retained its superiority. Britain had better crews, but the US Navy had more and better ships. The core of the force remained in its giant aircraft carriers, each with up to 70 jet aircraft.

US Navy Fleet List

Priority Level: Patrol

Phantom Flight
Knox Class Frigate
Brooke Class Frigate

Virginia Class Cruiser
Belknap Class Cruiser
Kidd Class Destroyer
Los Angeles Class submarine
Sturgeon Class submarine

Priority Level: Skirmish

P3 Orion patrol aircraft
F111 Attack aircraft
Perry Class frigate
Spruance Class Destroyer
Coontz Class Destroyer
CF Adams Class Destroyer
Oberon Class submarine

Priority Level: Battle

Tarawa class carrier

Priority Level: War

Nimitz class carrier (2 picks)
Kitty Hawk class carrier (2 picks) Iowa class battleship

Priority Level: Raid

Ticonderoga Class Cruiser

Command Rating (Crew Quality): 4

Special Rules:

Top guns – The US Navy has the most experience operating carrier based jet aircraft of any navy in the world. Up to 1/3 of US Aircraft may be Command Rating 5.

Nimitz Class

Nimitz, Eisenhower, Vinson, Stennis, Reagan (Enterprise similar)

Quite simply these are the largest and most powerful warships ever built.

Speed: 7 in. Armour: 3+ Traits: Angled Deck, Catapult, Nuclear Noisy

Turning: 2 Damage: 60/20 In Service: 1975 Points: 400

Target: 4+ EW: 2 Air: 5 F14, 4 FA18, 5 A6E, EA6B, E2C AEW, 3S3 ASW

Weapon	Range	AD	EW	DD	Special
A Sea Sparrow PDM	6	2	2	1	PDM
20mm Phalanx CIWS	1	2	2	-	CIWS
X Sea Sparrow PDM	6	2	2	1	PDM
SH3D Sea King	24				ASW

Iowa Class

Iowa, New Jersey, Missouri, New Jersey

Fitted with missiles these modified battleships were powerful but costly to run.

Speed: 7 in.

Armour: 6+

Traits: Noisy

Turning: 2

Damage: 45/15

In Service: 1944

Points: 60

Target: 4+

EW: 1

Weapon	Range	AD	EW	DD	Special
A 16" Gun	12	3	Unguided	3	Super AP
B 16" Gun	12	3	Unguided	3	Super AP
C Harpoon SSM	36	4	3	7	SSkim
20mm Phalanx CIWS	1	3	2	-	CIWS
Q 5" Guns	6	3	Unguided	1	Air Capable
X 16" Gun	12	3	Unguided	3	Super AP
4 SH60 Lamps	1	4	-	4	ASW

Ticonderoga Class cruiser

Ticonderoga, Yorktown

These were designed for air defence of carrier task forces.

Speed: 6 in.

Armour: 2+

Traits: Aegis

Turning: 3

Damage: 8/3

In Service: 1983

Points: 50

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B SM2 Standard	24	2	3	4	SAM, SS
C Harpoon SSM	36	2	3	7	SSkim
20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	-	ASW
Y SM2 Standard	24	2	3	4	SAM, SS
X 5" Gun	12	2	Unguided	2	Air capable
2 SH60 Lamps		2			Helicopter

Virginia Class Cruiser

Virginia, South Carolina

These nuclear powered missile cruisers were intended as escorts that could keep up with the nuclear carrier task groups.

Speed: 7 in.

Armour: 2+

Traits: Nuclear

Turning: 3

Damage: 9/3

In Service: 1976

Points: 35

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B SM2 Standard	24	2	2	4	SAM, SS
B or ASROC	6	2	1	4	ASW
C Harpoon SSM	36	2	2	7	SSkim
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
Y SM2 Standard	24	2	2	4	SAM, SS
Y or ASROC	6	2	1	4	ASW
X 5" Gun	12	2	Unguided	2	Air capable

Belknap Class Cruiser

Belknap,

Early fleet air-defence ships, with aluminium superstructures, upgraded later.

Speed: 7 in.

Armour: 2+

Traits:

Turning: 3

Damage: 7/3

In Service: 1964

Points: 30

Target: 5+

EW: 1

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B SM2 Standard	24	2	2	4	SAM, SS
B or ASROC	6	2	1	4	ASW
C Harpoon SSM	36	2/2+	2	7	SSkim
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
X 5" Gun	12	2	Unguided	2	Air capable

Kidd Class Destroyer

Kidd + 3

Originally built for Iran, these cruisers had better AA than previous USN classes.

Speed: 6 in.

Armour: 2+

Traits:

Turning: 3

Damage: 8/3

In Service: 1980

Points: 40

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B SM2 Standard	24	2	2	4	SAM, SS
C Harpoon SSM	36	2/2+	3	7	SSkim
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
Y SM2 Standard	24	2	3	4	SAM, SS
X 5" Gun	12	2	Unguided	2	Air capable
2 SH60 Lamps	24	2			Helicopter

Spruance Class Destroyer

Spruance, Patterson + 27

These were to be the standard US ASW escort, although they had short service lives.

Speed: 6 in.

Armour: 2+

Traits: Sub-Hunter

Turning: 3

Damage: 7/2

In Service: 1983

Points: 35

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B ASROC	6	2	1	4	ASW
C Harpoon SSM	36	2	3	7	SSkim
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
Y Sea Sparrow PDM	6	2	2	1	PDM
X 5" Gun	12	2	Unguided	2	Air capable
2 SH2 SeaSprite	24	2			Helicopter

Charles F Adams Class Destroyer

These older destroyers had sound hulls that allowed conversions and long service.

Speed: 6 in. **Armour: 2+** **Traits: Noisy, Seaworthy**
Turning: 3 **Damage: 4/1** **In Service: 1960** **Points: 20**
Target: 6+ **EW: 0**

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B ASROC	6	2	1	4	ASW
C Harpoon SSM	36	2+	3	7	SSkim
Mk 32 TTG	6	2	2	3	ASW
Y SM1MR Tartar SAM	24	2	1	1	SAM
X 5" Gun	12	2	Unguided	2	Air capable

OH Perry Class Frigate

These simple ASW frigates proved reliable and adaptable. Class of 52.

Speed: 5 in. **Armour: 2+** **Traits: Sub-Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1977** **Points: 25**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A SM1MR Tartar SAM	24	2	2	1	SAM SS
A or Harpoon SSM	36	1	3	7	SSkim
C 76mm Gun	6	2	Unguided	1	Air capable
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
2 SH60 Lamps	24	2			Helicopter

Knox Class Frigate

This Cold War class were built to counter the Soviet submarine build up. Class of 46.

Speed: 5 in. **Armour: 2+** **Traits: Sub-Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1972** **Points: 20**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	Air capable
B ASROC	6	2	1	4	ASW
B or Harpoon SSM	36	1	3	7	SSkim
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
1 SH60 Lamps	24				Helicopter

Los Angeles Class Submarine

The final class of US Cold war submarine, they were not as quiet as British subs but still large and very powerful.

Speed: 6 in. **Armour: 2+** **Traits: Nuclear Sub-Hunter Silent**
Turning: 3 **Damage: 7/2** **In Service: 1976** **Points: 50**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	2	8	
A or Mk48ADCAP TTG	6	1	3	8	ASW
Or Harpoon SSM	36	2	3	7	SSkim

Sturgeon Class Submarine

Sturgeon

These were an improved Permit with better sonar.

Speed: 6 in. **Armour: 2+** **Traits: Nuclear Sub-Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1976** **Points: 40**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	2	8	
A or Mk48ADCAP TTG	6	1	3	8	ASW
Or Harpoon SSM	36	2	3	7	SSkim

Permit Class Submarine

These were the first purpose built US hunter killer subs with nuclear power.

Speed: 6 in. **Armour: 2+** **Traits: Nuclear**
Turning: 3 **Damage: 4/1** **In Service: 1962** **Points: 30**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	2	8	
A or Mk48ADCAP TTG	6	1	3s	8	ASW

AirCRAFT

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
F14 Tomcat	AF	25	72	2	+3	0	4	Unguided	1	Gun
F18 Hornet	AF/AS	25	72	2	+3/+1	0	4	Guided	1/4	Bomb
EF111	AS	30	72	2	+2	12/0	4/6	Guided	7/4	ASM/Bomb
A6 Intruder	AS	25	60	2	+1	12/0	4	Guided	7/4	ASM/Bomb
E6 Prowler	AS	25	60	3	+1	0	4	Guided	1/4	Bomb
S3 Viking	AP/ASW	25	60	2	+1	3	2/4	Guided	3	SubHunter, ASW torp
E2Hawkeye	AEW	20	48	2	+0	-	-	None	-	Radar60"
P3 Orion	AP/ASW	20	48	2	+0	12/3	2/4	Guided	7/4	SubHunter, ASM/ASW

Helicopters

Helicopter	Year	Speed	Target	Dodge	Dogfight	Range	AD	DD	Note
Sea King	1970	12	5+	5+	+0	6	2X	1	SubHunter
SH60 LAMPS	1967	13	6+	4+	+0	4	X	1	ASM
SH2 Seasprite	1978	14	6+	4+	+1	8/4	X	1/2	ASM/ASW

X = Number of attacks is equal to the number of helicopters launched.

21st Century Fleet Lists

The Royal Navy

The 21st Century has seen a renewed commitment to the Royal Navy, with funding for new fleet carriers, after a 30 year absence.

Royal Navy Fleet List

Command Rating (Crew Quality): 5 (4/5)

Special Rules:

Seasoned Crews – The Royal Navy has many experienced crews. Up to one third the units of any class of ship or submarine in a Royal Navy fleet have a command rating one higher than normal. This may include squadron flagships. Crew quality remains high but air time has declined since the Gulf War.

Queen Elizabeth Class (2)

The new fleet carriers will be turbine powered and 65,000 tonnes. They will replace the Invincibles.

Speed: 6 in. Armour: 3+ Special Traits: Aegis, Angled Deck, Catapults

Turning: 2 Damage: 56/18 In Service: 2014 Points: 300

Target: 4+ EW: 3 Aircraft: 9 F35, 1 AEW(E2), Merlin ASW

Weapon	Range	AD	EW	DD	Special
A Seawolf PDM	6	3	3	1	PDMS, SS
X Seawolf PDM	6	3	3	1	PDMS, SS
Hangar – 4 Merlins	24	4			Helicopter

Invincible Class 3(2)

Invincible, Illustrious, Ark Royal

These are hybrid light carriers for VSTOL aircraft. After the Falklands Sea Darts were removed and Phalanx guns and Sea Harriers added.

Speed: 5 in. Armour: 3+ Special Traits:

Turning: 2 Damage: 17/6 In Service: 1990 Points: 140

Target: 4+ EW: 2 Aircraft: 3 Sea Harrier, 2 Harrier, Sea King AEW

Weapon	Range	AD	EW	DD	Special
Q Phalanx (post 1985)	1	2	2	1	CIWS Weak
Y Phalanx (post 1985)	1	2	2	1	CIWS Weak
Hangar – 4 Sea Kings	24	4			Helicopter

Ocean Class

Similar in appearance to Invincibles these are helicopter assault ships. Built to merchant standards.

Speed: 4 in. Armour: 5+ Special Traits: Marines

Turning: 2 Damage: 15/5 In Service: 1999 Points: 90

Target: 4+ EW: 2 Aircraft: 2 Sea Harrier, Sea King Transports

Weapon	Range	AD	EW	DD	Special
Q Phalanx (post 1985)	1	2	2	1	CIWS Weak
Y Phalanx (post 1985)	1	2	2	1	CIWS Weak
Hangar – 4 Sea Kings	24	4			Helicopter

Type 45 Class Destroyer (Daring +2)

New fleet air-defence ships, with advanced stealth features and AEGIS radar.

Speed: 6 in. Armour: 2+ Special Traits: Aegis, Silent, Stealth, Sub Hunter

Turning: 3 Damage: 6/2 In Service: 2009 Points: 65

Target: 6+ EW: 4

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Aspide SAM	24	4	4	3	SAM SS
B Harpoon SSM	36	2	3	7	SSkim
ASW Torpedo TTG	6	2	3	4	ASW
Goalkeeper CIWS	2	2	3	1	CIWS Weak
X Aspide SAM	24	4	4	3	SAM SS
Lynx Helicopter	24				Helicopter

Type 42 Class Destroyer Batch 3

Manchester, Gloucester, Edinburgh, York, Exeter, Southampton +2

Modified 42s were longer, with better point defence AA and are still in service.

Speed: 6 in. Armour: 2+ Special Traits: Sub Hunter

Turning: 3 Damage: 6/2 In Service: 1982 Points: 45

Target: 5+ EW: 3

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Sea Dart SAM	24	2	3	3	SAM SS
Q 20mm Phalanx	1	-	2	-	CIWS
ASW Torpedos TTG	6	2	2	4	ASW
20mm AA Guns	1	2	Unguided	1	Weak
Lynx Helicopter	24				Helicopter

Type 23 (Duke) Class Frigate (16)

These modern ships fitted with VLS Seawolf are some of the best ASW escorts in the world.

Speed: 6 in. Armour: 2+ Special Traits: Silent, Sub-Hunter

Turning: 3 Damage: 5/2 In Service: 1990 Points: 40

Target: 6+ EW: 3

Weapon	Range	AD	EW	DD	Special
A 4.5" Gun	12	2	Unguided	2	Air Capable
B Seawolf VLS PDM	6	3	3	1	PDM, SS
C Harpoon SSM	36	2	3	7	SSkim, EWR
ASW Torpedos TTG	6	2	3	4	ASW
Y Seawolf VLS PDM	6	3	3	1	PDMS, SS
30mm CIWS Guns	2	2	Unguided	1	CIWS, SS
Lynx Helicopter	24				Helicopter

Type 22/3 (Cormwall) Class Frigate (4)

These modern ships fitted with Seawolf proved invaluable as a missile screen.

Speed: 6 in. **Armour: 2+** **Special Traits: Sub-Hunter**
Turning: 3 **Damage: 5/2** **In Service: 1985** **Points: 35**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A Seawolf PDM	6	2	3	1	PDM, SS
B Exocet SSM	24	2+	2	6	SS, EWR
Q ASW Torpedos TTG	6	2	2	4	ASW
Y Seawolf PDM	6	2	3	1	PDMS, SS
40mm AA Guns	2	1	Unguided	1	
Lynx Helicopter	24				Helicopter

Astute Class Submarine (3)

Britain's latest submarines are the world's quietest nuclear hunter-killers.

Speed: 7 in. **Armour: 2+** **Traits: Nuclear Sub-Hunter Silent**
Turning: 3 **Damage: 7/2** **In Service: 2007** **Points: 80**
Target: 6+ **EW: 4**

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	3	Unguided	8	
Or Tigerfish TTG	12	2	3	8	ASW
Or Harpoon SSM	36	2	3	7	SS, EWR

Trafalgar Class Submarine (7)

Britain's current main-line fleet donar.

Speed: 6 in. **Armour: 2+** **Traits: Nuclear Sub-Hunter Silent**
Turning: 3 **Damage: 6/2** **In Service: 1983** **Points: 60**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	3	Unguided	8	
Or Tigerfish TTG	12	2	3	8	ASW
Or Harpoon SSM	36	2	3	7	SS, EWR

Swiftsure Class Submarine (7)

Spartan, Splendid

Britain's most modern Cold War submarines were among the world's best.

Speed: 6 in. **Armour: 2+** **Traits: Nuclear Sub-Hunter Silent**
Turning: 3 **Damage: 6/2** **In Service: 1973** **Points: 60**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A Mk 8 Torpedos TT	3	3	Unguided	8	
Or Tigerfish TTG	12	2	3	8	ASW
Or Harpoon SSM	36	2	3	7	SS, EWR

British Air Flights

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
F35	AF/AS	35	72	4	+4/+2	0/12	4	Guided	1/4	ASM
Tornado F3	AF	30	72	2	+3	0	4	Unguided	1	Gun
TornadoGR4	AS	30	72	3	+2	12/0	4/6	Guided	3/4	ASM/Bomb
SeaHarrier	AF/AS	25	60	2	+3/+1	0	4	Guided	1/4	Bomb
Harrier	AF/AS	20	60	2	+2/+1	0	4	Ußnguided	1/4	Bomb
Nimrod	AP/ASW	25	60	3	+1	3	2/4	Guided	3	SubHunter
Osprey	AEW	20	24	3	+0	-	-	None	-	AEW 48''
Sea King	AEW	15	12	1	+0	-	-	None	-	AEW 36''

Ship Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
1 Sea King	1970	24	5+	1	+0	6	2X	2	SubHunter
1 Lynx HAS2	1978	18	6+	1	+1	6	X	1/2	ASM/ASW
1 Merlin	1998	24	6+	2	+1	6	2X	2	ASM/ASW

X = Number of attacks is equal to the number of helicopters launched.

Russian Navy

The Russian Navy in the 21st Century has shrunk to shadow of the former Cold War Soviet Navy. During the 1990s there was not even enough money to pay the crews, let alone maintain the ships. Some rusted until they sank at their moorings, or were destroyed in fires. Yet the new oil revenue under Putin has seen the Russian Navy, though much smaller, become active again. New ships are putting to sea.

Command Rating (Crew Quality): 4

Special Rules:

Lack of Sea Time – The Russian Navy has the most experience operating carrier based jet aircraft of any navy in the world. Up to 1/3 of US Aircraft may be Command Rating 5.

Territorial Navy – Despite its large size the Soviet Navy focused on operations within its territorial waters and those of its allies. It used long ranged air support to counter its lack of carrier airpower compared to the United States. However land-based fighters had more limited range. Soviet fleets may always use Land-based Attack, ASW and Patrol aircraft, even in the Carrier Strike scenario.

Admiral Kuznetsov Carrier (1)

This first true Russian carrier was built in the closing stages of the Cold War but stood idle for ten years.

Speed: 6 in. **Armour: 3+** **Special Traits: Noisy**
Turning: 2 **Damage: 48/16** **In Service: 1995** **Points: 140**
Target: 4+ **EW: 2** **Air: 4 SU33; 4 SU25; 3 KA27ASW, KA29AEW**

Weapon	Range	AD	EW	DD	Special
A SAN9 Gauntlett VLS	6	3	3	1	PDM
B SSN19 Shipwreck	48	3	3	8*N	SSM, Fast
UDAV ASW Rocket	24	1	2	3	ASW Rkt
30mm Gatling	2	3	2	-	CIWS Weak
D SAN4 Gecko	6	2	2	1	PDM SS
X SAN9 Gauntlett VLS	6	3	3	1	PDM

Kirov Class Battlecruiser (3)

These huge missile cruisers were the core of a fleet missile air defence.

Speed: 7 in. **Armour: 2+** **Special Traits: Nuclear, Area AA**
Turning: 2 **Damage: 25/8** **In Service: 1980** **Points: 100**
Target: 4+ **EW: 2**

Weapon	Range	AD	AA	DD	Special
A SAN6 Grumble VLS	24	4	2	2	SAM SS
B SSN19 Shipwreck	48	5	3	8*N	Fast
C SSN14 ASW	24	1	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	3	2	3	ASW
30mm Kashtan Guns	2	-	2	-	CIWS
D SAN4 Gecko	3	2	2	1	PDM SS
Y SAN6 Grumble VLS	24	4	2	2	SAM SS
X 100mm Gun	12	2	Unguided	1	Air capable
5 KA25 Helicopters	24				Helicopter

Slava Class Cruiser (3)

These final Cold War cruisers were heavily armed with anti-ship missiles.

Speed: 7 in. **Armour: 2+** **Special Traits: Area AA**
Turning: 2 **Damage: 12/4** **In Service: 1982** **Points: 100**
Target: 5+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A SAN6 Grumble VLS	24	3	2	2	SAM SS
B 130mm Gun	12	2	Unguided	2	
B SSN12 Sandbox	48	4	3	8*N	Fast
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	3	2	3	ASW
30mm Kashtan Guns	2	2	2	-	CIWS
Q SAN4 Gecko	3	2	2	1	PDM SS
X SAN6 Grumble VLS	24	3	2	2	SAM SS
5 KA25 Helicopters	24				Helicopter

Kara Class Cruiser (1)

These missile cruisers were intended for a missile defence and anti-submarine role.

Speed: 6 in. **Armour: 2+** **Special Traits: Noisy, Sub Hunter**
Turning: 3 **Damage: 9/3** **In Service: 1973** **Points: 40**
Target: 5+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A SAN3 Goblet	18	2	2	3	SAM
C 76mm Gun	6	1	Unguided	1	Air capable
C SSN14 ASW	24	2	1	3	ASW Rkt
RBU DC Thrower ASW	3	4	Unguided	2	ASW
SET65 TTG ASW	6	3	2	3	ASW
30mm AA Guns	2	2	1	-	CIWS Weak
D SAN4 Gecko	3	2	2	1	PDM SS
X SAN3 Goblet	18	2	2	3	SAM
KA25 Helicopter	24				Helicopter

Sovremenny Class Destroyer (5)

These were the final class of missile destroyers in the Soviet Navy.

Speed: 7 in. **Armour: 2+** **Special Traits:**
Turning: 3 **Damage: 7/3** **In Service: 1982** **Points: 45**
Target: 5+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A 130mm Gun	12	3	Unguided	2	Air capable
B SAN7 Gadfly	12	2	3	2	PDM, SS
C SSN22 Sunburn	48	2	3	8*N	SSkim, Fast
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	1	2	-	CIWS Weak
X SAN7 Gadfly	12	2	3	2	PDM SS
Y 130mm Gun	12	3	Unguided	3	Air capable
KA27 Helicopter	24				Helicopter

Udaloy Class Destroyer (8)

These destroyers were designed as specialist anti-submarine ships.

Speed: 7 in.

Armour: 2+

Special Traits: Sub Hunter

Turning: 3

Damage: 7/3

In Service: 1981

Points: 45

Target: 5+

EW: 2

Weapon	Range	AD	EW	DD	Special
A 100mm Gun	6	2	Unguided	2	Air capable
B SAN9 Gauntlett VLS	6	3	3	1	PDM
C SSN14 ASW	24	2	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	-	2	-	CIWS Weak
X SAN9 Gauntlett VLS	6	3	3	1	PDM
2 KA27 Helicopters	24	2			Helicopter

Kashin Class Destroyer

Provornyy, Ovazhny, Ognevoy, Slavnyy, Stroynyy, Smyshlennyy

The first Soviet fleet destroyers purpose built with area AA missiles.

Speed: 7 in.

Armour: 2+

Special Traits:

Turning: 3

Damage: 4/1

In Service: 1963

Points: 25

Target: 6+

EW: 1

Weapon	Range	AD	EW	DD	Special
A SAN1 Goa	12	2	1	2	SAM
B SSN2 Styx SSM	24	2	1	9	SSkim
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	-	1	-	CIWS Weak
D SAN4 Gecko	3	2	2	1	PDM SS
X SAN1 Goa	12	2	1	2	SAM

Krivak II Class Frigate

The standard ASW version of a long production run of frigates. Over 20 launched.

Speed: 6 in.

Armour: 2+

Special Traits: Sub Hunter

Turning: 3

Damage: 4/1

In Service: 1976

Points: 25

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A SAN4 Gecko	3	2	2	1	PDM SS
B SSN14 ASW	24	1	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	1	2	-	CIWS Weak
Y 100mm Gun	6	2	Unguided	2	Air capable
X SAN4 Gecko	3	2	2	1	PDM SS

Krivak I Class Frigate

The standard ASW version of a long production run of frigates. Over 20 launched.

Speed: 6 in. **Armour: 2+** **Special Traits: Sub Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1976** **Points: 25**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A SAN4 Gecko	3	2	2	1	PDM SS
B SSN14 ASW	24	1	1	3	ASW Rkt
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
30mm Kashtan Guns	2	1	2	-	CIWS Weak
Y 76mm Gun	6	2	Unguided	1	Air capable
X SAN4 Gecko	3	2	2	1	PDM SS

Neustrashimy Class Frigate (2+3)

This class of large ASW frigates was intended to become standard in the Russian Navy.

Speed: 6 in. **Armour: 2+** **Special Traits: Sub Hunter**
Turning: 3 **Damage: 5/2** **In Service: 2007** **Points: 30**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A 100mm Gun	6	2	Unguided	2	Air capable
B SAN9 Gauntlett VLS	6	3	3	1	PDM
Q SSN25 SSM	36	4	3	6	SSM, SSkim
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SSN15 Or Type53 ASW	12/6	2	2/3	3	ASW/TTG
30mm Kashtan Guns	2	1	2	-	CIWS Weak
X SAN9 Gauntlett VLS	6	3	3	1	PDM
KA27 Helicopter	24	1			Helicopter

Gepard Class Frigate (3)

These small escorts are for multi-role coastal warfare. They were delayed by lack of funds.

Speed: 6 in. **Armour: 2+** **Special Traits: Coastal, Sub Hunter**
Turning: 3 **Damage: 2/1** **In Service: 2002** **Points: 15**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A SSN25 SSM	36	2	3	6	SSM, SSkim
B SAN4 Gecko	3	2	2	1	PDM SS
30mm Kashtan CIWS	2	1	2	1	CIWS
RBU DC Thrower ASW	3	1	Unguided	2	ASW
E40-75 TTG ASW	6	2	2	3	ASW
X 76mm Gun	6	1	Unguided	1	Air capable

Admiral Gorshkov Class Frigate (20?)

These new frigates are to be successors to the Krivaks.

Speed: 5 in. **Armour: 2+** **Special Traits: Stealth, Sub Hunter**
Turning: 3 **Damage: 5/2** **In Service: 2011** **Points: 45**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A 130mm Gun	12	2	Unguided	2	Air cap Weak
B SAN7 Gadfly	12	3	3	1	PDM SS
SSN25 SSM	36	2	3	6	SSM, SSkim
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
Y 30mm Kashtan Guns	2	2	3	-	CIWS Weak
KA27 Helicopter	1	2	-	4	One Shot

Parchim Class Corvette (24)

These corvette-sized escorts are for coastal anti-submarine defence.

Speed: 5 in. **Armour: 2+** **Special Traits: Coastal, Sub Hunter**
Turning: 3 **Damage: 1/1** **In Service: 1981** **Points: 15**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A 57mm Gun	3	1	Unguided	1	Air capable
RBU DC Thrower ASW	3	3	Unguided	2	ASW
E40-75 TTG ASW	6	2	2	3	ASW
30mm AA Gun	2	1	1	-	CIWS Weak
X SAN5 portable SAM	3	1	2	1	PDM, Not SS
Depth Charges ASW	1	2	Unguided	4	ASW

Steregushchy Class Corvette (1+5)

This new class of short range escorts is intended for an anti-submarine role.

Speed: 5 in. **Armour: 2+** **Special Traits: Sub Hunter, Stealth**
Turning: 3 **Damage: 2/1** **In Service: 2007** **Points: 20**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A 100mm Gun	3	1	Unguided	1	Air cap Weak
B SAN4 Gecko	3	2	2	1	PDM SS
SSN25 SSM	36	2	3	6	SSM, SSkim
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
Y 30mm Kashtan Guns	2	1	2	-	CIWS Weak
KA27 Helicopter	1	2	-	4	One Shot

Grisha III Class Corvette

This large class of short range escorts is intended for an anti-submarine role.

Speed: 6 in. **Armour: 2+** **Special Traits:**
Turning: 3 **Damage: 2/1** **In Service: 1976** **Points: 15**
Target: 6+ **EW: 1**

Weapon	Range	AD	EW	DD	Special
A SAN4 Gecko	3	2	2	1	PDM SS
RBU DC Thrower ASW	3	3	Unguided	2	ASW
SET65 TTG ASW	6	2	2	3	ASW
Y 30mm Kashtan Guns	2	1	1	-	CIWS Weak
X 57mm Gun	3	1	Unguided	1	Air cap Weak
Depth Charges ASW	1	2	-	4	ASW

Akula Class Submarine

The later Soviet hunter killer subs began to improve noise levels.

Speed: 5 in. **Armour: 3+** **Traits: Nuclear, Silent, Sub-Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1968** **Points: 40**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	2	3	8*N	Reload
B Type 65 TTG	12	1	2	4	ASW Reload
B or SSN15 ASW	18	1	2	6*N	ASW Rkt

Sierra/Victor III Class Submarine

The later Soviet hunter killer subs began to improve noise levels.

Speed: 5 in. **Armour: 3+** **Traits: Nuclear Sub-Hunter**
Turning: 3 **Damage: 6/2** **In Service: 1968** **Points: 40**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	2	2	8*N	Reload
B Type 65 TTG	12	1	2	4	ASW Reload
B or SSN15 ASW	18	1	2	6*N	ASW Rkt

Lada Class (Project 877) Submarine

The new generation of Soviet diesel hunter killer subs were much quieter. Class of 21.

Speed: 4 in. **Armour: 2+** **Traits: Silent Sub-Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1982** **Points: 40**
Target: 6+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	3	8*N	
B Type 65 TTG	12	1	2	4	ASW
B or SSN15 ASW	18	1	2	6*N	ASW Rkt

Kilo Class (Project 877) Submarine

The new generation of Soviet diesel hunter killer subs were much quieter. Class of 21.

Speed: 3 in. **Armour: 2+** **Traits: Silent Sub-Hunter**
Turning: 3 **Damage: 4/1** **In Service: 1982** **Points: 40**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	2	8*N	
B Type 65 TTG	12	1	2	4	ASW
B or SSN15 ASW	18	1	2	6*N	ASW Rkt

Oscar Class Submarine (5)

These huge missile submarines were designed to stalk carrier taskforces.

Speed: 6 in. **Armour: 3+** **Traits: Nuclear Silent**
Turning: 3 **Damage: 18/6** **In Service: 1986** **Points: 60**
Target: 6+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A ET80A TTG	6	3	2	8	
B Type 65 TTG	12	1	2	4	ASW
B or SSN15 ASW	18	1	2	6*N	ASW Rkt
C SSN19 Shipwreck	48	4/3+	3	8*N	Fast

Russian Aircraft

Air Flights

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
Mig23 Flogger	AF	20	72	1	+2	0	4	Unguided	1	Gun
Mig27 Flogger D	AS	20	60	1	+1	12/0	4/6	Guided	4	ASM/Bomb
Mig29 Fulcrum	AF	30	72	2	+4	0	4	Unguided	1	Gun
SU24 Fencer	AS	25	72	2	+2	12/0	4/6	Guided	3/4	ASM/Bomb
SU25 Frogfoot	AS	25	60	1	+2	12/0	4	Guided	3/4	ASM/Bomb
SU27 Flanker	AF/AS	30	72	2	+3/+1	0/12	4	Guided	1/4	Gun/ASM
SU33 Flanker	AF	30	72	2	+4	0	4	Unguided	1/4	Gun
Yak38	AF/AS	25	60	1	+2/+1	0	4	Unguided	1/4	Gun/Bomb
TU16 Badger	AS	20	60	1	+0	12	4	Guided	1/4	ASM/GB
TU22 Backfire	AS	30	72	2	+1	24	4	Guided	8	ASM
TU95 Bear	ASW	15	48	2	+0	3	2	Guided	3	SubHunter, ASWTorpedo
Beriev A50	AEW	20	60	2	+0	-	-	None	-	Radar48"
KA29	AEW	15	24	2	+0	-	-	None	-	Radar36"

Ship Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
1 KA25	1963	18	6+	0	+0	3	X	2	ASW
1 KA27	1967	18	6+	1	+0	6	X	2	ASW

X = Number of attacks is equal to the number of helicopters launched.

United States Navy

The United States Navy ended World War Two as the largest and by far most powerful afloat. It had large carriers, modern ships and experienced crews. The quality of carrier pilots in particular was excellent. Although it and waned at times through the cold war, overall it retained its superiority. Britain had better crews, but the US Navy had more and better ships. The core of the force remained in its giant aircraft carriers, each with up to 70 jet aircraft.

Command Rating (Crew Quality): 4

Special Rules:

Top guns – The US Navy has the most experience operating carrier based jet aircraft of any navy in the world. Up to 1/3 of US Aircraft may be Command Rating 5.

Nimitz Class

Nimitz, Eisenhower, Vinson, Stennis, Reagan (Enterprise similar)

Quite simply these are the largest and most powerful warships ever built.

Speed: 7 in. Armour: 3+ Traits: Angled Deck, Catapult, Nuclear Noisy

Turning: 2 Damage: 60/20 In Service: 1975 Points: 400

Target: 4+ EW: 2

Air: 5 F14, 4 FA18, 5 A6E, EA6B, E2C AEW, 3S3 ASW

Weapon	Range	AD	EW	DD	Special
A Sea Sparrow PDM	6	2	2	1	PDM
20mm Phalanx CIWS	1	2	2	-	CIWS
X Sea Sparrow PDM	6	2	2	1	PDM
SH3D	1	2	-	4	ASW

Bunker Hill Class cruiser (22)

These modified Ticonderogas added a VLS capability to their Aegis radar.

Speed: 6 in. Armour: 2+ Traits: Aegis

Turning: 3 Damage: 8/3 In Service: 1992 Points: 70

Target: 5+ EW: 3

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	
B SM2 Standard	24	4	3	4	SAM, SS
C Harpoon SSM	36	2	3	7	SSkim
20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	-	ASW
Y SM2 Standard	24	4	3	4	SAM, SS
X 5" Gun	12	2	Unguided	2	
2 SH60 Lamps	1				Helicopter

Ticonderoga Class cruiser (5)

These were designed for air defence of carrier task forces and first mounted the new Aegis radar.

Speed: 6 in. **Armour: 2+** **Traits: Aegis**
Turning: 3 **Damage: 8/3** **In Service: 1983** **Points: 60**
Target: 5+ **EW: 2**

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	
B SM2 Standard	24	3	3	4	SAM, SS
C Harpoon SSM	36	2	3	7	SSkim
20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	-	ASW
Y SM2 Standard	24	3	3	4	SAM, SS
X 5" Gun	12	2	Unguided	2	
2 SH60 Lamps	1				Helicopter

Arleigh Burke (IIA) Class Destroyers (25)

These lengthened Arleigh Burkes were optimised for greater ASW capability.

Speed: 6 in. **Armour: 2+** **Traits: Aegis, Sub-Hunter**
Turning: 3 **Damage: 8/3** **In Service: 2000** **Points: 70**
Target: 5+ **EW: 4**

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	
B SM2 Standard	24	3	3	4	SAM, SS
B or ESSM PDM	6	4	3	1	PDM, SS
20mm Phalanx CIWS	1	1	3	-	CIWS
Mk 32 TTG	6	2	3	4	ASW
Y SM2 Standard	24	3	3	4	SAM, SS
Y or ESSM PDM	6	4	3	1	PDM, SS
X 5" Gun	12	2	Unguided	2	
2 SH60 Lamps	1				Helicopter

Arleigh Burke Class Destroyers (25)

This is the standard US destroyer with all round capability. Only weakness is lack of a helicopter.

Speed: 6 in. **Armour: 2+** **Traits: Aegis, Sub-Hunter**
Turning: 3 **Damage: 8/3** **In Service: 1991** **Points: 60**
Target: 5+ **EW: 3**

Weapon	Range	AD	EW	DD	Special
A 5" Gun	12	2	Unguided	2	
B SM2 Standard	24	3	3	4	SAM, SS
B or ESSM PDM	6	4	3	1	PDM, SS
20mm Phalanx CIWS	1	1	3	-	CIWS
Mk 32 TTG	6	2	3	4	ASW
Y SM2 Standard	24	3	3	4	SAM, SS
Y or ESSM PDM	6	4	3	1	PDM, SS
X 5" Gun	12	2	Unguided	2	

OH Perry Class Frigate

These simple ASW frigates proved reliable and adaptable. Class of 52.

Speed: 5 in.

Armour: 2+

Traits: Sub-Hunter

Turning: 3

Damage: 4/1

In Service: 1977

Points: 25

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A SM1MR Tartar SAM	24	2	2	1	SAM SS
A or Harpoon SSM	40	1	3	7	SSkim
C 76mm Gun	6	2	Unguided	1	Air capable
D 20mm Phalanx CIWS	1	1	2	-	CIWS
Mk 32 TTG	6	2	2	3	ASW
2 SH60 Lamps	1				Helicopter

Virginia Class Submarine

The latest class of US hunter killer submarine are as capable as Sea Wolves but less costly.

Speed: 6 in.

Armour: 2+

Traits: Nuclear Sub-Hunter Silent

Turning: 3

Damage: 8/3

In Service: 2005

Points: 65

Target: 6+

EW: 3

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	3	8	
B Mk48ADCAP TTG	6	2	3	8	ASW
Or Harpoon SSM	36	2+	3	7	SSkim

Sea Wolf Class Submarine

These are the state of the art of US submarine technology. They even have mine detection ability.

Speed: 7 in.

Armour: 2+

Traits: Nuclear Sub-Hunter Silent Minesweeper

Turning: 3

Damage: 10/3

In Service: 1996

Points: 70

Target: 6+

EW: 4

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	3	8	
B Mk48ADCAP TTG	6	2	3	8	ASW
Or Harpoon SSM	36	2+	3	7	SSkim

Los Angeles Class Submarine

The final class of US Cold war submarine, they were not as quiet as British subs but large and powerful.

Speed: 6 in.

Armour: 2+

Traits: Nuclear Sub-Hunter Silent

Turning: 3

Damage: 7/2

In Service: 1976

Points: 50

Target: 6+

EW: 2

Weapon	Range	AD	EW	DD	Special
A Mk48 Torpedos TTG	12	2	2	8	
A or Mk48ADCAP TTG	6	1	3	8	ASW
Or Harpoon SSM	40	2+	3	7	SSkim

US AirCRAFT

Aircraft	Role	Cost	Speed	EW	Dogfight	Range	AD	Weapon	DD	Note
F35 JSF	AF/AS	35	72	4	+4	0/12	4	Guided	¼	Gun/ASM
F18 Hornet	AF/AS	25	72	3	+3/+1	0	4	Guided	1/4	Bomb
A6 Intruder	AS	25	60	3	+1	12/0	4	Guided	7/4	ASM/Bomb
E6 Prowler	AS	25	60	3	+1	0	4	Guided	1/4	Bomb
E2Hawkeye	AEW	20	48	3	+0	-	-	None	-	Radar 60"
P3 Orion	AP/ASW	20	48	3	+0	12/3	2/4	Guided	7/4	SubHunter, ASM/ASW

Helicopters

Helicopter	Year	Speed	Target	EW	Dogfight	Range	AD	DD	Note
Sea King	1970	24	5+	1	+0	6	2X	2	SubHunter
Sea Sprite	1967	12	6+	1	+0	6	X	2	ASW
SH60LAMPS	1978	18	6+	2	+1	6	X	1/2	ASM/ASW

X = Number of attacks is equal to the number of helicopters launched.