

NAME:	Elmer Montgomery		CLASS:	Knox		TYPE:	FF	
DISPL:	2,600-5,500		EW:	2		SONAR:	1T	
SYSTEM	ARCS	AAIR	ASHP	ASUB	RADAR:	NOTES	DAMAGE	
1. Mk42 127mm/54	1,2,3,6	3 VS	3 Sh			DP		
2. Mk16 ASROC/ 2 x Harpoon	1,2,3,6		8 L	6 VS		Guided Medium, popup		
3. Triple 324mm TT	1,6			6 VS		Guided	LIGHT	
4. Triple 324mm TT	2,3			6 VS		Guided		
5. Chaff Launchers	1-6							LIGHT
6. Phalanx	3,4,5,6	7 VS	1 VS			SG		
7. Flight Deck								HEAVY
8. Flight Deck								
9. (reroll)								CRIPPLE
0. (reroll)								
HELICOPTER								
1. SH-2F								
Notes: Mk16 loadout is either 16 ASROC or 12 ASROC and 4 Harpoons. Can fire either 1 ASROC or 2 Harpoons in any one combat turn. Carries 2 Harpoons as reloads.								

HELICOPTER

Name	Type	Radar	Sonar	EW	Passive	Link	Decoy	Load 1	Load 2
SH-2F	ASW	-2	0	None	Yes	No	Yes	2 x Torp	

Shipwreck Scenario – "Cat and Mouse"

Soviet Forces:

(Option 1)

NAME:	Marshall Ustinov		CLASS:	Slava		TYPE:	CG	
DISPL:	10,000-25,000		EW:	2		SONAR:	1	
SYSTEM	ARCS	AAIR	ASHP	ASUB	NOTES	DAMAGE		
1. 4 x SA-N-6	1-6	7	L	5	M			
2. RBU6000	1,2							
AK-630 30mm	1,2,3,6	5	VS	4	VS	2	VS	Light-1, not VS Unguided SG
3. RBU6000	1,2							LIGHT
130mm/70	1,2,3,6	4	VS	4	Sh	2	VS	Unguided DP
4. SA-N-4	1,5,6							LIGHT
SA-N-4	2,3,4	5	Sh	4	Sh			Light
5. Twin 533mm TT	1,5,6							Light
Twin 533mm TT	2,3,4					6	VS	Guided
6. Chaff Launchers	1-6					6	VS	Guided
7. AK-630 30mm	1,5,6	5	VS	4	VS			HEAVY
AK-630 30mm	2,3,4	5	VS	4	VS			SG
8. 8 x SS-N-12	1,2							SG
9. 8 x SS-N-12	1,2							Heavy, not Sh
0. Flight Deck								Heavy, not Sh
HELICOPTERS								
1. KA-25B								

HELICOPTERS

Name	Type	Radar	Sonar	EW	Passive	Link	Decoy	Load 1	Load 2
KA-25B	Recon	-1	None	None	Yes	Yes	No		

(Option 2)

NAME:	Bezuprechny	CLASS:	Sovremnyy	TYPE:	DDG					
DISPL:	5,500-10,000	EW:	2	RADAR:	0					
SYSTEM	ARCS	AAIR		ASHP		ASUB	NOTES	SONAR:	1	DAMAGE
1. RBU1000	1,2,5,6					2 VS	Unguided			
RBU1000	1,2,3,4					2 VS	Unguided			
2. 130mm/70	1,2,3,6	4	VS	4	Sh		DP			LIGHT
3. 3 x SA-N-7	1,2,3,6	6	Sh	4	Sh		Light			
4. Twin 533mm TT	1,5,6					5 VS	Guided			LIGHT
Twin 533mm TT	2,3,4					5 VS	Guided			
5. Chaff Launchers	1-6									HEAVY
6. AK-630 30mm	1,5,6	5	VS	4	VS		SG			
AK-630 30mm	2,3,4	5	VS	4	VS		SG			CRIPPLE
7. Quad SS-N-22	1,2			8	L		Heavy, SS			
Quad SS-N-22	1,2			8	L		Heavy, SS			
8. 130mm/70	3,4,5,6	4	VS	4	Sh		DP			
9. 3 x SA-N-7	3,4,5,6	6	Sh	4	Sh		Light			
0. Flight Deck										
HELICOPTERS										
1. KA-27										

NAME:	Otchyanny	CLASS:	Sovremnyy	TYPE:	DDG					
DISPL:	5,500-10,000	EW:	2	RADAR:	0					
SYSTEM	ARCS	AAIR		ASHP		ASUB	NOTES	SONAR:	1	DAMAGE
1. RBU1000	1,2,5,6					2 VS	Unguided			
RBU1000	1,2,3,4					2 VS	Unguided			
2. 130mm/70	1,2,3,6	4	VS	4	Sh		DP			LIGHT
3. 3 x SA-N-7	1,2,3,6	6	Sh	4	Sh		Light			
4. Twin 533mm TT	1,5,6					5 VS	Guided			LIGHT
Twin 533mm TT	2,3,4					5 VS	Guided			
5. Chaff Launchers	1-6									HEAVY
6. AK-630 30mm	1,5,6	5	VS	4	VS		SG			
AK-630 30mm	2,3,4	5	VS	4	VS		SG			CRIPPLE
7. Quad SS-N-22	1,2			8	L		Heavy, SS			
Quad SS-N-22	1,2			8	L		Heavy, SS			
8. 130mm/70	3,4,5,6	4	VS	4	Sh		DP			
9. 3 x SA-N-7	3,4,5,6	6	Sh	4	Sh		Light			
0. Flight Deck										
HELICOPTERS										
1. KA-27										

HELICOPTERS

Name	Type	Radar	Sonar	EW	Passive	Link	Decoy	Load 1	Load 2
KA-27	ASW	-1	0	None	No	No	No	2 x Torp	2 x DC

(Option 3)

NAME:	Bezuprechny	CLASS:	Sovremnyy	TYPE:	DDG			
DISPL:	5,500-10,000	EW:	2	SONAR:	1			
RADAR:	0							
SYSTEM	ARCS	AAIR		ASHP		ASUB	NOTES	DAMAGE
1. RBU1000	1,2,5,6					2 VS	Unguided	
RBU1000	1,2,3,4					2 VS	Unguided	
2. 130mm/70	1,2,3,6	4	VS	4	Sh		DP	LIGHT
3. 3 x SA-N-7	1,2,3,6	6	Sh	4	Sh		Light	
4. Twin 533mm TT	1,5,6					5 VS	Guided	LIGHT
Twin 533mm TT	2,3,4					5 VS	Guided	
5. Chaff Launchers	1-6							HEAVY
6. AK-630 30mm	1,5,6	5	VS	4	VS		SG	
AK-630 30mm	2,3,4	5	VS	4	VS		SG	CRIPPLE
7. Quad SS-N-22	1,2			8	L		Heavy, SS	
Quad SS-N-22	1,2			8	L		Heavy, SS	
8. 130mm/70	3,4,5,6	4	VS	4	Sh		DP	
9. 3 x SA-N-7	3,4,5,6	6	Sh	4	Sh		Light	
0. Flight Deck								
HELICOPTERS								
1. KA-27								

K.458 – Charlie II class submarine

HELICOPTERS

Name	Type	Radar	Sonar	EW	Passive	Link	Decoy	Load 1	Load 2
KA-27	ASW	-1	0	None	No	No	No	2 x Torp	2 x DC

(Option 4)

K.458 – Charlie II class submarine

k.479 – Charlie II class submarine

Shipwreck Scenario – "Cat and Mouse"

Background:

A US carrier group whistles up some replenishment support in the form of the Sacramento. But unbeknownst to the supply ship and her escorts, powerful Soviet naval forces lie between them and their planned rendezvous. The Soviets are tipped off to the convoy by satellite intelligence, but the Americans are unaware of their danger.

Setup:

US: All US ships set up within 10 miles of each other. They enter the playing surface along its west edge, at a point recorded by the US player. They must move due east until either they are attacked or they spot an enemy unit.

Soviet: The Soviet player selects his forces by secretly picking any one of the 4 options provided. All Soviet surface units begin on the east edge, at a point or points recorded in advance by the Soviet player. They must move due west until either they are attacked or they spot an enemy unit.

Special Rules:

1. The playing surface is a rectangle measuring 72 nautical miles from east to west and 48 nautical miles from north to south.
2. Until they are detected, surface forces are represented by force markers. A force marker represents all the ships in a single formation. If the Soviet player elects to have no surface forces, he may deploy one surface force marker as a dummy.
3. The US forces may not launch a helicopter until they detect an enemy unit or are attacked.
4. The Soviet forces may launch a helicopter at any time.
5. Both forces must declare at the start of the game which units have their radars switched on.
6. Radars may only be switched on or off in response to an attack or detection of an enemy unit.
7. If contact is made and lost, each side immediately plots a new straight-line course to follow until contact is regained or the American force leaves the playing surface.

Victory Conditions:

American: either cripple or sink the Soviet units or exit the Sacramento from the east edge.

Soviet: cripple or sink the Sacramento without having any Soviet unit crippled or sunk.