MODERN NAVAL CONFLICTS: 1970s

Play-through Introductory Scenario #2

SCENARIO DESCRIPTION: This is a very simple introductory scenario involving limited submarine forces. It is intended to detail the turn sequence and basic combat system of the game in some detail.

MAP USED: "MNC-Test Panel" **LOCATION**: N of upper UK **START TIME**: 04:00 local time
ENVIRONMENT: Fair weather; Night **FORCES**: USSR: 1 x Victor II SSN (K-371) / USA: 1 x Sturgeon LH SSN (USS Batfish)
NUCLEAR RELEASE: No **FORECAST**: *Night* turns 1- 6, then *Day*. *Fair* weather turns 1-14, *Good* weather turns 15-24, Fair weather rest of scenario.

TIME LIMIT: Turn 38

CREW QUALITY: Batfish = Crack, K-371 = Average

SITUATION: The US/NATO SOSUS line has detected a Soviet Victor-class SSN transiting the GIUK gap 200nm north of the UK; the SSN is a threat to a NATO amphibious group (on its way to make a landing in upper Norway) that is scheduled to transit the area within 24 hours and thus must be hunted down and destroyed quickly. The USN *Batfish* (a Sturgeon-LH class SSN) is in the immediate area and has been ordered to destroy the Soviet submarine.

GOALS: USSR: Penetrate the SOSUS line and enter any of the following 'exit' hexes: 00-13, 00-14, 00-15, 00-16, or 00-17
US/NATO: Intercept and sink the Victor before it leaves the SOSUS tracking area.

VICTORY CONDITIONS: K-371 enters exit hex with no damage and sinks Batfish: USSR Decisive victory
K-371 enters exit hex with V Light/Light damage and sinks Batfish: USSR Substantial Victory
K-371 enters exit hex with Moderate damage: USSR Slight Victory
K-371 fails to enter exit hex by end of Turn 38: USA Slight Victory
K-371 enters exit hex with Heavy damage: USA Moderate Victory
K-371 Severe damage/is sunk and Batfish has Moderate or less damage: USA Substantial Victory
K-371 Severe damage/is sunk and Batfish is undamaged: USA Decisive Victory

STARTING LOCATIONS: USSR: K-371 SSN hex 05-11 facing 5, speed 'Average', depth 'Deep'.
USA: Batfish SSN hex 03-13 facing 2, speed 'Average', depth 'Deep'.
Both subs are in "Main" position on their respective Formation Diagrams.

SCENARIO RESTRICTIONS: The K-371 must travel direction 5 (*and maintain its current speed and depth*) until it reaches Hex 04-12 or detects any other unit, at which point it may move as the owning player wishes. The US/NATO player knows the starting location of the K-371 and its present course. The Batfish may maneuver as the owning player wishes.

NOTES: The US/NATO side has a distinct advantage in this scenario of knowing the K-371's position and course; the K-371 is thus in a position where it must detect the Batfish early in order to not be attacked by surprise. For solitaire play the player should take the US/NATO side since the Soviet sub must follow a preset course until detection. For solitaire play purposes, once K-371 reaches hex 04-12 roll 1d10: a 1-3 roll means it will head for hex 00-13, a 4-6= hex 00-14, a 7-8= hex 00-15, a 9= hex 00-16, and a 10= hex 00-17. You should then move the K-371 to arrive at the designated exit hex as quickly as possible.

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Play-through of Introductory Scenario #2

SETUP: The US/NATO player (Player 1) places the Batfish in the "Main" holding box of Formation Diagram #1 and the marker for Task Force #1 (TF#1) on the main map in hex 03-13 facing direction 2. The USSR player (Player 2) places the K-371 in the "Main" holding box of Formation Diagram #2 and the marker for Task Force #2 (TF#2) on the main map in hex 05-11 facing direction 5. The players decide that Player 1 will be the First Side while Player 2 will be the Second Side. The players decide to use all rules, including Rule 5.0.3 Variable Detection, for this scenario. Nuclear release has not been authorized so neither player may launch any weapon with a nuclear warhead. The players also decide that they will use the "Standard" Initiative Rules (Section 8.2.1) for the game.

Movement Notes: The first units that move are always ships and/or Task Forces; since each side only has a single submarine Task Force the First Side (Player 1) will always move his TF1 and then the Second Side (Player 2) will move his TF2 on the operational map. After all operational movement is completed each side can then move their submarine within the Formation Diagram (this is performed in order of lowest speed to highest speed). See Section 4.1.1 for details.

TURN1:

MOVEMENT PHASE: Checking Table 6.0 we see that on Turn 1 only formations moving at "SFast" speed are allowed to move a hex on the operational map. Since both formations are moving at "Avg" speed neither task force is allowed to move this turn. The US player elects to not move his sub within the Formation Diagram this turn and to maintain his "Avg" speed and his current depth of "Deep", so movement is over (remember the USSR player cannot change his movement until he detects another unit or reaches hex 04-12).

DETECTION PHASE: The two task forces are 3 hexes (75nm) apart; since neither side wishes to use active sonar we look at each side's passive sonar (Rules Section 5.5.2 covers this). The Batfish has the best passive sonar rating at "T1.5 +3". Looking at Table 5.2.2.1 we index the K-371 noise rating of a "2" with the Batfish's "1.5" sonar rating and obtain a BDR of "T2". The best roll we could obtain on Table 5.5 is a "10" which would give us a "T3" BDR. Consulting Table 5.5.2.2 for modifiers we have the following modifiers: target speed/depth= +4, own speed= -4, a net modifier of +4 – 4=0. On Table 5.10 Net Detection Range we index the T3 BDR with the 0 modifier for a maximum possible net detection range of T3 (or 15nm). Both subs are thus obviously well out of normal passive sonar range. We can, however, check for Convergence Zone (CZ) detection since the Batfish sonar is rated as "+3" CZ capability. Rule 5.5.6.1 allows a CZ detection attempt only if both units are in Deep water hexes and the target's speed is >= the searchers speed…since these conditions are met the Batfish can attempt CZ detection. Looking at Table 5.5.6.1 we see that the Batfish sonar can attempt a detection of a target at a base range of 3 hexes; looking at the noise/speed modifier we index the K-371 noise rating of a 2 with its speed of "Avg" and obtain a 0 modifier to the base detection range of 3. The base odds for a +3 rated passive CZ detection is "4", but Batfish has a 'Crack' crew which adds +2 to the base detection chance for a net detection chance of 6. Player 1 rolls 1d10 and obtains a "4". Since this is <= to the net 6-or-less detection odds the Batfish has detected the K-371.

COMBAT: No combat takes place this turn.

UPDATE PHASE: Since both submarines are nuclear powered there are no endurance values to update.

TURN2:

MOVEMENT PHASE: Checking Table 6.0 we see that on Turn 2 only VFast and SFast units move this turn, so neither side will move. The US player decides to reduce his speed to "Slow" in order to reduce his noise but maintains his "Deep" depth…he intends to let the noisier K-371 come to him. Again the K-371 must maintain its current course/depth/speed.

DETECTION PHASE: The Batfish still meets the requirements to attempt CZ detection; Player 1 rolls its CZ detection via passive Sonar and rolls a "5", meaning it still has CZ detection on the target since the odds are 6-or-less.

COMBAT: No combat takes place this turn.

UPDATE PHASE: Nothing to update.

TURN3:

MOVEMENT: Again this turn neither side moves, US Player maintains current speed/depth/course.

DETECTION PHASE: The Batfish rolls for CZ detection again and rolls a 7, meaning he has lost CZ contact with the K-371 this turn.

COMBAT: No combat takes place this turn.

UPDATE PHASE: Nothing to update.

TURN4:

MOVEMENT PHASE: The K-371 moves 1 hex this turn into hex 04-12, the Batfish (now at "Slow" speed) does not move and elects to maintain its speed/course/depth. The two submarines are now 2 hexes (50nm) apart.

DETECTION PHASE: The Batfish rolls for CZ detection again and rolls a 3, meaning he has regained CZ contact with the K-371 this turn.

COMBAT: No combat takes place this turn.
UPDATE PHASE: Nothing to update.

TURN5:
MOVEMENT PHASE: The Batfish moves 1 hex this turn into hex 03-12 and maintains 'Deep' depth and 'Slow' speed; the K-371 cannot move this turn. The two submarines are now 1 hex (25nm) apart.
DETECTION PHASE: The Batfish rolls for CZ detection again and rolls a 6, meaning he has maintained CZ contact with the K-371 this turn.
COMBAT: No combat takes place this turn.
UPDATE PHASE: Nothing to update.

TURN6:
MOVEMENT PHASE: Neither side can move this turn; the US Player maintains current speed/depth/course.
DETECTION PHASE: The Batfish rolls for CZ detection again and rolls a 4, meaning he has maintained CZ contact with the K-371 this turn.
COMBAT: No combat takes place this turn.
UPDATE PHASE: The scenario now changes to "Day" condition as per the scenario Forecast.

TURN7:
MOVEMENT PHASE: Neither side can move this turn; the US Player maintains current speed/depth/course.
DETECTION PHASE: The Batfish rolls for CZ detection again and rolls a 6, meaning he has maintained CZ contact with the K-371 this turn.
COMBAT: No combat takes place this turn.
UPDATE PHASE: Nothing to update.

TURN8:
MOVEMENT PHASE: The K-371 (TF#2) moves this turn, into hex 03-12; since this means both Task Forces will enter the same operational hex Section 6.2.2.3 must be utilized. A Shared Formation Display (SFD) is placed on the playing surface and a counter for the SFD is placed in hex 03-12 (this counter replaces the two Task Force counters on the map). As per 6.2.2.3 each player may now place their submarine counter in certain "A" holding boxes in the SFD: Since the Batfish entered the hex from direction 5 Player 1 may place the Batfish in either 4A, 5A, or 6A; however Player 2 can only place the K-371 counter into holding box 2A as it still has restricted movement and the K-371 entered the hex from direction 2 (*if it did not have restricted movement Player 2 could choose to place the K-371 in either 1A, 2A, or 3A*). Player 1 elects to place the Batfish in holding box 4A, and goes to 'VSlow' speed but maintains 'Deep' depth. The K-371 moves to box 2B (it still must move straight ahead until it detects an enemy) while Player 1 elects to not move the Batfish. The subs are now T3 (15nm) apart.
DETECTION PHASE: Since CZ detection cannot be made at < 1 operational hex range the Batfish must attempt a passive detection attempt (it does not want to go active). The Batfish has passive sonar rating of "T1.5". Looking at Table 5.2.2.1 we index the K-371 noise rating of a "2" with the Batfish's "1.5" sonar rating and obtain a BDR of "T2". We roll 1d10 on Table 5.5 and roll a 5; with a +2 for a Crack crew this is a net roll of 7, which gives us a "T2" BDR. Consulting Table 5.5.2.2 for modifiers we have the following modifiers: target speed/depth= +4, own speed= -2, a net modifier of +4 – 2=+2. On Table 5.10 Net Detection Range we index the T2 BDR with the +2 modifier for a maximum possible net detection range of T4 (or 20nm) against K-371. The Batfish has detected the K-371 on passive sonar! The K-371 now attempts detection of the Batfish: its passive sonar rating is T0. Indexing the T0 rating with the Batfish noise rating of 3 on Table 5.2.2.1 gives a BDR of [3/-]. This means we have 3-or-less odds (on a 1d10 roll) of detecting the Batfish at T0 range; we do **not** roll on Table 5.5 since the value is not a range value, so the net BDR is [3]. For modifiers we have the following: target speed/depth= +2, own speed= -4, for a net modifier of -2. Looking at Table 5.10 with the [3] base odds and the -2 modifier we obtain a net detection odds of [1], which is a roll of a 1 on 1d10 at T0 range. Since the range is T3 obviously the K-371 cannot detect the Batfish.
COMBAT: Player 1 decides to fire three Mk-48 torpedoes (*the Mk48m3 system has an AN value of 6 so it could fire up to 6 torpedoes*) at the K-371 from the Batfish since the Mk48s are within range and seeker parameters (and the Batfish has detected the K-371).

Under *Rule 9.2.3.2 Torpedo Reaction Fire* the K-371 can attempt a counterattack against the Batfish even though it had not detected the enemy submarine. The K-371 uses its active sonar (Rating T1) for the attempt; rolling a 7 on Table 5.5 we obtain an adjusted BDR of T1. Applicable modifiers from Table 5.5.1.1 are: Own Speed= -4 (*the K-371 went to 'Fast' to avoid the enemy Mk48s*), Weather Fair= 0, and +3 for a non-swim-out torpedo launch (from Rule 9.2.3.2) gives a total of -4+0+3=-1 net modifier. Indexing the BDR of T1 with a -1 modifier on Table 5.10 gives a net detection range of T1, so the Batfish was not detected. The K-371 fires a single SET-65m1 torpedo at the Batfish anyway since it is within range; as per Rule 9.3.2 Player 1 elects to have the Batfish evade the counterattack, which reduces the Batfishes own torpedo attack by an additional -2 but the K-371 torpedo attack suffers a -6 modifier in addition to

all normal modifiers that apply since the Batfish was still not detected (*the SET-65 torpedo is fired along the Mk48 torpedo attack bearing but is very unlikely to hit*).

Resolving the Batfish Mk48m3 torpedo attack: Consulting Master Attack Table 1 we index the 3 AN with the Mk48 AI value of 16 and obtain an Attack Factor (AF) value of 5. Now we determine modifiers for the attack (these will be applied to Master Attack Table 2); As per 9.2.3 a target may increase its speed by 1 level (up to its max) if it is attacked by torpedoes or an ASW attack, so the K-371 speed is treated as "Fast" instead of "Average" speed for this attack. Table 9.2.3 lists all torpedo attack modifiers, the relevant ones we find are: Target Range/Speed modifier: index the target range of T3 with the K-371 speed of 'Fast' and get a "RS" value of 7, indexing the 7 RS value with the torpedoes Speed Rating (SR) of 6 we have a -2 modifier. For Target TCM modifier we use the Mk48 decoy value of 4 with the K-371 TCM rating of 3 to obtain a modifier of -1. For Target Size modifier the K-371 is "Med" so the modifier is 0. For Target Noise Modifier the K-371 Noise Rating is 2 so the modifier is 0. Crack Crew rating gives a +1 modifier. Adding the modifiers we get -2-2+0+0+1plus -2 for evading the K-371 counter-fire = -5 net modifier. Indexing the -5 modifier with the AF of "5" on Master Attack Table 2 we obtain a Hit Table number of 3. Rolling 2D10 on Master Attack Table 3 we roll a 13, indexing the 13 roll with the "3"column means we obtained 2 hits with the Mk48 torpedoes. Since each Mk48 does 9 damage the total DR done is 9x2= 18.

Resolving the K-371 counterattack by SET-65m1 torpedo: Consulting Master Attack Table 1 we index the 1 AN with the SET-65m1 AI value of 12and obtain an AF value of 1. Now we determine modifiers for the attack (these will be applied to Master Attack Table 2); As per 9.2.3 a target may increase its speed by 1 level (up to its max) if it is attacked by torpedoes or an ASW attack, but the Batfish elects to go to 'Slow' speed. Table 9.2.3 lists all torpedo attack modifiers, the relevant ones we find are: Target Range/Speed modifier: index the target range of T3 with the Batfish speed of 'Slow' and get a "RS" value of 5, indexing the 5 RS value with the torpedoes Speed Rating (SR) of 4 we have a -2 modifier. For Target TCM modifier we use the Set65m1 decoy value of 3 with the Batfish TCM rating of 3 to obtain a modifier of -2. For Target Size modifier the Batfish is "Med" so the modifier is 0. For Target Noise Modifier the Batfish Noise Rating is 3 so the modifier is -1. On top of all these we have the -6 modifier for the counterattack fire. Average Crew rating gives no modifier. Adding the modifiers we get -2-2+0-1-6= -11 net modifier (this is capped at -9 by Rule 9.1.2). Indexing the -9 modifier with the AF of "1" on Master Attack Table 2 we obtain a Hit Table number of 0.1. Rolling 2D10 on Master Attack Table 3 we roll a 14, indexing the 14 roll with the "0.1"column means we obtained no hit with the SET-65m1 torpedo.

Now we resolve damage to the K-371: Consulting Table 9.9.0 Damage Number (DN) Result, Player 2 rolls 1D10 and indexes the result on the 18 DR row. Player 2 rolls a 5, and thus the result from row 18 is a "16" DN. For Table 9.9.1 we subtract the K-371 Defense Value (DV) of 4 from the 16 DN, for a Damage Total (DT) of "12". On Table 9.9.1 a "12" result is "Sinking", so the K-371 is sunk!

UPDATE PHASE: The K-317 is marked as sunk.

THE GAME ENDS AT THIS POINT SINCE ALL UNITS OF ONE SIDE HAVE BEEN DESTROYED.

ENDING CONDITIONS: K-371 was sunk and did not reach any exit hex; Batfish was undamaged, so the US side wins a Decisive Victory according to the scenario victory conditions.