PC

AMIGA

ST

STRIKE FLEET

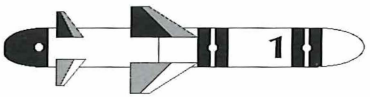
Contents

1. GETTING STARTED 6
   1.1 Loading Strike Fleet 6
      1.1.1 Amiga Users 6
      1.1.2 Atari ST Users 8
   1.2 Combat Readiness Evaluation 8
   1.3 Selecting Options 9
      1.3.1 Using the Mouse 9
      1.3.2 Keyboard Commands 9
   1.4 Object of the Game 10

2. QUICKSTART TO STRIKE FLEET 12
   2.1 Select Scenario 12
   2.2 Configure Task Force and Launch Ship 13
   2.3 Set Destination 14
   2.4 Set Speed, Alert and Radar 15
   2.5 Go to the Bridge 16
   2.6 Set Radar Range 17
   2.7 Compress Time 17
   2.8 Target Radar Contacts 18
   2.9 Fire Upon and Kill Incoming Threats 19
      Ranges for OHP Class Weapons 19
   2.10 Watch for Enemy Patrols 19
   2.11 Completion of Mission 20

3. STRIKE FLEET COMMAND 21
   3.1 Reading Mission Briefings 21
   3.2 Playing a Scenario 21
      3.2.1 Ending a Scenario 22
   3.3 Playing a Campaign 22
      3.3.1 Beginning a New Campaign 22
      3.3.2 Ranking 22
      3.3.3 Access Codes 23
      3.3.4 Resuming the Campaign 23
      3.3.5 Point Bonus 24
      3.3.6 Ending the Campaign 24
   3.4 Evaluations 24

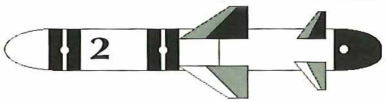
4. SHIPYARD 25
   4.1 Class Indicators 25
   4.2 Task Force WindoW 25



4.3 Class Points Indicator 26
4.4 Available Points Indicator 26
4.5 Selected Ship Window 26
4.6 Activation Buttons 27
4.6.1 Selecting a Ship with a Different Name 28
4.7 Leaving the Shipyard 28

5. COMMAND INFORMATION CENTRE 29
5.1 Task Forces and Flagships 29
5.2 Changing Map Views 29
5.3 Map Options 30
5.4 ORDERS Options 31
5.4.1 SELECT SHIP Option 31
5.4.2 Change System and Change Setting Options 32
5.4.3 Flag Option 33
5.4.4 Join Option 34
5.4.5 Split Option 34
5.5 Setting Destinations 35
5.6 Scenario Time and Time Compression 35
5.7 Leaving the Command Information Centre 36

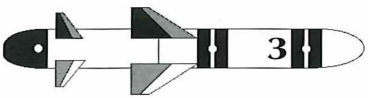
6. STRIKE FLEET FORCES 37
6.1 Using the Controls 38
6.1.1 Going from Bridge to Bridge 38
6.1.2 Going to the Command Information Centre 39
6.1.3 Engine Control 40
6.1.4 Navigation Controls 40
6.1.5 Surveillance Systems 41
6.1.6 Targeting 43
6.1.7 Helicopters 44
6.1.8 Ordnance Board 46
6.1.9 Warning Lights 46
6.2 Surface Force 47
6.2.1 Arleigh Burke Class (US) 48
6.2.2 Belknap (Type 26) Class (US) 48
6.2.3 Broadsword (Type 22) Class (British) 49
6.2.4 Kidd Class (US) 50
6.2.5 Oliver Hazard Perry Class (US) 50
6.2.6 Pegasus Class Hydrofoil (US) 51
6.2.7 Sheffield Class 1 (British) 52
6.2.8 Spruance Class (US) 52
6.2.9 Ticonderoga Class (US) 53
6.2.10 Charles F. Adams Class (US) 54



6.3 Air Force 54
6.3.1 LAMPS I Helicopter, Kaman Seasprite 55
6.3.2 Westland Lynx Helicopter 55

7. STRIKE FLEET WEAPONS 56
7.1 Cannons 56
7.1.1. Aiming 57
7.2 Missiles 57
7.2.1 ASROC Anti-Submarine Weapon 57
7.2.2 Exocet Anti-Ship Missile 58
7.2.3 Harpoon Short Range Anti-Ship Missile 58
7.2.4 Sea Dart Anti-Ship Missile 58
7.2.5 Sea Sparrow Surface-to-Air Missile 59
7.2.6 Sea Wolf Surface-to-Air Missile 59
7.2.7 SM-1 (MR) Medium Range Surface-to-Air Missile 59
7.2.8 SM-2 (ER) Extended Range Surface-to-Air Missile 60
7.2.9 SM-2 (MR) Medium Range Surface-to-Air Missile 60
7.2.10 Tomahawk Long Range Cruise Missile 60
7.3 Torpedoes 61
7.3.1 MK 46 Torpedo 61
7.4 Defensive Weapons 61
7.4.1 Chaff 61
7.4.2 Phalanx Systems 62

8. ENEMY FORCES 63
8.1 Enemy Naval Force 63
8.1.1 Alfa Class 63
8.1.2 Guppy II 64
8.1.3 Kashin (Modified) Class 64
8.1.4 Kirov Class 65
8.1.5 Krivak I Class 65
8.1.6 Kynda Class 66
8.1.7 Light Patrol Craft 66
8.1.8 November Class 67
8.1.9 Polnochny Class 67
8.1.10 Ropucha Class 68
8.1.11 Saam Class 68
8.1.12 Salta Class 69
8.1.13 Slava Class 69
8.1.14 Type A69 Class 70
8.1.15 Victor III Class 70
8.2 Enemy Air Force 71



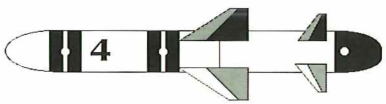
8.2.1 Tu 22-M "Backfire" Bomber (USSR) 71
8.2.2 Mirage F1C (French-Iraqi) 71
8.2.3 Super Entendard (French) 72
8.3 Enemy Weapon Specs 72
8.3.1 Cannons 72
8.3.2 Missiles 73
8.3.2.1 Exocet Anti-Ship Missile 73
8.3.2.2 "Kingfish" Anti-Ship Missile 73
8.3.2.3 SA-N-3 "Goblet" Surface-to-Air Missile 73
8.3.2.4 SA-N-4 "Gecko" Surface-to-Air Missile 74
8.3.2.5 SA-N-5 "Grail" Surface-to-Air Missile 74
8.3.2.6 SA-N-6 "Grumble" Surface-to-Air Missile 74
8.3.2.7 SeaCat Anti-Air Missile 74
8.3.2.8 Sea Killer Anti-Ship Missile 75
8.3.2.9 Silkworm Anti-Ship Missile 75
8.3.2.10 SS-N-2A "Styx" Anti-Ship Missile 75
8.3.2.11 SS-N-2C Anti-Ship Missile 76
8.3.2.12 SS-N-12 "Sandbox" Anti-Ship Missile 76
8.3.2.13 SS-N-19 Anti-Ship Missile 76
8.3.3 Torpedoes 76
8.3.3.1 Type 53 (533mm) Torpedo 77
8.3.3.2 MK 46 Torpedo 77

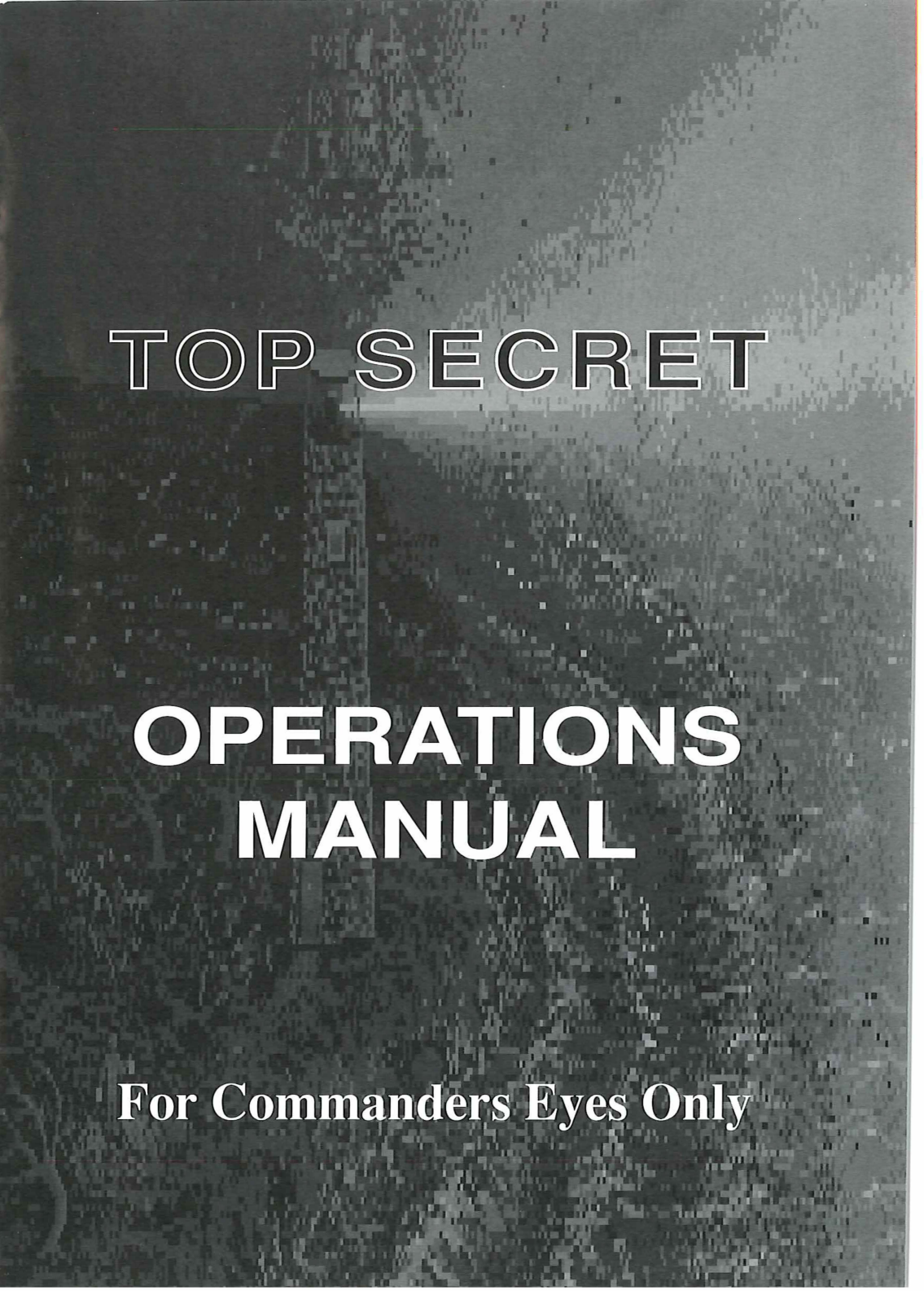
9. SCENARIO OVERVIEWS 78
9.1 Stark Realities 78
9.2 The Enemy Below 79
9.3 The Road to Kuwait 79
9.4 Falklands Defense 80
9.5 Dire Straits 80
9.6 Atlantic Cork 81
9.7 Surprise Invasion 81
9.8 Escape to New York 82
9.9 Wolfpack 1990 82
9.10 Mopping Up 82
9.11 Bunker Hill Blues 82
9.12 One for the Gipper 83
9.13 'E' is for Embargo 83
9.14 Liberation Launch 83

10. STRIKE FLEET DESIGNERS' NOTES 84

ABOUT LUCASFILM GAMES™ 88

CUSTOMER SERVICE 88




TOP SECRET
OPERATIONS MANUAL
For Commanders Eyes Only

1. GETTING STARTED

Welcome to ***Strike Fleet***, Commander! This manual will help you become fully operational as a new commander on active duty. Keep in mind that it is a classified document intended for your eyes only. Keep it secure at all times and prevent its duplication at all costs. Regard it as your friend, your angel of mercy, your guiding light. As a commander fresh out of the academy, you'll need a friend...

1.1 LOADING STRIKE FLEET

1.1.1 Amiga Users

Users With Only 512K RAM: Before running the game, disconnect any memory hungry devices such as second floppy drives or hard disks.

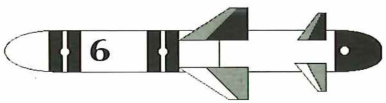
Users With Workbench 2.0: If your system is running with Workbench 2.0, you must have at least one megabyte of memory.

Floppy Users

Before you begin play, MAKE A COPY OF YOUR ORIGINAL DISK. You'll need one blank, initialized floppy disk.

To make a copy of your Strike Fleet disk:

1. Turn on your computer. (Amiga 1000 owners, insert Kickstart 1.2 or greater.)
2. Insert Workbench into DF0:.
3. If you have a single drive system, remove Workbench and insert your original Strike Fleet disk. If you have two drives, simply insert the original Strike Fleet disk into the other drive.
4. Place the mouse pointer on Strike Fleet disk icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to Duplicate and release.
6. Follow the onscreen instructions. After copying, you should rename the disk STRIKEFLEET using the Rename option.



To play Strike Fleet:

1. If your computer is on, turn it off.
2. Insert your copy of Strike Fleet into drive DF0:.
3. Turn on your computer. The game loads automatically. When the Title screen appears, click a mouse button to continue.

HARD DISK USERS

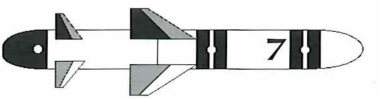
Use the Install program included on your original Strike Fleet disk to install the game on your hard disk. The Install program creates a directory named STRIKEFLEET at the root of the partition of your choice and copies all of the game files into it.

To install Strike Fleet on your hard disk:

1. Boot your Amiga as you normally would.
2. Insert your original Strike Fleet disk into any floppy drive.
3. Double-click on the Strike Fleet disk icon. The disk window opens.
4. Double-click on the HD Install icon.
5. Follow the onscreen instructions. When the install program finishes installing the game on your hard drive, remove your original Strike Fleet disk from the floppy drive and put it away for safekeeping.

To play Strike Fleet:

1. Boot your computer as you normally would.
2. Double-click on the disk partition in which you installed the game. The partition window opens.
3. Double-click on the STRIKEFLEET drawer to open it.
4. Double-click on the STRIKEFLEET ship icon. The game loads automatically. When the Title screen appears, click a mouse button to continue.



1.1.2 Atari ST Users

You need an Atari ST with at least 512K of memory.

To load Strike Fleet:

1. Remove any disks from your floppy drive(s).
2. If your Atari ST is on, turn it off.
3. Insert the Strike Fleet disk into drive A:.
4. Turn on your Atari ST. The game loads automatically.
5. When the Title screen appears, press a mouse button to go to the Combat Readiness Evaluation.

1.2 COMBAT READINESS EVALUATION

Before you begin the game, you must pass a Combat Readiness Evaluation.

You are asked to enter a specific piece of data for a given vessel. You'll find the information in Sections 6, 7 and 8 of this manual. Turn to the relevant section and find the vessel called for on the screen. Look under the ship's specifications and find the requested information.

Click the numbers on the keypad to enter the information. If you accidentally enter a wrong digit, click << to delete. When you've entered the correct specification, click ↵. You have three chances to answer correctly.

1.3 SELECTING OPTIONS

With the exception of a few important keyboard commands, ***Strike Fleet*** is played entirely using the mouse.

1.3.1 Using the Mouse

You play the game by selecting options and setting controls on the screen. Each option or control has a limited area or *hotspot* that activates it.

To select an option or change a setting, move the mouse to point the hand cursor at a hotspot and click a mouse button.

Usually you can click either mouse button, but occasionally the right mouse button will have one function and the left another. Any exceptions are noted in the following sections.

1.3.2 Keyboard Commands

Use the keyboard to pause the game, change sound effects, and quit missions.

P Pauses the game.

S Scrolls through ***Strike Fleet***'s three sound effects modes. The three modes are:

All Sounds — You hear all sound effects (guns, helicopters, explosions, etc.) as well as the ship's engines.

Sound Effects Only — You hear all sound effects, but the engines are silent.

No Sounds — Sound effects and engines are silent.

Q Quit your mission and return to Strike Fleet Command screen. Once the Mission Briefing screen appears, you can:

- **Quit the game entirely.** Simply turn off your computer.
- Begin a new mission.

Warning! Quitting in the middle of a mission is considered an act of desertion and will result in a court martial!

1.4 OBJECT OF THE GAME

Your goal in ***Strike Fleet*** is to successfully execute missions and earn promotions. Your performance in any mission is rated on:

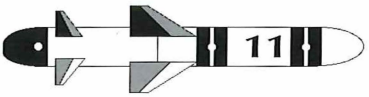
- The number and type of enemies you destroy.
- The personnel and equipment you lose.
- Accomplishing — or failing — your mission objectives.

The above criteria apply to campaigns as well as individual scenarios. Campaign scenarios are evaluated using more stringent standards, but the payoff is better — the maximum rank you can obtain in campaign scenarios is higher.

There are 12 ranks you can achieve:

Court Martial	You failed miserably. Did you fire on friendly forces?
Deck Mopper	Your performance was so good you've been put in charge of your own mop.
Ensign	The deck moppers need someone to babysit them... congratulations, you're it.
Lieutenant JG	You're a competent sailor. With a lot of hard work, you may someday command a ship.
Lieutenant	You show promise. Keep on your toes and you'll continue through the ranks.

Lieutenant Commander	You're a valuable asset to the fleet. You'll go far someday.
Commander	The captain's right-hand man.
Captain	The most important man in the fleet. Excel as a Captain and your career is assured.
Commodore	The sage old tactician to whom the captains look for advice and the admirals look for support.
Rear Admiral	You've just about made it to the top of the chain of command. Be careful — it's a long fall from here.
Vice Admiral	The admiral's right-hand man.
Admiral	The rank to which every officer aspires. The decisions you make could decide the fate of the fleet.
Fleet Admiral	The *big league*. The entire western alliance lays in your hands.



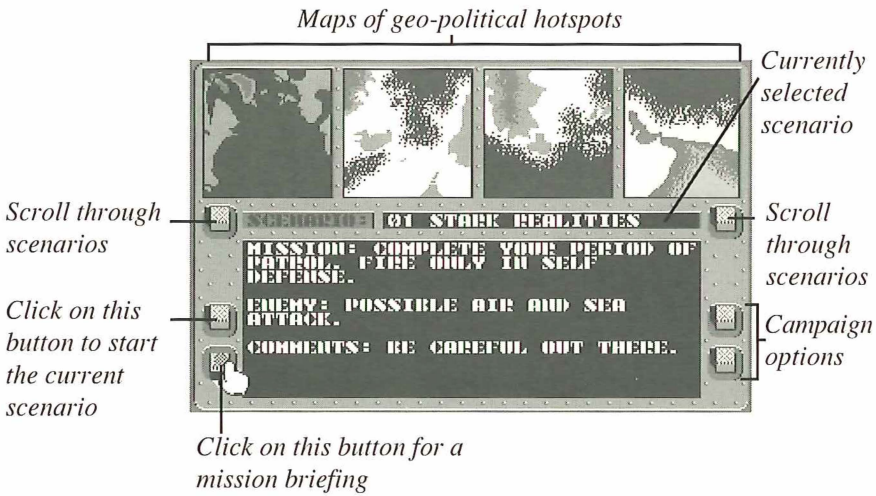
2. QUICKSTART TO STRIKE FLEET

You've loaded the game and passed the Combat Readiness Evaluation — now you're ready to embark on your first mission! This quickstart is a step-by-step guide to Scenario 1, *Stark Realities.* It'll teach you important game commands and strategies. If you follow the instructions closely — and play it smart out there — the quickstart may help you win your first promotion.

As you go through the quickstart, you'll want to pause the game occasionally so you can read what to do next. Use the pause key (P) liberally!

2.1 SELECT SCENARIO

After you pass the Combat Readiness Evaluation, you go to Strike Fleet Command. This is where you select scenarios, receive briefings, and undertake campaigns.



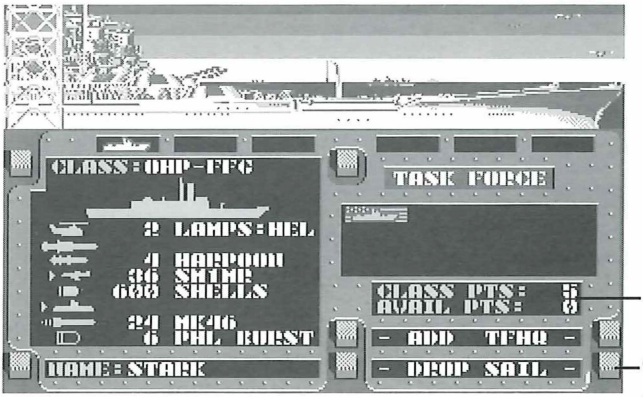
Scenario 1, *Stark Realities,* is currently selected. Click on the **BRIEFING** button to receive your objectives for *Stark Realities.* When you've read them, click the same button to return to mission options. Now click on the **START** button under Scenario.

For details on the Strike Fleet Command screen, see Section 3, *Strike Fleet Command.*

In this mission, you are the captain of a US frigate on patrol in the Persian Gulf. Your orders are to defend yourself and all neutral shipping in the Gulf from any possible threat. For backgrounds on each of the scenarios, see Section 9, Scenario Overviews.

2.2 CONFIGURE TASK FORCE AND LAUNCH SHIP

Your next stop is the Shipyard. Here you choose ships for your mission and configure a *task force*. (A task force is a ship or collection of ships that has its own flagship and can operate independently of the rest of fleet.)



Points available

Click to start mission

Each ship you choose costs *points*. For every scenario, you have a limited number of points with which to "buy" ships. Selecting ships and configuring a task force typically takes a degree of thought and planning. What kinds of threats or enemies might you be facing? What are the capabilities of the ships at your disposal?

Fortunately, in this scenario, the task force has been chosen for you — you command a single US Oliver Hazard Perry class frigate. All that's left for you to do is click on the **SAIL** button.

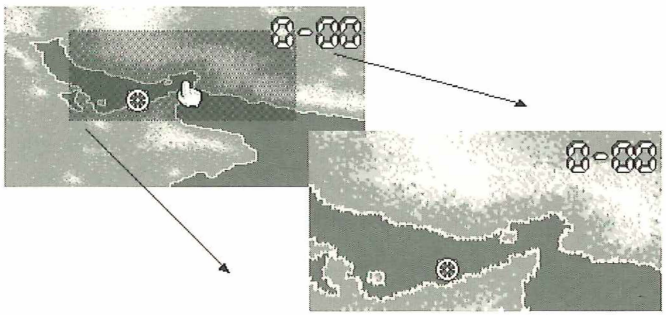
- For more details on NATO ships and weapons, see Section 6, *Strike Fleet Forces*, and Section 7, *Strike Fleet Weapons*.
- For details on enemy ships and weapons, see Section 8, *Enemy Forces*.

2.3 SET DESTINATION

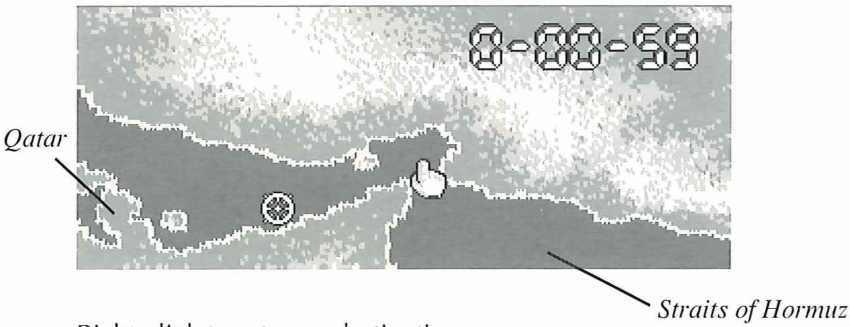
The Command Information Centre is the brain of your operation. Here you get an overview of the environment and the relative locations of the flagships under your command. You can set destinations for your task force, split it up into smaller task forces, or join ships together under a single flagship.

Splitting up task forces and designating flagships will be important in later scenarios where you'll be commanding multiple ships (for details on task forces and flagships, see Section 5, Command Information Centre). In this scenario, however, you only need to know how to set destinations and give orders.

The map shows you your current location and any destination you've set. You'll want to zoom in to get a closer look at the strategic situation. Move the shaded box so that your ship will be displayed to the left side of the screen; click the left mouse button.



Now set a destination. Move the hand cursor to an area just off the eastern peninsular of Qatar, just above the Strait of Hormuz.



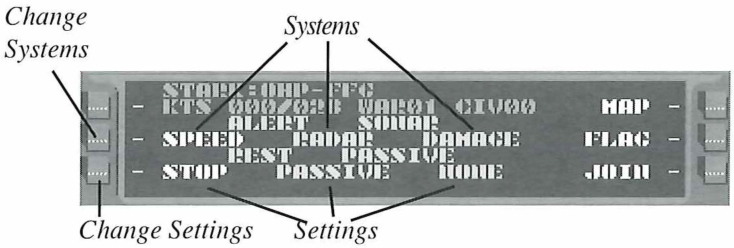
Right-click to set your destination.

2.4 SET SPEED, ALERT AND RADAR

You can use the Command Information Centre to issue orders to any ship under your command. (You can also issue orders from the ship's bridge — you'll learn how to do that in a moment.) Click on the **ORDERS** button.

Click to bring up the ORDERS options.

The ORDERS options appear in the window.



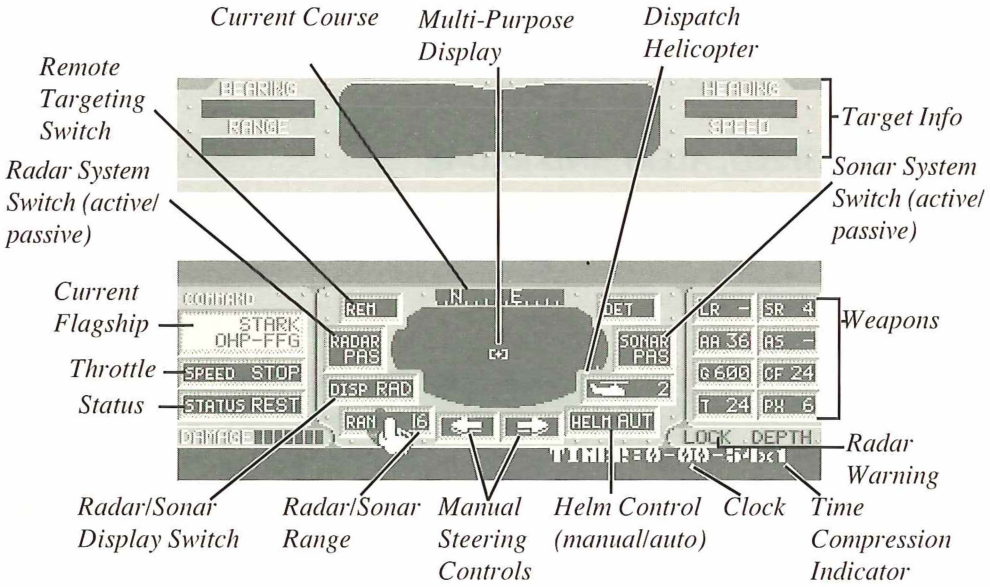
SPEED is the system that is currently highlighted. Left-click four times on the **CHANGE SETTINGS** button until FULL appears below SPEED. Your ship's engines are now set at FULL speed.

Left-click on **CHANGE SYSTEMS** button until ALERT is highlighted; left-click on the **CHANGE SETTINGS** button until GEN-QTR appears. Finally, highlight RADAR and set it on ACTIVE by the same means.

Click on the Map button to return to the Map options.

2.5 GO TO THE BRIDGE

Click on the Bridge button. The Bridge Control Panel appears:



You'll play out a majority of this mission here on the Bridge. There may be times, however, when you'll want to return to the Command Information Centre. You can switch back to the Command Information Centre at any point in a mission — just point to the left half of the black bar at the base of the screen and click a mouse button.

2.6 SET RADAR RANGE

At this moment, your radar is active but you need to increase its range to be effective. Click repeatedly on the **RAN** (Radar/Sonar Range) button until it reads "64 km". Now watch for blips to appear on the Multi-Purpose Display.

Your ship is the cross in the centre of the Multi-Purpose Display. The brackets indicate the object targeted by the ship's onboard targeting system. Until you select another object, your ship remains the current target. Other ships appear as vertical slashes | , while airplanes appear as horizontal lines — . A single one-pixel dot . indicates a missile.

Your radar operator can identify objects as friends or foes; thus every object on the display appears as allied (white) or enemy (red).

2.7 COMPRESS TIME

Much of war is simply waiting for something to happen. Fortunately, you can avoid the boredom between encounters by using the time compression feature. To turn on time compression, move the pointed hand to the right corner of the black bar along the bottom of the screen

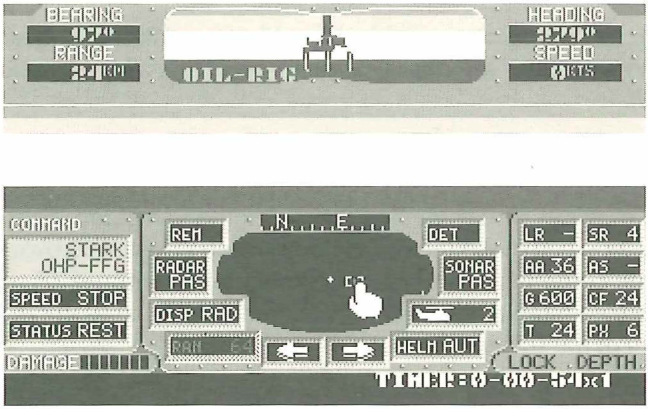
Left-click repeatedly until the time compression reads "x 16". Sixteen seconds of game time are now going by for every one second of real time.

On systems with multiple settings, the two mouse buttons function differently. Clicking with the left mouse button always increases the setting; clicking with the right mouse button decreases it. For example, left-clicking on the time compression bar increases time compression from 1 to 2, 2 to 4, etc. Right-clicking does just the opposite.

Put your finger over the *right* mouse button and get ready. The moment you see a blip on the display or the Radar Warning (LOCK) lights up, you'll have to set time compression back on "x 1".

2.8 TARGET RADAR CONTACTS

Once an object other than your ship appears on the Multi-Purpose Display, return to normal time. Target the object by pointing at it with the hand cursor and pressing the left mouse button. The object appears in the binocular view at the top of the screen.

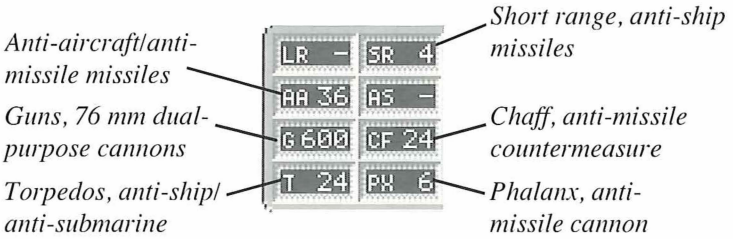


The readouts on each side of the binocular view show you the target's range, bearing, heading and speed. For details on these and related concepts, see *6.16 Targeting*.

Targeting an object does not mean you must destroy it. Remember, the object of the first scenario is to protect yourself and neutral ships. *Don't* play the aggressor. Only when you receive a LOCK warning may you assume you've been fired upon.

2.9 FIRE UPON AND KILL INCOMING THREATS

If a target turns hostile and fires upon you, you must protect yourself and retaliate. The Ordnance Board lets you activate any offensive or defensive ordnance on the ship.



If you detect incoming missiles, target them and launch an anti-aircraft missile — one for each hostile missile. (Hint: You may have to temporarily decrease the range of your radar in order to target individual missiles.)

Ranges for OHP Class Weapons	
Harpoon Short Range Surface-to-Surface Missile	***102 km***
SM-1 Medium Range Surface-to-Air Missile	***33 km***
76 mm Cannons	***15 km***
MK46 Torpedo	***8 km***
Phalanx System	***2100 meters***

2.10 WATCH FOR ENEMY PATROLS

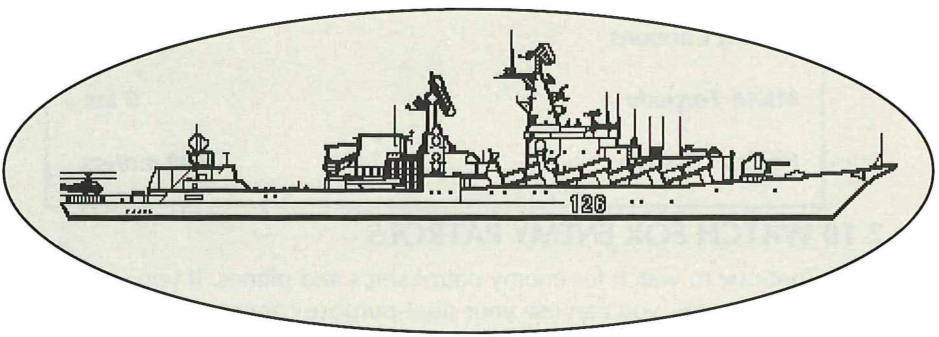
Continue to watch for enemy patrol ships and planes. If you use up your missiles, you can use your dual-purpose cannons to defend yourself from hostile ships. Click on **G** to turn on the gun targeting system — a crosshair appears in the binocular window. Use the mouse to move the crosshair; press the left mouse button to fire. To turn off the gun targeting system, press the right mouse button.

2.11 COMPLETION OF MISSION

Scenario 1 ends when you've patrolled one hour or been destroyed. (Not all missions demand that you patrol a certain amount of time — some end once you've completed your mission objectives.) Watch the Mission Clock to see how much time you have left to patrol, and use the time compression feature to speed things up. (Keep a sharp eye out for incoming missiles or torpedos!)

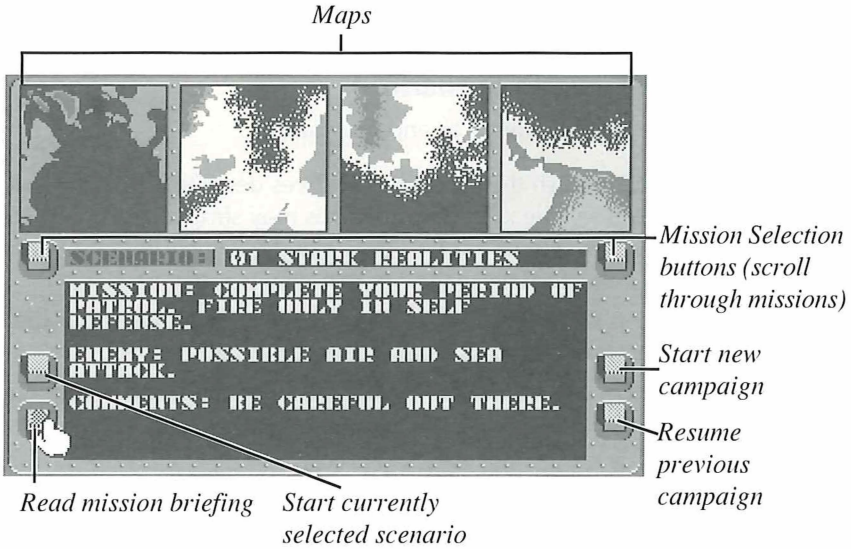
Mission Clock

When the mission ends, you'll receive an evaluation of your performance. If you've done well, you'll receive a promotion. For details on promotions, see *1.4 Object of the Game.*



3. STRIKE FLEET COMMAND

After passing the Combat Readiness Evaluation, your first duty is to report to Strike Fleet Command and select your mission.



3.1 READING MISSION BRIEFINGS

Click on the **BRIEFING** button to receive a mission briefing for the currently selected scenario. The briefing appears in the Control Panel area.

While in briefing mode, you can click on the Mission Selection buttons and read the briefings for any of the 14 missions. Once you've been briefed on the mission you want to play, click on the same button to return to the Control Panel options.

3.2 PLAYING A SCENARIO

To select a scenario, click on the Mission Selection buttons on either side of the Maps. The map for the selected scenario lights up and the others dim. Because maps are used for multiple scenarios, the title of the currently selected scenario appears above the Control Panel.

If you're not sure which mission you want to undertake, read the onscreen mission briefings or the scenario descriptions in Section 9, *Scenario Overviews*.

When you've decided on a scenario, click on the **START** button under SCENARIO to begin.

3.2.1 Ending a Scenario

There are three ways to end a scenario:

- Accomplish the mission objectives described in the mission briefing. The mission objectives may simply be to patrol for a given length of time, or they may have a particular target for you to take out. This is the optimal way to end a scenario.
- Press **Q** on the keyboard to quit. Note that this is considered desertion and will result in court martial.
- Allow the enemy to destroy all of the ships under your command.

3.3 PLAYING A CAMPAIGN

The campaign is a series of individual scenarios (7-14) that must be played in sequence.

3.3.1 Beginning a New Campaign

To begin a new campaign, click on the **START** button under CAMPAIGN. Select this option *only* when you want to begin a new campaign.

3.3.2 Ranking

You receive a rank at the end of each scenario. The fewer ships you lose, the higher your evaluation. Keep in mind, however, that your overall performance in the campaign is also figured into your score. While this can make rising through the ranks more difficult, it's also the *only way* to climb to the higher ranks.

3.3.3 Access Codes

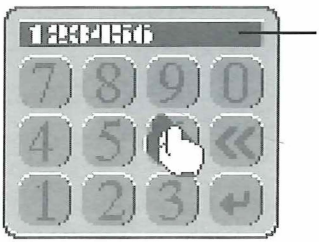
At the end of a scenario you also receive an access code.

Access Code

Unless you are going to play the campaign through in one sitting, **you should write down all access codes**. You'll need them when you want to resume the campaign.

3.3.4 Resuming the Campaign

To go to the next scenario in the campaign, click on the **RESUME** button under CAMPAIGN. A keypad appears in the Control Panel.



Keypad Readout

To enter the access code, click on the keypad numbers to enter the access code. If you accidentally enter a wrong digit, click << to delete. When you've entered the correct access code, click ↵ .

If you haven't quit between campaign scenarios, the access code automatically appears in the keypad readout. Simply click ↵ to continue.

3.3.5 Point Bonus

In campaign scenarios, you start out with the standard number of points with which to select ships; however, you may have also received a point bonus depending on how well you performed in the last mission.

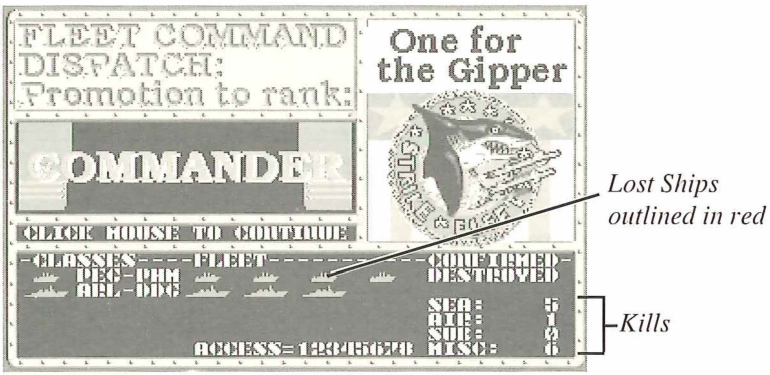
3.3.6 Ending the Campaign

The campaign can end one of two ways:

- You've successfully completed all seven campaign missions.
- Court martial.

3.4 EVALUATIONS

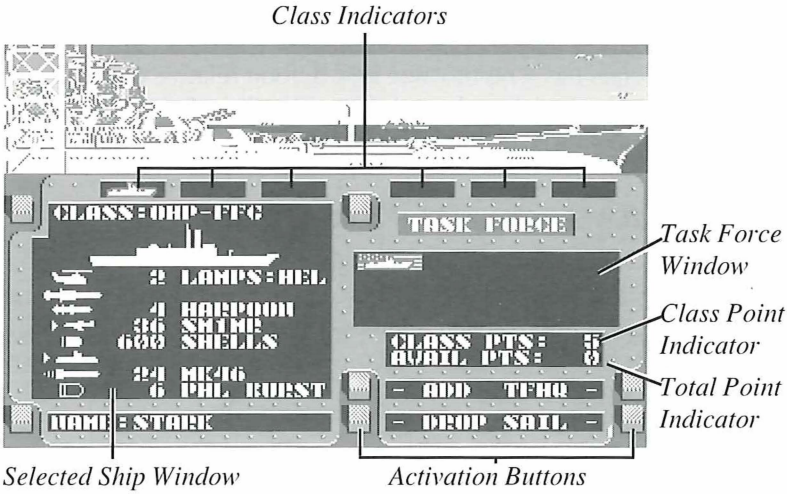
When a scenario ends, you'll receive an evaluation of your performance.



The Evaluation screen displays your new rank and lists kills you've made and ships you lost. If you've done well, you'll have received a promotion. For details on promotions, see *1.4 Object of the Game.*

4. SHIPYARD

The Shipyard is where you configure your task force.



4.1 CLASS INDICATORS

The Class Indicators at the top of the screen display the ship classes from which you can choose for the current scenario. The highlighted Class Indicator represents the class of the ship selected in the Task Force Window. Not all of the available classes may be represented in the Task Force Window. Click on the **CLASS** button to change the selected class of ship.

For details on NATO ship classes, types, and names, see Section 6, *Strike Fleet Vessels.*

4.2 TASK FORCE WINDOW

The Task Force Window displays a small silhouette for each ship in your fleet. The fleet configuration shown initially in the Task Force Window is suggested by Fleet Command, based upon likely encounters and risk levels for your scenario or campaign. Ships of the *selected class* all have a yellow outline, while the currently *selected ship* is shown in red.

A flag behind one of the ship icons designates it as your *flagship.* The flagship is the lead ship in your fleet, and the one from which

you will issue most of your commands. For details on designating flagships, see *5.4.5 SPLIT Option*. For details on controlling your fleet, see Section 6, *Strike Fleet Vessels*.

4.3 CLASS POINTS INDICATOR

Each class has a point value based upon relative cost, availability and strength of that class of ships. The Class Point Indicator shows you how much the currently selected ship "costs" in points.

4.4 AVAILABLE POINTS INDICATOR

The Available Points Indicator displays the current number of points available for adding more ships to your fleet. By dropping single large ships, you can free up enough points for multiple weaker ships. Conversely, you can drop several smaller ships and use your available points to buy a larger, more powerful ship.

4.5 SELECTED SHIP WINDOW

The Selected Ship Window shows you the weapon systems and helicopters installed on the currently selected class.

Every ship of the same class carries the same weapon systems and loads (and helicopters if the ship is so equipped). Each of the eight icons represents a weapon system.


Helicopters


Long range anti-ship missiles


Short range anti-ship missiles


Anti-air missiles


Dual-purpose cannon rounds

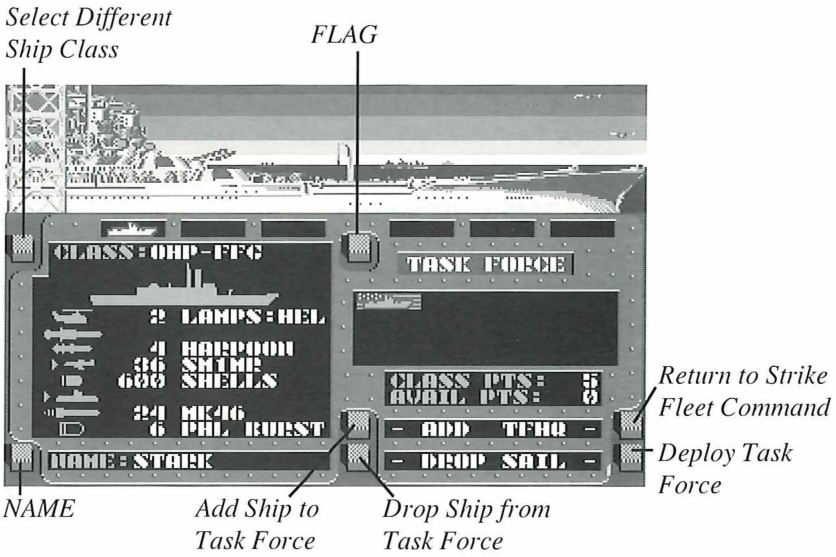

ASROC anti-submarine missiles


Torpedoes


Phalanx automatic anti-missile defensive cannon bursts

If a weapon system is included on the selected ship, then the weapon load and name appears to the right of each icon on the Ordnance Board. For more details on using the Strike Fleet weapons systems, see Section 7, *Strike Fleet Weapons*.

4.6 ACTIVATION BUTTONS



ADD — Adds the currently selected ship to your task force. You can't add the ship if you don't have the required number of points or if that particular ship (i.e. NAME) is already part of your task force.

DROP — Removes the selected ship from your fleet. In the process, it adds the point value for a ship of that class back to your total available points.

TF HQ — Returns to Strike Fleet Command so you can start a new scenario or campaign.

SAIL — Starts your mission.

FLAG — Bestows flagship status on the next ship in the Task Force Window (left to right). Use this to designate another ship as your flagship.

CLASS — Scrolls through the Class Indicators from left to right. All ships in the selected class are highlighted in the same colour in the Task Force Window.

NAME — Lets you select an individual ship within the currently selected class. The names of ships already in your fleet appear in red.

4.6.1 Selecting a Ship with a Different Name

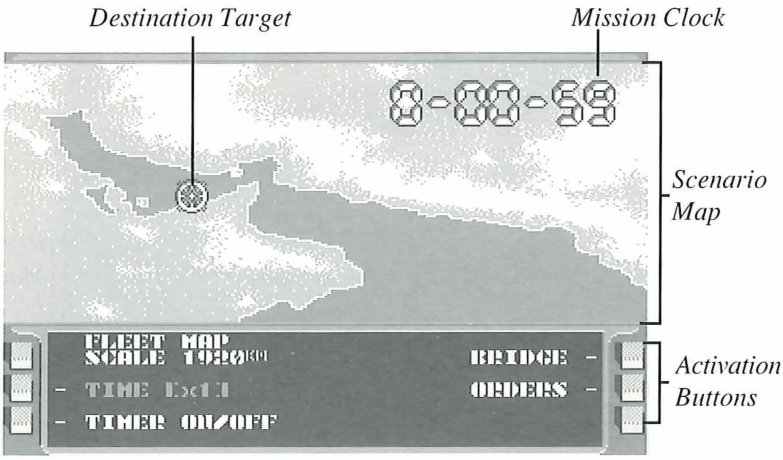
If you don't like the name of one of the ships in your task force, you can swap it with a different ship from the same class. Click on the **FLAG** button to select the ship. Click on the **DROP** button to drop it. Now use the **NAME** button to select a ship with a different name. Finally, click the **ADD** button to add the new ship to your fleet.

4.7 LEAVING THE SHIPYARD

When you are satisfied with your task force configuration, click on the **SAIL** button to go to the Command Information Centre aboard your flagship.

5. COMMAND INFORMATION CENTRE

Each scenario begins in the Command Information Centre. From here you issue orders to and set the destination for your fleet.



5.1 TASK FORCES AND FLAGSHIPS

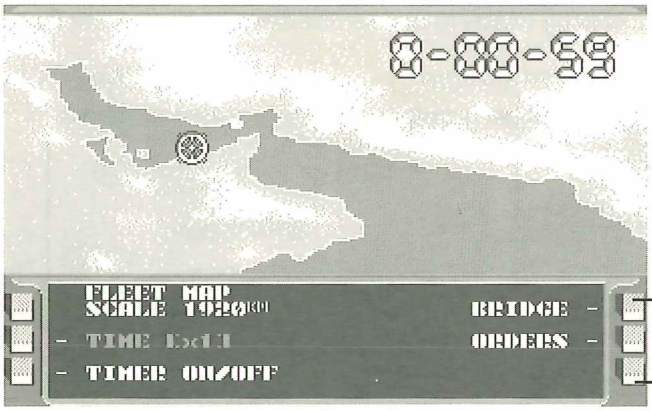
There are two critical concepts you'll need to know while issuing orders: *flagship* and *task force*. In terms of the game, a flagship is a vessel that can act independently. A flagship can act on its own, or it can lead other ships. You can designate a ship as a flagship and then *join* other ships to it. Such a collection of ships — a flagship leading one or more vessels — is said to be a task force.

Creating task forces is a good way to direct large groups of ships. You need only set destinations for the flagship and the ships joined to it will follow it. For more on splitting and joining task forces, see *5.4.4 JOIN Option* and *5.4.5 SPLIT Option*.

5.2 CHANGING MAP VIEWS

You can view the Scenario Map at varying magnifications. There are three magnification levels: FLEET, TASK FORCE, and SHIP. To zoom in, move the mouse cursor to an area (the shaded box delineates the area that will be magnified). Click the **left** mouse button to zoom. When you want to return to Fleet magnification level, click the **FLEET** button.

You can only change map views when the Map Options are displayed.



Return to Map Options to zoom in and out of map

5.3 MAP OPTIONS

Currently Selected Ship

(Button has no effect at this level)

(Button has no effect at this level)

Time

Raises or lowers Time Compression. Left-clicking increases Time Compression, right-clicking decreases it.

Timer on/off

Displays/hides the Mission Clock.

Bridge

Takes you to the bridge of the currently selected ship.

Orders

Brings up a list of orders that you can issue to the currently selected task force or ship. See *5.4 ORDERS Options* below.

Fleet

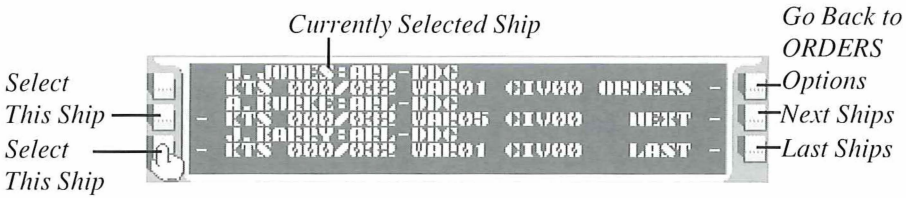
Returns you to Fleet magnification level.

5.4 ORDERS OPTIONS

The ORDERS Options vary depending on the magnification level with which you're viewing the Scenario Map. At FLEET magnification level you can only direct flagships. When you zoom in to TASK FORCE magnification, you can direct any ship in your fleet as well as *join* ships to flagships. At the lowest level of magnification — SHIP — you direct and join ships as well as *split* ships off from task forces.

5.4.1 SELECT SHIP Option

The SELECT SHIP button brings up a set of options that let you specify which ship you will issue orders to. At FLEET and TASK FORCE magnification, you can only select flagships; at SHIP magnification, you can select any ship under your command.



Click on the **NEXT** and **LAST** buttons to scroll through the ships in your fleet. When the ship you want to select appears to the left in blue, click on the activation button next to it. It now appears in red as the currently selected ship. Click on the **ORDERS** button to return to the ORDERS options.

You can also select ships by left-clicking on the Scenario Map.

5.4.2 Change System and Change Setting Options

The CHANGE SYSTEM button is used in conjunction with the CHANGE SETTING to set the ship's onboard systems. Click on the **CHANGE SYSTEM** button to highlight which system you want to set, and then click on the **CHANGE SETTING** button.

The two mouse buttons function differently. Click with the left mouse button to go to the next system or setting; click with the right mouse button to go to the previous.

The following is a description of the systems and their settings:

Speed

Sets the Throttle on STOP, 1/4, 1/2, 3/4 or FULL .

The flagship will travel no faster than the slowest ship in its task force (this keeps ships from being left behind). For example, if one of your ships is set on STOP, all of the ships in the task force will remain stopped too — even if their Throttle is set on FULL!

Alert

Sets the alert status on REST or GEN-QTR (General Quarters).

At REST, the crew rests, recuperates, and begins repairing any damage your ship may have sustained. (You can repair only damage of less than medium severity while at sea.) The phalanx and chaff launchers are under manual control and will be reloaded over time.

During GEN-QTR, the crew ignores repairs and reloads. Phalanx and chaff fire once automatically if enemy missiles come within range during GEN-QTR. If this first attempt doesn't get the incoming missile, it's up to you to fire again.

Radar

Radar can be PASSIVE or ACTIVE .

PASSIVE radar relies on visual sightings and ESM (Electronic Surveillance Measures), i.e., detection of electronic emissions, such as those from an enemy's active radar system or a missile's lock-on

signal. Passive radar has a much more limited range, but it is also much safer than active radar.

ACTIVE radar sends out an electronic beam in search of other ships, helicopters, and missiles. Whatever it detects appears instantly as a blip on your Multi-Purpose Display. Although active radar gives you greater range and a clear image of what's headed your way, it also alerts the enemy to your presence and location like a beacon in the night.

Sonar

Sonar can be PASSIVE or ACTIVE.

PASSIVE sonar is simply sitting still and listening for sounds of the enemy.

ACTIVE sonar sends out signals and then listens for their echo bouncing off enemy subs. Like active radar, the enemy can hear your active sonar signals loud and clear.

Speed greatly affects the range and reliability of passive or active sonar. The faster your speed, the less reliable your sonar images. And since any submarine moving through water creates noise, the faster the enemy moves, the easier it is to reliably locate him. Because of this, sonar blips may appear and disappear as you and the enemy change speed and direction. But this also means that passive sonar potentially has much greater range than active sonar; if, for example, you're not moving, but the enemy is moving quickly.

5.4.3 Flag Option

Selects a new flagship for the currently selected task force. Click on the **FLAG** button. The names of the other ships in the task force appear to the left in blue. Click on the **NEXT** and **LAST** buttons to scroll through the flagships in your fleet. When the flagship you want appears to the left, click the activation button next to it.

Note: This option is only available only at TASK FORCE and SHIP magnifications.

5.4.4 Join Option

The JOIN option lets you merge a ship with the currently selected task force. The ship must be within range (128 km) of the task force.

At FLEET and TASK FORCE magnification, you can only join task forces . To join, select the flagship of the task force you want to merge with the other task force — use the SELECT SHIP option or left-click the ship on the Scenario Map. Click on the **JOIN** button. The names of your other flagships appear to the left in blue. Click on the **NEXT** and **LAST** buttons to scroll through the flagships in your fleet. When the flagship you want appears to the left, click the activation button next to it. *The first flagship you selected now joins the second flagship's task force.* Click on the **ORDERS** button to return to the ORDERS options.

At the Ship map level, this command lets you link the currently selected ship with any task force, even if the ship is already part of a different task force. To join, select the ship you want to merge with the other task force — use the SELECT SHIP option or left-click the ship on the Scenario Map. Click on the **JOIN** button. The names of your flagships appear to the left in blue. Click on the **NEXT** and **LAST** buttons to scroll through the flagships in your fleet. When the flagship you want appears to the left, click the activation button next to it. Click on the **ORDERS** button to return to the ORDERS options.

5.4.5 Split Option

Available only at SHIP magnification. This order lets you split a ship off from the task force. Select the ship you want to split off from the task force, and then click on the **SPLIT** button. Once split, the ship becomes a flagship and its own task force. You can now **JOIN** other ships to it, or you can **JOIN** it to another existing task force.

5.5 SETTING DESTINATIONS

To give the ship a destination, point to any part of the Scenario Map and click the right mouse button. The white target marks the new destination.

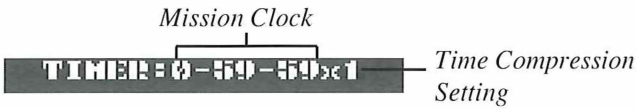
At FLEET and TASK FORCE magnification, you can set destinations for flagships only. Task forces will head to the new destination at the speed of the flagship.

At SHIP magnification, you can set a destination for any ship you see on the map. The ship proceeds to the new destination at its current speed. When it arrives, it will circle until:

- It passes in the vicinity of the task force.
- You give it a new destination or manually set it on a new course.
- You join it to a flagship. (You can join it to its current flagship and it will resume following the flagship.)

5.6 SCENARIO TIME AND TIME COMPRESSION

The Mission Clock is always ticking once the scenario begins. The only way to stop it is to pause the game or quit the scenario.



The Mission Clock shows how much time you have left to finish the mission. The Time Compression Setting shows the degree of time compression at which the scenario is currently running. Time compression ranges from x 1 to x 128 degrees of compression. At the the normal setting (x 1), one second of game time approximates one second of real time. At x 128 setting, one second of game time approximates 128 second of real time.

Time compression is handy if you find the scenario running too slow in real-time. It can prove harmful in the heat of battle though. Be sure to always go to normal time (x 1) when travelling from the Bridge to the CIC and back, so you'll have enough time to react to new information and events.

5.7 LEAVING THE COMMAND INFORMATION CENTRE

To leave the Command Information Centre, click on the BRIDGE option. You immediately go to the bridge of the currently selected flagship. (If you're at SHIP magnification level, you go to the bridge of the currently selected ship). The next section describes the vessels used by Strike Fleet, how you use and control them, and their varying capabilities.

6. STRIKE FLEET FORCES

The Strike Fleet uses six different classes of sea-going vessels. There are always one or more types within each class. In the destroyer classes, for instance, there are two types. "DD" carry only short-range missiles such as Harpoons, ASROCs, torpedoes, and surface-to-air. "DDG" are more modern and carry short range missiles, long range guided missiles like the Tomahawk, and extended range surface-to-air missiles like the SM-2 (ER).

All the Strike Fleet vessel classes are listed in Table 1 below by their function, type, and designation. Using this table, you can tell what type of a ship you're working with simply by looking at the abbreviations used in the Shipyard, Command Information Centre, or on the Bridge of your vessel. For example, if you see the abbreviation, "YORKTOWN-TICO-CG," then you'll know that the ship is named "Yorktown," and that it's a Ticonderoga class cruiser armed with guided missiles.

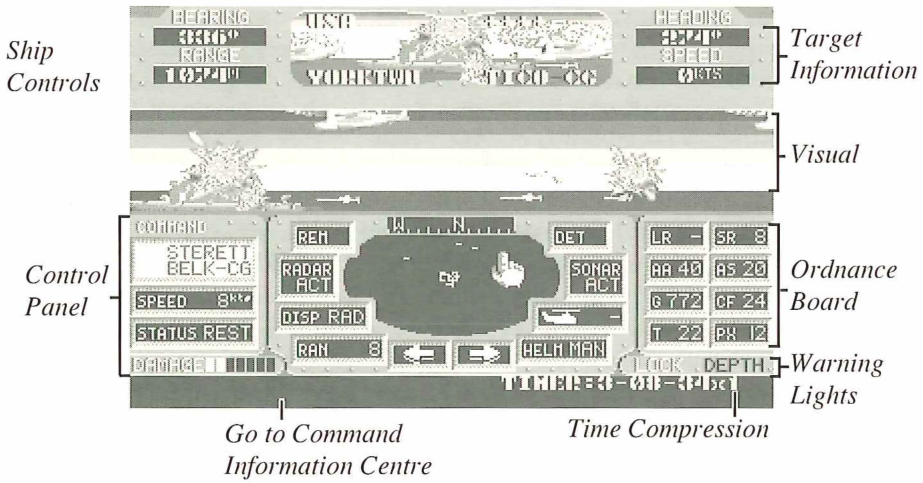
When a new type of ship is designed and built, the class name is usually derived from the name of the first commissioned ship of that type. So in the case of the Ticonderoga class, the Ticonderoga was the first ship of its type, thus the class was named after it.

Function	Type	Designation	Classes
Cruiser	Guided Missile	CG	Ticonderoga, Belknap
Destroyer	Gun	DD	Spruance, Adams
	Guided Missile	DDG	Arleigh, Kidd Sheffield
Frigate	Gun	FF	Broadsword
	Guided Missile	FFG	Oliver Hazard Perry
Fast Attack Craft	Hydrofoil	PHM	Pegasus

Some of the Strike Fleet vessels also carry helicopters. You control them in the same way you control surface ships (see *6.1 Using the Controls* below). All the aircraft used by Strike Fleet are described in *6.3 Aircraft.*

6.1 USING THE CONTROLS

You can control each ship in your fleet from its Bridge.



All systems are operated from the Control Panel. To change a setting, select an option, or fire a weapon, simply point to a control and press a mouse button.

The two mouse buttons function differently. Click with the left mouse button to go to the next system or setting; click with the right mouse button to go to the previous.

6.1.1 Going from Bridge to Bridge

You can switch to the bridge of any vessel or aircraft in your fleet with the Command feature. Point to the Command button and click a mouse button.

There's another way to go to the Bridge of another ship. Move the hand cursor to the Multi-Purpose Display. Point at any ship in your fleet and click the right mouse button.

As noted earlier, not all ships are outfitted the same. If you switch to the bridge of an oil tanker, for instance, you'll have a blank, inoperative ordnance board. When a system is present and operational, however, it operates the same on every craft.

A ship will follow the lead of its flagship unless you specifically give it a command from the Command Information Centre (SHIP magnification only) or manually control it from the ship's bridge. For example, if your flagship is heading east at full speed on GEN-QTR alert, the rest of the task force will follow suit.

Being able to control an entire task force does not alleviate your responsibilities as a Strike Fleet Commander. You must still switch to the bridge of another vessel in your task force to find out if it is in danger of running aground (if you get a Depth Warning signal) or when you want to use its weapon systems.

Sometimes it may be inconvenient to switch to the bridge of your other vessels — particularly during a heavy battle. If you want to monitor the ship without switching bridges, target the ship (point at the ship on the Multi-Purpose Display and click the left mouse button). If an enemy missile or torpedo has locked-on to one of your vessels, a + symbol will appear above the Binocular View for each missile or torpedo that is locked-on to that vessel (The maximum is seven per vessel. More than seven missiles can be locked-on, but only seven are displayed above the Binocular View).

6.1.2 Going to the Command Information Centre

You can switch back to the Command Information Centre at any point in a mission — just point to the left half of the black bar at the base of the screen and click a mouse button.

6.1.3 Engine Control

Click on the Throttle to control your vessel's propulsion. Setting the Throttle to STOP cuts the engine and leaves the vessel dead in the water (Ø knots). Setting the Speed Control to FULL puts the engine at full-throttle and eventually brings the vessel to its maximum speed.

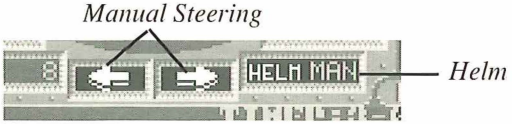
The speed for all vessels (including helicopters) is measured in knots (kts). A knot is one nautical mile per hour (about 1.15 statute miles per hour).

6.1.4 Navigation Controls

Helm

The easiest way to navigate your fleet during your mission is to set your course in the Command Information Centre. When you go to the bridge of your flagship, the autopilot will already be activated and guiding the fleet on the course you set.

Each ship in the fleet is equipped with the autopilot system, which is linked to the flagship. It will function automatically until you disengage it, change speed, or try to steer the ship manually.



You can override the autopilot by clicking on the **HELM** control on the Control Panel. Click once on a Manual Steering arrow to initiate a turn; click on the arrow again to neutralize the rudder and proceed on the present course.

Even after the autopilot has been disengaged you can reactivate it by clicking again on the **HELM** control on the Control Panel. Once reactivated, the autopilot will make the necessary course corrections to bring you and your fleet to the destination you set in the Command Information Centre. You can set and reset the autopilot as many times as necessary.

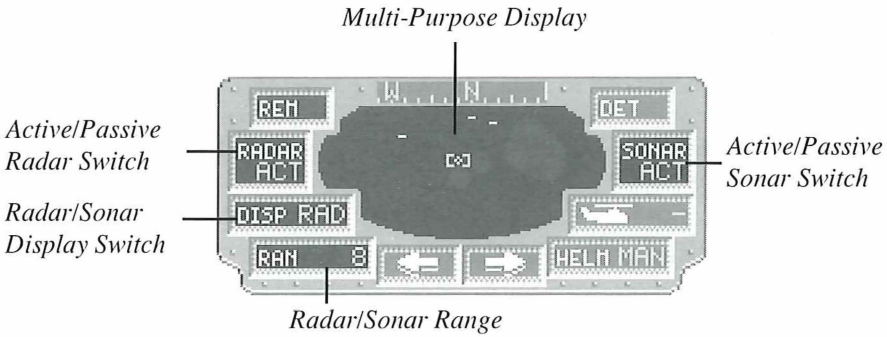
If you change the speed or course of the flagship manually, the rest of the ships in your task force will follow suit. Be careful if your task force is running in a tight formation, because different ships have different turning radiuses and you may cause a collision.

Compass

Because ships turn slowly, the Compass displays both the *current course* and the *planned course* (the course the ship is currently turning to). The current course appears in blue; the planned course appears in red.

6.1.5 Surveillance Systems

All Strike Fleet vessels are equipped with extended, long-range scanning, phase-array radar, and long range sonar. Use the radar to spot ships, aircraft, and missiles; use the sonar to spot ships, submarines, and torpedoes.



DISP (Radar/Sonar Display Switch)

Click on **DISP** to change which system (radar or sonar) you are viewing in the Multi-Purpose Display.

Multi-Purpose Display

When RAD appears in the Radar/Sonar Display Switch, the Multi-Purpose Display shows all ships, aircraft, and flying weapons it detects within its range. It displays submarines, ships and torpedoes when SON appears.

+ Crosses indicate flagships
| Vertical lines indicate ships (including submarines)
— Horizontal lines indicate aircraft
• Single dots indicate weapons.
[ ] Brackets around an object indicate that the object is targeted.

Allied ships are displayed in white. Neutral or hostile ships are displayed in red.

Some vessels — like the PHM Pegasus and oil tankers — aren't equipped with sonar, so be careful when you use these ships in scenarios that include submarines.

RADAR (Radar System Switch)

Click on **RADAR** to switch between active (ACT) and passive (PAS) radar systems. For a description of active and passive radar, see RADAR under *5.4.2 CHANGE SYSTEM and CHANGE SETTING Options.*

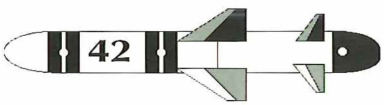
SONAR (Sonar System Switch)

Click on **SONAR** to switch between active (ACT) and passive (PAS) sonar systems. For a description of active and passive sonar, see SONAR under *5.4.2 CHANGE SYSTEM and CHANGE SETTING Options.*

RAN (Radar/Sonar Range)

The Multi-Purpose Display can show a maximum of up to 256 kilometres around your ship. You can adjust the range of the Multi-Purpose Display so it shows fewer kilometres thus making it easier to distinguish targets that are close to you. Adjust the Radar/Sonar Range does not affect the range of the *signals*, only your *view* of what the signals illuminate. For example, enemies that are 64 kilometres away can still see your active radar/sonar even though you've set your range to only 2 kilometres.

You can adjust the range by clicking on **RAN** on the Control Panel. The range will increase with each left-click or decrease with each right-click.



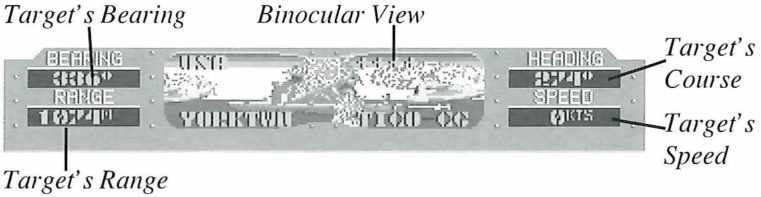
Be aware of the difference between maximum radar range and effective radar range. While ships and helicopters both have a maximum radar range of 256 kilometres, ships have an effective radar range of only 64 kilometres due to factors like the position and size of the enemy target, and Earth's curvature. The effective range for helicopters will be greater (possibly all the way up to 256 kilometres) because they can counter factors like the Earth's curvature with altitude.

REM (Remote Targeting Switch)

Click on **REM** to display the radar/sonar information gathered by another ship under your command. Suppose you suspect that an enemy task force is floating 200 kilometres away (over 100 kilometres further than your effective radar range). If you station a ship or helicopter between you and the suspected enemy task force, you can use its radar/sonar system to target the enemy. Known as *remote targeting*, this technique effectively *extends* the range of your ship's radar/sonar systems and allows you to fire weapons at a greater range.

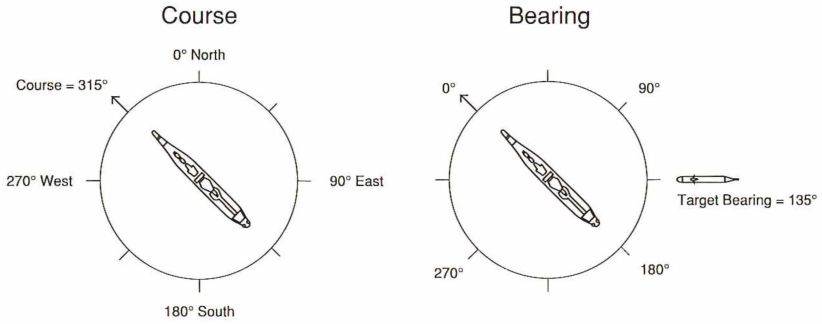
6.1.6 Targeting

Targeting is necessary for both identifying an object and firing weapons. Move the pointer over to the Multi-Purpose Display and click on an object. Brackets appear around the targeted object and target information is displayed around the Binocular View.



An object that is targeted on the Radar/Sonar Display, also appears in the Binocular View. If your target is a ship, submarine, or plane, the target's bearing, range, course and speed appear at the top of the screen. If the target is a missile or torpedo, then the readouts on the right contain the name of the target's destination and the distance between them. In either case, the left-hand readouts show the bearing, or relative direction to the target, and its distance from your vessel.

The course is considered absolute because it is based upon the fixed degrees of the compass, while Bearing is relative to your ship position. The figure below shows the difference between absolute and relative degrees for course and bearing.



Keep in mind that the ship's targeting system has a limited number of missiles and torpedoes that it can track. If there are too many missiles (friendly and enemy) in the air for you to launch more defensive missiles, you can detonate some of your offensive missiles. Target the missile you want to detonate and click on the DET control.

6.1.7 Helicopters

Some ships are equipped with helicopters which can be used for surveillance, targeting, and attack purposes.

Although helicopter radar has the same range as that of a ship, the radar system on an airborne helicopter has a better effective range due to the altitude — in the same way you see further from the twenty-fifth floor of a building than from ground-level. Use this to your advantage by launching a helicopter periodically, checking its radar and bringing the helicopter back to the ship.

Helicopters are also equipped with dipping sonar, but they must stop and hover in order to use it. All helicopter sonar has a shorter range than ship sonar, and the helicopter must come to a complete stop in order to use its sonar.

Deploying a Helicopter

To deploy a helicopter, point to the **HELI** control and click the **left** mouse button.

Recalling a Helicopter

To recall a helicopter, point to the **HELI** control and click the **right** mouse button. (If you're aboard the helicopter itself, point to the **HELI** control and click *either* mouse button.) Be sure to check that it's HELM is set on AUTO and that it's Throttle is set on 1/4, 1/2, or FULL.

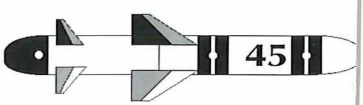
Note: If the helicopter's ship has been sunk while the helicopter is deployed, it will return to another friendly ship.

Remote Targeting

Helicopters can be used to target vessels that are beyond your effective radar/sonar range. This is known as *remote targeting*. The following procedure describes the steps you would take to use a helicopter for remote targeting.

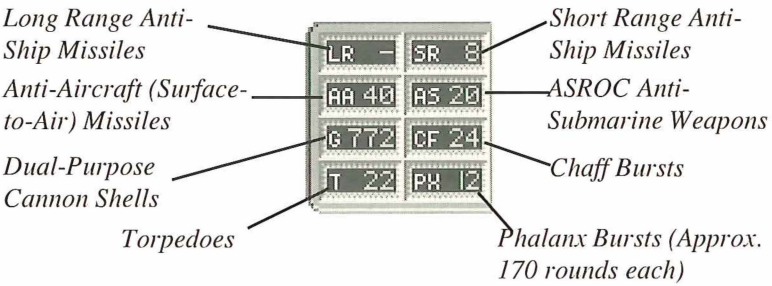
1. Click on **HELI** to deploy a helicopter.
2. Click on the Command control to switch to the helicopter cockpit. Click on the Throttle to set it on FULL. Fly the helicopter at top speed toward the area you want to remotely target.
3. When the helicopter reaches its destination, target any hostile vessels within range of the helicopter's radar/sonar. **Remember!** You will need to stop the helicopter if you are using sonar.
4. When the target you want is displayed in the Binocular View, click on **REM**.
5. Now click on the Command control to switch to the bridge of the weapon vessel — for example, your flagship.
6. Now you can activate and fire a weapon system that has the range to reach the remote target. You can also switch between the home ship's targeting system and the helicopter's by clicking on **REM**.

Note: If the helicopter or ship that you're using to do remote targeting is destroyed by the enemy, you'll lose the target image in the Binocular View.



6.1.8 Ordnance Board

There are a total of eight different weapon systems with which a ship may be equipped. You control all the weapons systems for your ship from the Ordnance Board.



In order to use a weapon system, you must first target an object. Once the object is targeted, click on any of the weapons on the Ordnance Board to fire. You'll be told if the target is out of range or not appropriate for that weapon system.

For detailed specifications and information on all the weapon systems used by Strike Fleet, see Section 7, *Strike Fleet Weapons.*

6.1.9 Warning Lights

There are two Warning Lights on the Control Panel.

LOCK informs you that an enemy missile has a targeting lock on your ship. Evasive actions must be taken or you risk being hit. See *7.4 Defensive Weapons.*

DEPTH informs you that your ship is sailing in dangerously shallow waters. Go to the Command Information Centre and set a new destination for the ship, or take manual control of the vessel and head for deeper waters.

6.2 SURFACE FORCE

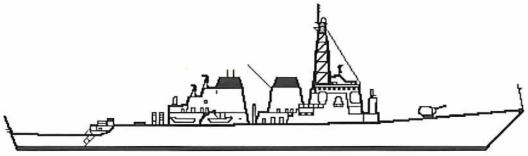
Strike Fleet uses 10 different ship classes, all with different capabilities and uses. The Strike Fleet classes include:

- Arleigh Burke (DDG)
- Belknap (CG)
- Broadsword (FF)
- Charles F. Adams (DD)
- Kidd (DDG)
- Oliver Hazard Perry (FFG)
- Pegasus (PHM)
- Sheffield (DDG)
- Spruance (DD)
- Ticonderoga (CG)

The following sections, arranged alphabetically, contain specifications for and nationality of all the sea-going vessels used by the Strike Fleet. See *7.1 Cannons* for the gun capabilities of Strike Fleet vessels. The diagrams for each vessel are not drawn to scale.

The *displacement* (the ship's volume or mass) specification corresponds roughly to how well the ship sustains damage — for example, ships with larger displacement can better survive enemy attacks.

6.2.1 Arleigh Burke Class (US)



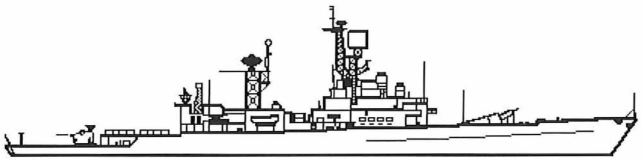
SPECIFICATIONS			
Type:	DDG — Aegis	**Anti-Aircraft Missiles:**	70 SM-2 (MR)
Displacement:	8,300 tons	**Anti-Ship Missiles:**	8 Harpoon, 8Tomahawk
Length:	466 ft (142 m)	**Chaff Bursts:**	24
Beam:	59 ft (17 m)	**Phalanx Bursts:**	12 at approx. 170 rounds each
Maximum Speed:	33 kts		
Helicopters:	0	**ASROC ASWs:**	12
Shell Load:	600	**Torpedoes:**	24 MK46

Names

Arleigh Burke-51
John Barry- 52
John Paul Jones- 53
Curtis Wilbur- 54

Commissioned in 1989, this class was designed to replace the aging "Adams" and "Coontz"guided missile destroyers.

6.2.2 Belknap (Type 26) Class (US)



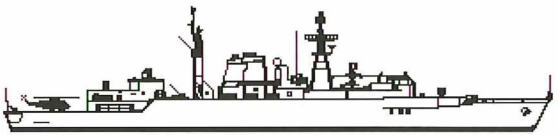
SPECIFICATIONS			
Type:	CG	**Anti-Aircraft Missiles:**	40 SM-2 (ER)
Displacement:	8200	**Anti-Ship Missiles:**	8 Harpoon
Length:	547 ft (166m)	**Chaff Bursts:**	24
Beam:	54 ft (16 m)	**Phalanx Bursts:**	12 at approx. 170 rounds each
Maximum Speed:	32 kts		
Helicopters:	1	**ASROC ASWs:**	20
Shell Load:	900	**Torpedoes:**	24 MK46

Names

Horne-30 Sterett-31
Fox-33 Biddle-34

Commissioned in 1964, it currently serves as the flag ship for the US 6th Fleet. It was severely damaged in 1975 in a collision with the Carrier *Kennedy* near Sicily.

6.2.3 Broadsword (Type 22) Class (British)



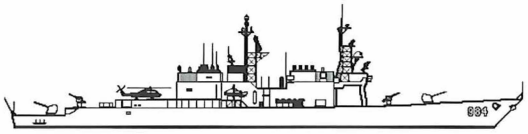
SPECIFICATIONS			
Type:	FF	**Helicopters:**	2
Displacement:	4400 tons	**Shell Load:**	400
Length:	430 ft (131 m)	**Anti-Aircraft Missiles:**	12 SeaWolf
Beam:	48 ft (14 m)	**Anti-Ship Missiles:**	4 Exocet
Maximum Speed:	32 kts	**Chaff Bursts:**	16
		Torpedoes:	18 MK46

Names

Broadsword-88 Battleaxe-89
Brilliant-90 Brazen-91

The *Broadsword*, commissioned in 1974, was an early and active participant in the Falklands conflict.

6.2.4 Kidd Class (US)



SPECIFICATIONS			
Type:	DDG	**Anti-Aircraft Missiles:**	52 SM-1 (MR)
Displacement:	7,810 tons	**Anti-Ship Missiles:**	8 Harpoon
Length:	563 ft (171 m)	**Chaff Bursts:**	24
Beam:	55 ft (16 m)	**Phalanx Bursts:**	12 at approx. 170 rounds each
Maximum Speed:	33 kts	**ASROC ASWs:**	16
Helicopters:	2	**Torpedoes:**	16 MK46
Shell Load:	600		

Names

Kidd-993

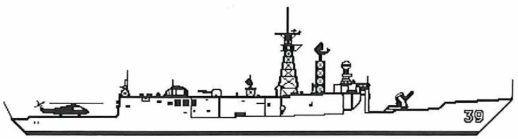
Callaghan-994

Scott-995

Chandler-996

Kidd class ships were originally built for the Shah of Iran, and purchased by the US Navy after the revolution. Unofficially referred to as the Ayatollah class.

6.2.5 Oliver Hazard Perry Class (US)



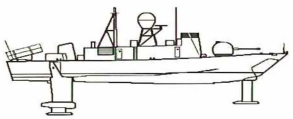
SPECIFICATIONS			
Type:	FFG	**Anti-Aircraft Missiles:**	36 SM-1 (MR)
Displacement:	3606 Tons	**Anti-Ship Missiles:**	4 Harpoon
Length:	446 ft (136 m)	**Chaff Bursts:**	24
Beam:	46 ft (14 m)	**Phalanx Bursts:**	6 at approx. 170 rounds each
Maximum Speed:	29 kts		
Helicopters:	2		
Shell Load:	600	**Torpedoes:**	24 MK46

Names

Duncan-10	Clark-11	John Moore-19
Antrim-20	Boone-28	Reid-30
Stark-31	Gary-51	Hawes-53
Elrod-55	Rueben James-57	Rodney Davis-60

Oliver Hazard Perry frigates use modular design to help reduce costs, and are among the least expensive ships for their size.

6.2.6 Pegasus Class Hydrofoil (US)



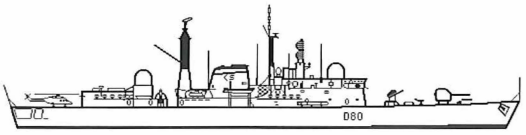
SPECIFICATIONS			
Type:	PHM	**Maximum Speed:**	48 kts
Displacement:	239 tons	**Helicopters:**	0
Length:	132 ft (40 m)	**Shell Load:**	600
Beam:	29 ft (9 m)	**Anti-Ship Missiles:**	8 Harpoon
		Chaff Bursts:	24

Names

Pegasus-1 Hercules-2
Aquila-4 Gemini-6

Commissioned in 1977, it was designed as a small combatant that would be universally acceptable to NATO navies.

6.2.7 Sheffield Class 1 (British)



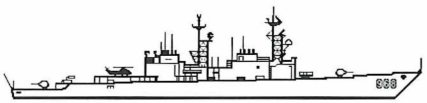
SPECIFICATIONS			
Type:	DD	**Helicopters:**	1
Displacement:	4800 tons	**Shell Load:**	600
Length:	485 ft (148 m)	**Anti-Aircraft Missiles:**	22 Sea Darts
Beam:	48 ft (14 m)	**Chaff Bursts:**	16
Maximum Speed:	32 kts	**Torpedoes:**	24 MK46

Names

Glasgow-88 Exeter-89
Sheffield-96 Coventry-98

A close relative of the *Broadsword*, this group is bigger and longer with enhanced ASW capability. The numbers we use for the *Sheffield* and the *Coventry* are for the new ones built after the originals were destroyed in the Falklands conflict.

6.2.8 Spruance Class (US)



SPECIFICATIONS			
Type:	DD	**Anti-Aircraft Missiles:**	8 SeaSparrows
Displacement:	7811 Tons	**Anti-Ship Missiles:**	8 Harpoon
Length:	563 ft (171 m)	**Chaff Bursts:**	24
Beam:	55 ft (17 m)	**Phalanx Bursts:**	12 at approx. 170 rounds each
Maximum Speed:	33 kts		
Helicopters:	2	**ASROC ASWs:**	24
Shell Load:	600	**Torpedoes:**	16 MK46

Names

Fife-961	Kincaid-965
Elliott-967	Merrill-976
Briscoe-977	Cushing-985
Hayler-987	Deyo-989

Commissioned in 1975, the gas-turbine powered *Spruance* class is primarily an anti-submarine platform.

6.2.9 Ticonderoga Class (US)

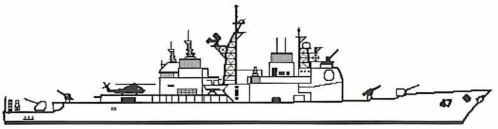
SPECIFICATIONS			
Type:	CG-AEGIS	**Anti-Ship Missiles**:	8 Harpoon, 24 Tomahawk
Displacement:	9600 tons	**Chaff Bursts**:	24
Length:	565 ft (172 m)	**Phalanx Bursts**:	12 at approx. 170 rounds each
Beam:	55 ft (17 m)	**ASROC ASWs**:	16
Maximum Speed:	33 kts	**Torpedoes**:	24 MK46
Helicopters:	2		
Shell Load:	900		
Anti-Aircraft Missiles:	82 SM-2 (MR)		

Names

Bunker Hill-52
Mobile Bay-53
Antietam-54
Leyte Gulf-55

The new *Ticonderoga* class differs very little from the old class. The most notable difference is that the fore and aft missile launchers have been replaced with Vertical Launch Systems (VLS). The fore VLS can hold up to 29 missiles, while the aft VLS can accommodate up to 61.

6.2.10 Charles F. Adams Class (US)



SPECIFICATIONS			
Type:	DDG	**Shell Load:**	600
Displacement:	4500 tons	**Anti-Aircraft Missiles:**	32 SM-1 (MR)
Length:	437 ft (133 m)	**Anti-Ship Missiles:**	8 Harpoon
Beam:	47 ft (14 m)	**Chaff Bursts:**	24
Maximum Speed:	31 kts	**Phalanx Bursts:**	12 at approx. 170 rounds each
Helicopters:	None	**ASROC ASWs:**	16
		Torpedoes:	16 MK46

Names

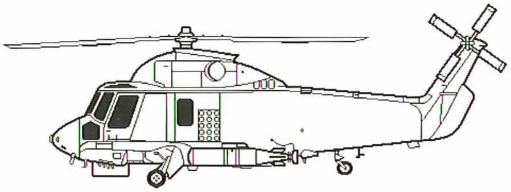
Joseph Strauss - 16

Commissioned in the late 1950's as continuations of the "Hull" class of destroyers, these ships wee redesigned in the 1980's to carry guided missiles.

6.3 AIR FORCE

With the few exceptions noted above, all ships are outfitted with a pair of helicopters for surveillance and attack purposes. These helicopters can be launched from any ship at any time. Most helicopters are each equipped with two torpedoes for air to ship attacks. All helicopters have chaff and no missiles. The specifications for all Strike Fleet aircraft are listed below.

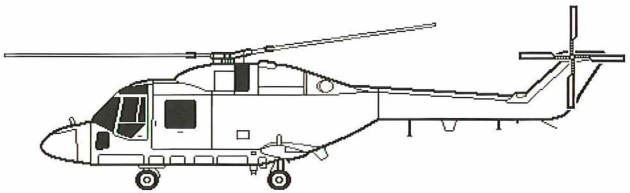
6.3.1 LAMPS I Helicopter, Kaman Seasprite (US)



SPECIFICATIONS	
Takeoff Weight:	12,00 lbs
Length:	52 ft (16 m)
Maximum Speed:	144 kts
Torpedoes:	2 MK46

The Kaman *Seasprite* is a multi-purpose craft, used in anti-submarine and anti-ship warfare, as well as in search and rescue, observation and utility missions.

6.3.2 Westland Lynx Helicopter (British)



SPECIFICATIONS	
Takeoff Weight:	10,500 lbs
Length:	49 ft (15 m)
Maximum Speed:	124 kts
Torpedoes:	2 MK44 or 2 MK46

The *Lynx* carries out its ASW role effectively — in addition to its torpedoes, it carries modern dipping sonar, and lightweight search-and-tracking radar for detecting small surface targets.

7. STRIKE FLEET WEAPONS

The Strike Fleet uses a number of different weapon systems on its vessels. These include a variety of missiles and torpedoes, a variety of different cannons, and point defense systems such as Phalanx and chaff. The following sections describe and give the specifications for each type of system; cannon, missile, torpedo, and defensive system.

7.1 CANNONS

Proponents of missile warfare in some instances became so strong in the 1960s and 70s that some ships appeared with only token gun armament — the British, Type 22, Batch 1 frigate, for instance, had only two 40mm guns. Fortunately for you and your fellow Strike Fleet Commanders, the folly of such strategy has been proven time and time again. Now our ships are equipped with a variety of powerful and efficient dual-purpose cannons.

The term "dual-purpose" refers to their ability to act as a traditional cannon (against other ships, aircraft, or land-based targets), or as an anti-aircraft/missile weapon. All US cannons have the ability to shoot down incoming aircraft and missiles at ranges from 0 to about 5000 meters. Most US destroyers and cruisers are outfitted with two cannons (making it tougher for the enemy to destroy this weapon system). Ships typically carry 600 shells, though this number varies depending on the ship. Table 3 (below) lists the cannon size, shell weight, and range for Strike Fleet ships. See *8.3.1 Cannons* for information on enemy cannons.

Dual-Purpose Cannons on Strike Fleet Vessels

SHIP(S)	Size (barrel diameter)	Approx. Shell Wt.	Approx. Range
O.H. Perry, Pegasus	76 mm (3 inches)	14 lbs.	15 km (8 N. Miles)
Other US Ships	127 mm (5 inches)	65 lbs.	22 km (12 N. Miles)
Broadsword	40 mm (1.5 inches —mainly anti-air)	3 lbs.	4 km (2 N. Miles)
Sheffield	114 mm (4.5 inches)	55 lbs.	11 km (6 N. Miles)

7.1.1. Aiming

You control the dual-purpose cannons on your ships in the same way you control the missiles and other weapons. Click on **G** to turn on the gun targeting system — a crosshair appears in the binocular window. Use the mouse to move the crosshair; press the left mouse button to fire. To turn off the gun targeting system, press the right mouse button.

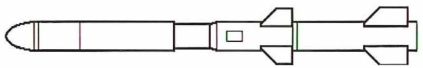
Start by aiming a little high and watching where the water spouts appear. If they plume *behind* the target, then you're too high. Bring the crosshair down a little and let another shell go. If the spouts appear in front of the target, you're too low. Keep making fine adjustments until you "walk" the shells in on the target. When this happens, you'll be rewarded with a plume of another variety.

7.2 MISSILES

There are four types of missiles used by Strike Fleet vessels. These are surface-to-surface (**SR** — Short Range, anti-ship), surface-to-air (**AA** — Anti-Aircraft), cruise (**LR** — Long Range, Tomahawk), and anti-submarine (**AS** — ASROC) missiles.

Although the different types of missiles have their specific uses, you can also use them in other capacities. For instance, the ever-reliable Harpoon, which is an anti-ship missile, can take out shore-based Silkworm missile launchers. The following specifications, arranged alphabetically, show the name, type, manufacturing nation, operational data, and a diagram of each missile used by the Strike Fleet. Missile diagrams are not drawn to scale.

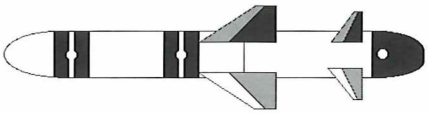
7.2.1 ASROC Anti-Submarine Weapon (US)



Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: Mach .9

This is actually an Mk 46 acoustic homing torpedo equipped with a strap-on rocket launcher.

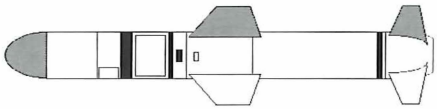
7.2.2 Exocet Anti-Ship Missile (French & 26 other nations)



Approx. Max. Effective Range: 33-70 km (18-38 Nautical Miles)
Speed: Mach .8

The Exocet can be launched by jet, helicopter or ship at any surface target such as ships. While the maximum range for a ship-launched missile is 33 km, an air-launched Exocet can travel up to 70 km. All target data is given to the missile guidance system just prior to launch. Throughout the entire course of flight, this missile maintains an average height of less than three meters above the water's surface.

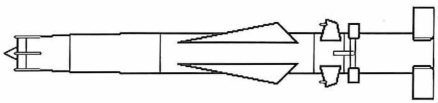
7.2.3 Harpoon Short Range Anti-Ship Missile (US)



Approx. Max. Effective Range: 102 km (55 Nautical Miles).
Speed: Mach .75

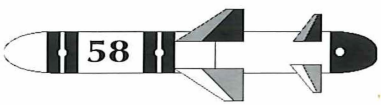
Harpoon missiles can be fired up to 90 degrees away from the target and can be supplied with target-data for a target beyond the radar (visible) horizon. These missiles are also surface skimming missiles and may only be fired at surface targets.

7.2.4 Sea Dart Anti-Ship Missile (British)

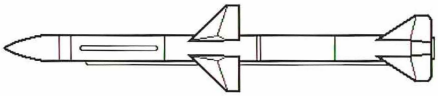


Approx. Max. Effective Range: 17 km (9 Nautical Miles)
Speed: Mach 3

This missile uses high-energy warhead configuration. Also available in a SAM (Surface-to-Air Missile) variant.



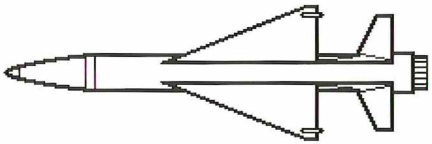
7.2.5 Sea Sparrow Surface-to-Air Missile (US-British)



Approx. Max. Effective Range: 32 km (17 Nautical Miles)
Speed: Mach 3

Surface-to-air version of the highly successful Sparrow air-to-air missile.

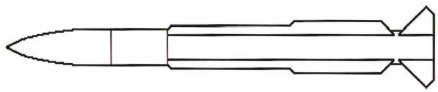
7.2.6 Sea Wolf Surface-to-Air Missile (British)



Approx. Max. Effective Range: 6 km (3 Nautical Miles)
Speed: Mach 2+

Normally launched from a multi-barrel launcher. Some variants are used in a VLS (Vertical Launch System) on Type 23 frigates.

7.2.7 SM-1 (MR) Medium Range Surface-to-Air Missile (US)



Approx. Max. Effective Range: 33 km (18 Nautical Miles)
Speed: Mach 2+

The Standard Missile 1 is one of the most commonly used missiles for area defense. It has solid-state electronic circuitry and is equipped with conventional high-explosive warheads and either point-detonating or proximity fuses. The SM-1 missiles also have very good ECCM (Electronic Counter-CounterMeasure) capabilities.

7.2.8 SM-2 (ER) Extended Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 102 km (55 Nautical Miles)
Speed: Mach 2+

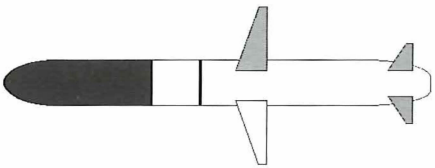
The SM-2 Extended-Range (ER) missile is actually the SM-2 (MR) (shown below in section 7.2.9), except that it is equipped with a strap-on booster stage that extends its maximum range. See *7.2.10 Tomahawk Long Range Cruise Missile (US)* for details.

7.2.9 SM-2 (MR) Medium Range Surface-to-Air Missile (US)

Approx. Max. Effective Range: 59 km (32 Nautical miles)
Speed: Mach 2+

The Standard Missile 2 looks very much like its older cousin, the SM-1, except that it has many enhancements that improve performance. These enhancements include an inertial guidance unit and a semi-active radar homer that let the missile pick the most energy-efficient trajectory to the target, and a coupled autopilot that performs better against evasive targets.

7.2.10 Tomahawk Long Range Cruise Missile (US)



Approx. Max. Effective Range: 583 km (315 Nautical Miles)
Speed: Mach .7

An extremely versatile weapon system with torpedo tube launch, vertical tube launch, submerged variants and a number of surface launch systems. The nuclear-tipped version of this missile is intended for land-based targets and therefore has a much greater range.

7.3 TORPEDOES

The MK46 is the only torpedo used by the Strike Fleet. Its specifications and diagram are shown below.

7.3.1 MK 46 Torpedo (US)

Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: 50 kts

Deployed in air, surface and submerged launched configurations.

7.4 DEFENSIVE WEAPONS

All Strike Fleet vessels are equipped with last-layer defense systems as well as their complement of offensive weapons. These systems are termed *point defense* because they are normally the last line of defense against incoming enemy weapons.

If a battle progresses to the point where these weapons are necessary, then every second counts. For this reason, these systems are, to a certain degree, automatic. If an enemy missile gets in close enough, these systems will fire on their own, but only once — *and only if your fleet or task force is on general quarters alert.* After that, you must fire them manually. Of course, if it gets to the point of manual intervention, the chances of stopping the incoming missile are slim.

7.4.1 Chaff

Originally developed in World War II to confuse enemy radar, modern chaff is now in standard use by naval forces to seduce and distract enemy missiles. Chaff is basically nothing more than foil strips which are folded into an explosive charge, shot into the air where it explodes like metal confetti, hopefully distracting the enemy missile's tracking system.

There are two strategies for using chaff: *seduction* and *distraction*. Your vessel's chaff system automatically uses one of these measures depending upon the type of incoming missile it detects.

The seduction method is used on low-flying, surface-skimming missiles like the Exocet. The chaff charges are shot up to two kilometres down range, in the path of the incoming missile, where they explode at a fairly low altitude. If all goes well, the low-flying missile is "seduced" into climbing from its attack course to explode harmlessly in the cloud of tin-foil.

The distraction method is used on high-flying missiles that dive down on their target — like those used by the USSR. The chaff is shot to a high altitude (up to 1,000 meters) where it explodes and attracts the missile into making a premature dive. In this way, even if the missile doesn't detonate in the chaff, it is likely to overshoot or fall short of its target.

7.4.2 Phalanx Systems

The Phalanx system is another modernized version of a very old weapon — the Gatling gun. But while the original Gatling gun was operated by hand-crank, the Phalanx system isn't quite so primitive. In fact, the Phalanx is a completely self contained, quite intelligent M61A1 20mm six-barrel Gatling gun. Both the incoming missile *and* outgoing projectile are tracked by the Phalanx radar system, which uses the angular error to correct for the next burst. The system's accuracy improves as the missile approaches. The Phalanx's maximum effective range lies at about 2,300 yards (2,100 meters). Because of its rounded-on-top and stocky appearance, it is unofficially called "R2D2."

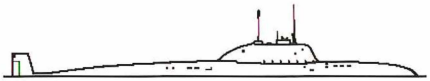
8. ENEMY FORCES

The surest way to protect yourself and your fleet on the open seas is to know and understand the technology of your potential enemies. The following sections describe the vessels and weaponry of the nations that you may struggle with in one or more of the scenarios. See *8.3.1 Cannons* for the types and ranges of enemy cannons. Be forewarned! You may encounter gaps in the information that follows. Our intelligence agents are clever and efficient at getting information, but our opponents are also clever, and there is much that we still don't know.

8.1 ENEMY NAVAL FORCE

The following sections list, in alphabetical order, the information we have been able to gather on enemy sea-going vessels. The vessel diagrams are not drawn to scale.

8.1.1 Alfa Class (USSR)



SPECIFICATIONS	
Type:	Submarine
Displacement:	3700 tons
Maximum Speed:	45 kts
Length:	267 ft. (81 m)
Beam:	32 ft. (10 m)
Torpedoes:	22 533mm

Probably the fastest, deepest diving military submarine today. Powered by two liquid-metal (sodium) cooled nuclear reactors, its titanium-alloy hull allows it dive to more than 2500 feet.

8.1.2 Guppy II (Argentina)

SPECIFICATIONS	
Type:	Submarine
Displacement:	2420 tons
Maximum Speed:	15 kts
Length:	307 ft. (93 m)
Beam:	18 ft. (5 m)
Torpedoes:	10 533mm

Developed in the US GUPPY (Greater Underwater Propulsive Power) program, before nuclear submarines, this class is still in worldwide use by smaller navies.

8.1.3 Kashin (Modified) Class (USSR)

SPECIFICATIONS	
Type:	DDG
Displacement:	4500 tons
Maximum Speed:	37 kts
Length:	472 ft. (144 m)
Beam:	51 ft. (16 m)
Cannons:	3 76mm (3 in.)
Missiles:	22 SA-N-3, 4 SS-N-2C
Torpedoes:	10

Names

Komsomolets Ukrainy
Krasny-Kavkaz
Krasny-Krim
16 others

Commissioned in 1962, it was the first class of warships with gas turbines as the primary propulsion system. Primarily an anti-aircraft platform.

8.1.4 Kirov Class (USSR)

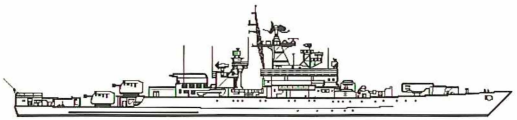
SPECIFICATIONS			
Type:	BC	**Beam:**	93 ft. (28 m)
Displacement:	28,000 tons	**Anti-Air Missiles:**	96 SA-N-6
Maximum Speed:	33 kts	**Phalanx Equivalent:**	120 bursts
Length:	813 ft. (248 m)	**Anti-Ship Missiles:**	20 SS-N-19
		Torpedoes:	16 533mm

Names

Kirov Frunze

These large, dual-purpose, nuclear-powered battle cruisers were almost single-handedly responsible for the recommissioning of the *Iowa* class of US battleships.

8.1.5 Krivak I Class (USSR)



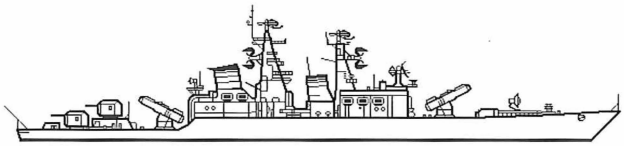
Type:	FFG	**Beam:**	45 ft. (123 m)
Displacement:	3900 tons	**Anti-Air Missiles:**	18 SA-N-4
Maximum Speed:	32 kts	**Torpedoes:**	16 533mm
Length:	405 ft. (123 m)		

Names

Bditelny Bodry
Drushny 36 others

Another of the Soviet dual-purpose surface ships, this class has fast acceleration and superior sea-keeping. A portion of this class is being built for KGB use.

8.1.6 Kynda Class (USSR)



SPECIFICATIONS			
Type:	CG	**Beam**:	51 ft. (15 m)
Displacement:	5500 tons	**Anti-Air Missiles**:	22 SA-N-3
Maximum Speed:	36 kts	**Anti-Ship**:	16 SS-N-19
Length:	465 ft. (142 m)	**Torpedoes**:	12 533mm

Names

Grozny
Admiral Golovko
Admiral Fokin
Varyag

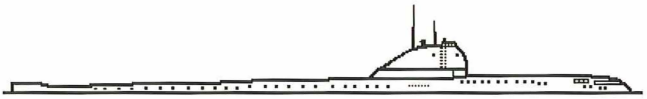
Designed for surface warfare, this was the first Soviet missile cruiser class.

8.1.7 Light Patrol Craft (Iran)

SPECIFICATIONS	
Type:	Fast Attack Craft
Displacement:	Varies
Maximum Speed:	48 kts
Length:	Varies
Beam:	Varies
Cannons:	Various small caliber variety

These are civilian variety speed boats, equipped with high-horse-power outboard motors, that have been retro-fitted to serve as military fast attack craft.

8.1.8 November Class (USSR)



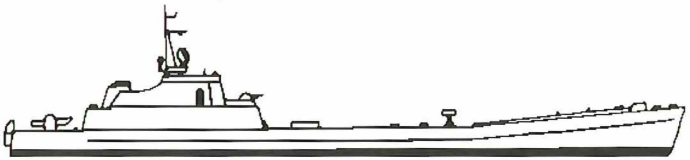
SPECIFICATIONS	
Type:	Submarine
Displacement:	5000 tons
Maximum Speed:	30 kts
Length:	359 ft. (109 m)
Beam:	29 ft. (9 m)
Torpedoes:	18 533mm

Names

12 ships

The first of the Soviet Navy's nuclear-powered force. Two reactors power this noisy boat.

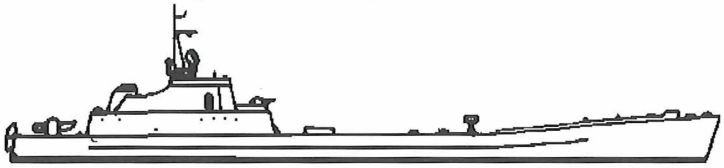
8.1.9 Polnochny Class (USSR)



SPECIFICATIONS	
Type:	LSM
Displacement:	800 tons
Maximum Speed:	16 kts
Length:	249 ft. (75 m)
Beam:	27 ft. (8 m)
Anti-Air Missiles:	16 SA-N-5

A popular Soviet export, this ship is also used by Poland, India, Egypt and eight other countries. Equipped with patrol, landing and minesweeping capabilities.

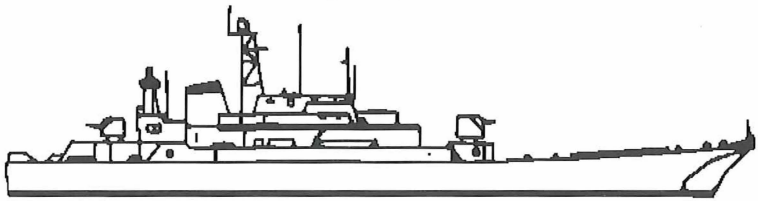
8.1.10 Ropucha Class (USSR)



SPECIFICATIONS	
Type:	LST
Displacement:	3800 tons
Maximum Speed:	16 kts
Length:	370 ft. (112 m)
Beam:	47 ft. (14 m)
Anti-Air Missiles:	32 SA-N-5

This landing ship-tank (LST) class was built at the Gdansk shipyards in Poland. First line landing ships in the Soviet Navy.

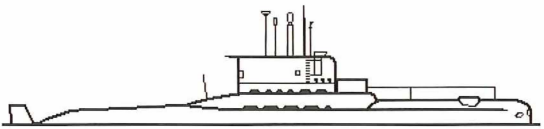
8.1.11 Saam Class (Iran)



SPECIFICATIONS	
Type:	Frigate
Displacement:	1540 tons
Maximum Speed:	39 kts
Length:	309 ft. (94 m)
Beam:	14 ft. (4 m)
Anti-Air Missiles:	9 SeaCat
Chaff:	8 bursts
Anti-Ship Missiles:	5 SeaKiller

These air-conditioned, gas-turbined frigates have Plessey ASW 1 and Sea Hunter systems.

8.1.12 Salta Class (Argentina)



SPECIFICATIONS	
Type:	Submarine
Displacement:	1185 tons
Maximum Speed:	23 kts
Length:	183 ft. (56 m)
Beam:	20 ft. (6 m)
Torpedoes:	14 533mm

Names

San Luis
Salta

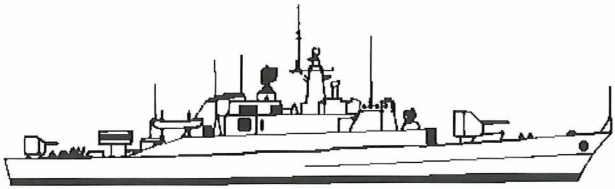
Recycled German subs, the *Salta* class features smooth hulls and scoop-shaped fins. They operated against the British task force in the Falklands conflict.

8.1.13 Slava Class (USSR)

SPECIFICATIONS			
Type:	CG	**Beam:**	65 ft. (20 m)
Displacement:	12,500 tons	**Anti-Air Missiles:**	64 SA-N-6
Maximum Speed:	32 kts	**Phalanx Equivalent:**	90 bursts
Length:	613 ft. (187 m)	**Anti-Ship Missiles:**	16 SS-N-12
		Torpedoes:	16 533mm

The *Slava* class is known for its unique missile-launcher construction, providing it maximum destructive power.

8.1.14 Type A69 Class (Argentina)



SPECIFICATIONS	
Type:	Frigate
Displacement:	1170 tons
Maximum Speed:	24 kts
Length:	262 ft. (80 m)
Beam:	33 ft. (10 m)
Anti-Ship Missiles:	4 Exocet
Torpedoes:	18 Mk46

French built, the A69 class is diesel-powered and inexpensive.

8.1.15 Victor III Class (USSR)

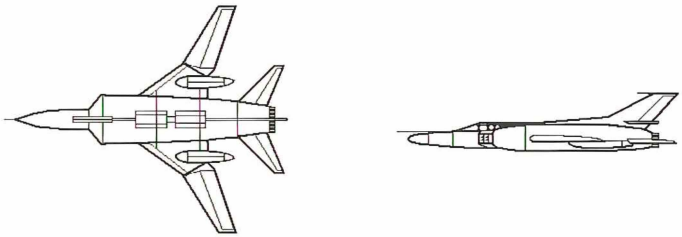
SPECIFICATIONS	
Type:	Submarine
Displacement:	6300 tons
Maximum Speed:	32 kts
Length:	341 ft. (103 m)
Beam:	32 ft. (10 m)
Torpedoes:	8 533mm

Victor III has an interesting cylindrical object mounted on top of its upper rudder (not shown) — possibly a towed sonar array.

8.2 ENEMY AIR FORCE

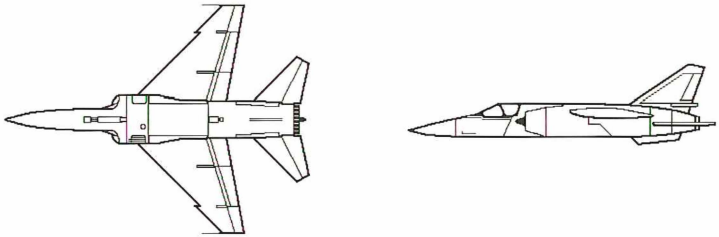
The following specifications, arranged alphabetically, list the information we have been able to gather on the enemy aircraft you are most likely to encounter. The aircraft diagrams are not drawn to scale.

8.2.1 Tu 22-M "Backfire" Bomber (USSR)



SPECIFICATIONS	
Takeoff Weight:	270,000 lbs
Maximum Speed:	Mach 2.0
Length:	131 ft. (40 m)
Span:	113 ft. (34 m)
Anti-Ship Missiles:	1-3 Kingfish

8.2.2 Mirage F1C (French-Iraqi)



SPECIFICATIONS	
Takeoff Weight:	33,510 lbs
Maximum Speed:	800 mph
Length:	49 ft. (15 m)
Span:	27 ft. (8 m)
Anti-Ship Missiles:	3 Exocet

8.2.3 Super Entendard (French)

SPECIFICATIONS	
Takeoff Weight:	20,280-25,350 ft
Maximum Speed:	650 mph
Length:	46 ft. (14 m)
Width:	31 ft. (9 m)
Anti-Ship Missiles:	1 Exocet

8.3 ENEMY WEAPON SPECS

The following sections, arranged alphabetically by weapon name, list what we know of the weapon systems used by the various potential enemy nations.

8.3.1 Cannons

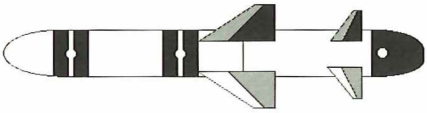
The enemy's dual-purpose cannons are similar to our US and British versions in both function and design, although they do seem to have a wider variety of cannon sizes. The table below lists the ships, cannon size, approximate shell weight, and approximate range for enemy cannons.

SHIP(S)	Size (barrel diameter)	Approx. Shell Wt.	Approx. Range
Kirov (USSR)	100 mm	30 lbs.	8 km (4 N. Miles)
Slava (USSR)	130 mm	55 lbs.	22 km (12 N. Miles)
Kashin, Kynda, Krivak (USSR)	76 mm	13 lbs.	11 km (6 N. Miles)
Ropucha (USSR)	57 mm	8 lbs.	6 km (3 N. Miles)
A69 (Argentina)	100 mm	30 lbs.	11 km (6 N. Miles)
Saam (Iran)	115 mm	50 lbs.	11 km (6 N. Miles)
Light Patrol (Iran)	? (small)	? (small)	? (short)

8.3.2 Missiles

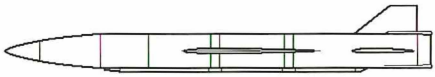
The following sections, listed alphabetically, show the available description, specifications, and diagram for all known enemy missiles. The missile diagrams are not drawn to scale.

8.3.2.1 Exocet Anti-Ship Missile (French & 26 other nations)



See *7.2.2. Exocet Anti-Ship Missile (British)* for description.

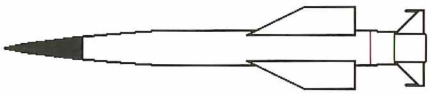
8.3.2.2 "Kingfish" Anti-Ship Missile (USSR)



Approx. Max. Effective Range: 555 km (300 Nautical Miles)
Speed: Mach 3

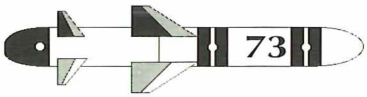
Deployed in various Badger and Backfire Long Range, shore-based naval forces in the Soviet Union.

8.3.2.3 SA-N-3 "Goblet" Surface-to-Air Missile (USSR)

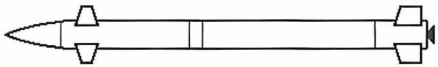


Approx. Max. Effective Range: 55 km (30 Nautical Miles)
Speed: Mach 2+

Deployed in 1967, the Goblet uses the same warhead as the SA-N-4.



8.3.2.4 SA-N-4 "Gecko" Surface-to-Air Missile (USSR)



Approx. Max. Effective Range: 15 km (8 Nautical Miles)
Speed: Mach 2+

The Gecko also has some surface-to-surface (anti-ship) capabilities.

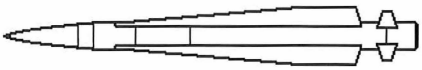
8.3.2.5 SA-N-5 "Grail" Surface-to-Air Missile (USSR)

PICTURE UNAVAILABLE

Approx. Max. Effective Range: 10 km (5 Nautical Miles)
Speed: Mach 1+

The Grail is deployed in light amphibious forces and can be shoulder-launched.

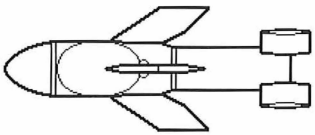
8.3.2.6 SA-N-6 "Grumble" Surface-to-Air Missile (USSR)



Approx. Max. Effective Range: 81 km (44 Nautical Miles)
Speed: Mach 3

The Grumble is based on the SA-10 system, anti-missile variant.

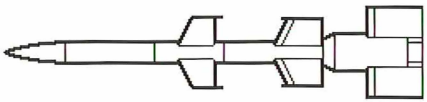
8.3.2.7 SeaCat Anti-Air Missile (British & 14 other nations)



Approx. Max. Effective Range: 6 km (3 Nautical Miles)
Speed: Unknown

The SeaCat is either radar or optically guided, with some sea-skimming capabilities.

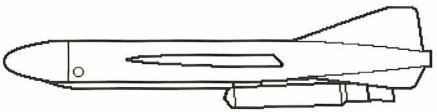
8.3.2.8 Sea Killer Anti-Ship Missile (Italy & others)



Approx. Max. Effective Range: 25 km (14 Nautical Miles)
Speed: Transonic. Subsonic after burnout.

This Italian-made missile uses beam-riding plus radar altimeter guidance, supplemented by radio command to home in on its target. It can skim close to the ocean's surface, making it an effective weapon.

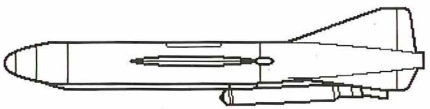
8.3.2.9 Silkworm Anti-Ship Missile (Chinese)



Approx. Max. Effective Range: ?
Speed: ?

Intelligence believes that the Silkworm design is based on the Soviet SS-N-2A "Styx" missile, and that performance should be similar. See *8.3.2.10 SS-N-2A "Styx" Anti-Ship Missile (USSR & others)* for details.

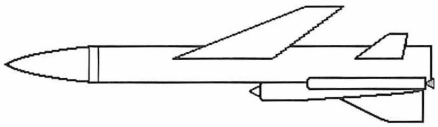
8.3.2.10 SS-N-2A "Styx" Anti-Ship Missile (USSR & others)



Approx. Max. Effective Range: 46 km (25 Nautical Miles)
Speed: Mach .9

The Styx is deployed on "OSA" classes and carries a 1100 lb. warhead.

8.3.2.11 SS-N-2C Anti-Ship Missile (USSR)



Approx. Max. Effective Range: 80 km (43 Nautical Miles)
Speed: Mach .9

Updated version of the Styx, with extended range and seaskimming capabilities on its final approach (to reduce radar visibility). See *8.3.2.10 SS-N-2A "Styx" Anti-Ship Missile (USSR & others)* for more details.

8.3.2.12 SS-N-12 "Sandbox" Anti-Ship Missile (USSR)

PICTURE UNAVAILABLE

Approx. Max. Effective Range: 555 km (300 Nautical Miles)
Speed: Mach 1+

8.3.2.13 SS-N-19 Anti-Ship Missile (USSR)

Approx. Max. Effective Range: 540 km (295 Nautical Miles)
Speed: Mach 1+

Believed to be an improved version of the SS-N-12 missile, the SS-N-19 has slightly less range and speed, but an improved seaskimming flight profile. It can carry conventional or tactical nuclear warheads.

8.3.3 Torpedoes

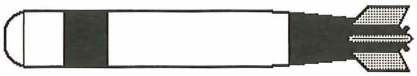
The following sections, arranged alphabetically, show the available description, specifications, and diagram for all known enemy torpedoes. The torpedo diagrams are not drawn to scale.

8.3.3.1 Type 53 (533mm) Torpedo (USSR)

Approx. Max. Effective Range: 4-20 km (2-11 Nautical Miles)
Speed: 28-45 kts

The Type 53 is a dual-purpose torpedo, and an upgrade of the 40/45 system.

8.3.3.2 MK 46 Torpedo (US & other nations)



Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: 50 kts

See *7.3.1. MK46 Torpedo (US)* for details and diagram.

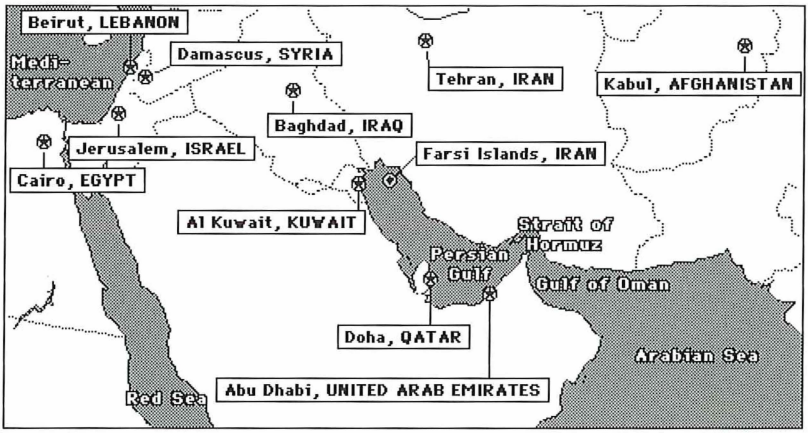
9. SCENARIO OVERVIEWS

The following sections provide overviews of the various scenarios you may find yourself in as a Strike Fleet Commander. A word of advice, Commander: the better you know and understand the situations you may have to deal with, the better will be your chances of living to sail another day. And remember, if you use fewer ships, you'll have more points for a higher rank at the end of the scenario.

9.1 STARK REALITIES

As the Captain of a US frigate, your ship is stationed in the Persian Gulf as part of a routine patrol. Defend yourself and all neutral shipping in the Gulf, but do not fire unless attacked first. You may encounter friendly and enemy ships as well as aircraft. You must tread the thin line between provocation and overcaution, and decide what actions to take, if any.

This should be your first mission, and this mission is designed to familiarize you with all the systems of your ship. Remember that you have helicopters, and that they have longer radar range (when airborne).



Satellite Map 1

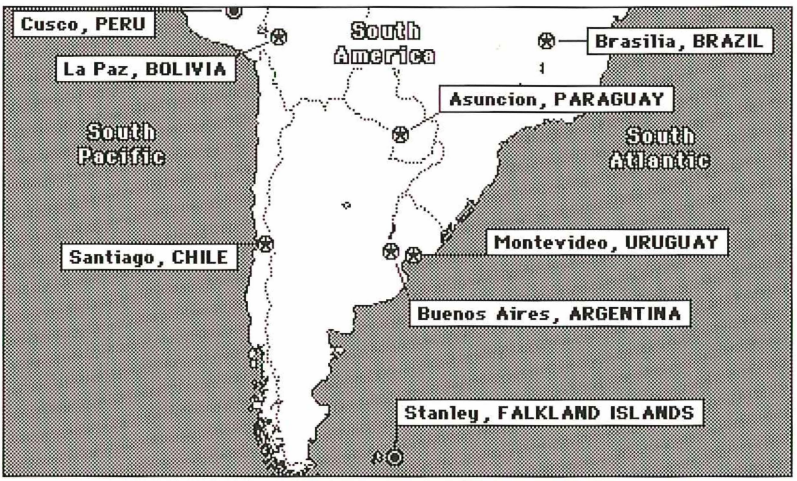
Notes: You can select a ship with a different name if you wish.

9.2 THE ENEMY BELOW

Notes: You can select ships with different names, or just take a single ship for a higher score if you wish. Refer to Satellite Map 2 below.

On May 1, 1982, two British frigates were providing ASW coverage for their forces near Port Stanley on the Falkland Islands, when they detected, and were fired upon, by the Argentine sub *San Luis*. Neither side acknowledged a hit that day. Now it's your turn to relive the situation. Your mission is to search for, and destroy, Argentine submarines that may be in the area. The best defense against torpedoes? Sink the subs before they fire! Try using slow speeds and passive sonar to find the enemy. Unlike the previous mission, this mission relies extensively on your ability to command more than one ship and your proficiency at using sonar. Remember that your helicopters are also equipped with sonar (but not as powerful as the ship's, and helicopters must stop and hover to use it).

Try searching the area northwest of the Falklands. The best technique for submarine searching is to sprint at full speed, then cut the engines and drift as you use the sonar.



Satellite Map 2

9.3 THE ROAD TO KUWAIT

Now, with a larger, more powerful task force, you must escort three reflagged Kuwaiti tankers through the dangerous Persian Gulf, and out to the Arabian Sea while watching for possible air and sea attacks. Do not fire unless fired upon. Be certain your targets are truly foes, and be particularly alert in the Strait of Hormuz. Make full speed to remove the oil tankers from danger as soon as possible.

Notes: Refer to Satellite Map 1 above.

9.4 FALKLANDS DEFENSE

Britain is battling it out with Argentina for control of the Falklands. Argentina has an attack squadron fueled and ready for launch from their carrier — weather conditions are the only thing that hampers their progress. Your mission is to engage and take out Argentine task group 79.4 — composed of three frigates — which is supporting the main attack force.

Notes: Refer to Satellite Map 2 above.

9.5 DIRE STRAITS

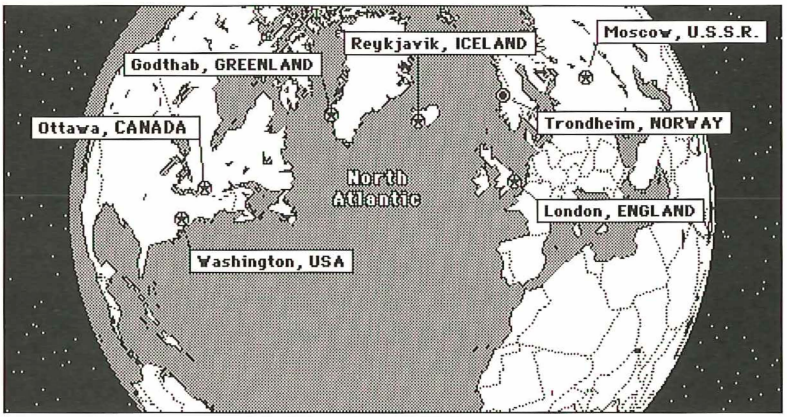
You are escorting a small convoy of empty oil tankers into the Persian Gulf, when you find your task force confronted by speedboats armed with guns and grenades. Repeated warnings go unheeded, and if you don't take action, your task force will be surrounded. Get those tankers safely through the Strait of Hormuz and into the Persian Gulf. *You have weapons-free clearance* — neutralize any and all opposition. Good luck, Commander.

Notes: Refer to Satellite Map 1 above.

9.6 ATLANTIC CORK

Welcome to World War III. Bottle up the Soviet fleet in the Norwegian Sea before they escape through the Greenland-Iceland-U.K. gap. You'll meet your objective if you sink enough of their ships and subs to seriously cripple their forces.

Our satellites have spotted a large surface fleet just northeast of your position, and the SOSUS line hears approximately a dozen various Soviet nuclear attack subs racing at high speed for the gap between Greenland and Iceland. Split your forces as you see fit, but stop those ships and subs! Our satellites also show pictures of *Backfire* bombers loading up at their home bases — watch-out for those long-range Kingfish missiles.



Satellite Map 3

9.7 SURPRISE INVASION

Another possible beginning for World War III, and the outlook is grim. A Soviet invasion fleet is heading for Trondheim, Norway and your small task force is all that stands between them and it. With some sharp strategy, quick reactions, and some luck, you'll complete your objective by sinking their *Polnochny* supply ships and *Ropucha* troop carriers. If you're feeling particularly daring, you might even take out a few of their warships.

Notes: Refer to Satellite Map 3 above.

9.8 ESCAPE TO NEW YORK

You command a small task force whose objective is to make a fast transit to the US east coast. Soviet subs, cruisers, and bombers stand in your way. The submarine threat is particularly strong in this scenario.

Notes: Refer to Satellite Map 3 above.

9.9 WOLFPACK 1990

Your objective is to escort a convoy of reinforcements to a US base in Iceland. Get your task force to within a few dozen miles of the Iceland coast to complete your objective. You can probably expect fierce attacks from a large Soviet surface fleet that our satellites have spotted just west of your position at the start of the scenario.

Notes: Refer to Satellite Map View 3 above.

9.10 MOPPING UP

The end of the war is in sight, and we have done well for ourselves. But the Soviets may yet win if we allow them to get their ships and subs back to their northern bases for more fuel and supplies. Search out all Soviet submarines and ships that will be heading north or northeast. Your objective is to prevent the enemy from reaching home — use extreme prejudice. You may have to spread your forces thin, and you may also be subjected to bomber attacks. But you may be able to bring down a few careless bombers returning from raids on your fellows.

Notes: Refer to Satellite Map View 3 above.

9.11 BUNKER HILL BLUES

Responding to a false distress signal, the Aegis cruiser Bunker Hill is ambushed by overwhelming Soviet forces. Can one sophisticated electronic warship withstand repeated submarine, surface and air attacks? Only cool nerves and fast action will be able to fend off a barrage of deadly *Kingfish* missiles.

Notes: Refer to Satellite Map View 3 above.

9.12 ONE FOR THE GIPPER

On April 17, 1988, the United States retaliated against Iran for damage to the frigate Samuel Robert. The US Navy was tasked with destroying one of Iran's troublesome frigates that had been attacking neutral shipping for some time. By the end of the day, two oil

platforms, two Iranian frigates a missile boat, and three gun-armed speedboats had been severely damaged or sunk, at no loss to US forces. Now you lead the very same task force to deal quickly and sternly with Iran.

Notes: Refer to Satellite Map View 1 above.

9.13 'E' IS FOR EMBARGO

On August 3, 1990, Iraqi forces invaded the Kingdom of Kuwait. Within days, the UN sanctioned an embargo on all trade with Iraq and occupied Kuwait. Your task force has been charged with enforcing the embargo. Do not let any tankers out of the Persian Gulf region!

Notes: Refer to Satellite Map View 1 above.

9.14 LIBERATION LAUNCH

Welcome to the opening hours of the Persian Gulf War. The Iraqis have stationed forward-based missile launchers along the coast of Kuwait to support their occupying forces. Your part in the Desert Storm is to take out six of the missile launchers, thus clearing the way for an amphibious assault. Air superiority has not yet been attained, so watch for Mirage jets and Exocet missiles overhead.

Notes: Refer to Satellite Map View 1 above.

10. STRIKE FLEET DESIGNERS' NOTES

By Noah Falstein and Larry Holland

Lucasfilm Games, 1987

In designing *Strike Fleet*, we set out to produce a game that could bring a variety of experiences to its users. *Strike Fleet* is not only a Modern Naval Combat Simulator, but also an exercise in strategy, a tool for study of the recent past and near future, and an action/arcade game. If one aspect is particularly appealing to you, by all means enjoy it. But we also recommend that you explore other aspects of *Strike Fleet* as well. If you're a simulation buff, try unwinding a little with the pure game aspects, and if you're in it just for the fun, pay attention to the real world aspects. You may discover some new perspectives.

Simulating warfare is a tricky business. War is a very good subject for games because the sides and objectives are clear, the topic is familiar and interesting, and the stakes are as high as they can be. But it's important to remember the difference between a game and the real thing. In designing the game, we specifically chose situations that make for interesting and fun game play. Real life isn't like that too often. Also, although it seems obvious to state, what can be a lot of fun sitting at your computer changes when shooting and dodging real bullets. Our hope is that *Strike Fleet* gives you some appreciation for the issues of war without the dangers of actually trying to live through one. We hope you'll not only enjoy playing the game, but think about its implications too.

It's easy to get overwhelmed by the complexities of missile age combat on a home computer, particularly when you are controlling a whole fleet by yourself. Because of the limitations of the computer and the player, we've chosen to standardize controls for all ships and helicopters, and to automate some manoeuvre and defense control in place of the crew that an actual fleet would have. We've taken particular care in presenting the hardware aspect of the game, with the correct weapon systems and capabilities for each ship, helicopter, sub, and plane. The numbing complexity of a modern fleet, with individual differences from ship to ship within a class, is too detailed for the scope of a single player simulation. So some differences are averaged and others smoothed

out. This yields a basic game system that you can play in two ways: 1) you can tackle the big picture, concentrating on the maps, fleet actions, and multi-ship combat; or 2) narrow your focus to the bridge view, putting yourself in the thick of the action and watching it first-hand. We've found the simulation accurate enough that real tactics work as you'd expect them to in the real world. There's never been a large-scale battle with missile-armed ships in real life (at the time of this writing), so now you can get a feel for what it would be like.

The most important factor for your success in *Strike Fleet* missions is your adaptability. Attacks can come from the air, from submarines, or from other surface ships. Bunching your ships together allows you to use common anti-air missile cover for all, and if you bunch them close enough, you can even bring guns to bear on missiles headed for your other ships. But a tightly bunched task force is much more vulnerable to submarine attack. Air defense is even more complex. The first warning you may get of a bomber attack is the lock-on warning from the Threat Receiver for the long-range missiles they fire. But if you spread your ships far out to try to intercept bombers before they can fire, the very ships you send out may fall prey to the bombers' attack.

You'll need similar adaptability in fleet selection. The default ships are usually a conservative mix. Try experimenting, taking a few powerful ships to simplify your command and make tight groupings easier, or taking many weaker ships so you can afford to establish long range scouts and even lose a few warships without jeopardizing the mission. Pay close attention to the kind of anti-air missiles the ships carry. Most US warships carry SM-1 or SM-2 standard missiles, with the latter being somewhat improved in range, speed, and reliability; but the ones designated (ER) for "extended range" allow you to intercept incoming missiles and aircraft at much greater distances. Also, the Tomahawk cruise missile has a very long range and twice the striking power of the more common Harpoon. A Tomahawk-equipped ship can aid attacks hundreds of miles away if you use the remote targeting option to feed information from a spotter vessel. Even the guns are important when you fight the enemy to a standstill in a missile duel. And you can use the guns to aid the close-range Phalanx in knocking out incoming missiles. Similarly, to detect and fight submarines, helicopters are

your best bet; most US ships carry two, but some carry only one. The helicopters will probably use torpedoes more often than the ships, but if the helicopters miss a sub until it is very close, the ship-based torpedo tubes and ASROC anti-sub rockets may come in handy.

While maneuvering, you should weigh the relative dangers of submarine, surface, and air attack based on your scenario briefing. If you are escorting civilian ships or troopships you should put a ship with good anti-air missiles near the centre, and some destroyers or frigates farther out to find subs and screen against surface attack. If you're hunting for enemy subs, a good anti-sub tactic is to sprint forward and drift occasionally to check out your sonar. In any case, you will need to gain some skill in maneuvering your ships. There are two basic methods to do this: 1) stop your flagship and give individual orders that move each ship into a specific position relative to the flagship; or 2) keep all the ships moving and change the non-flagship positions "on the fly." We recommend the second method if you can manage it, but it is more difficult, and you run the risk of disastrous collisions. Readjustments are easier using the Ship level map in the Command Information Centre. Here you can give successive new destinations to each ship and see where they're planning to go.

In battle against missile-armed aircraft, you often will not see them until after they've fired — *if then*. This is one of the realities of modern warfare and it's also the reason that air cover is so important. Taking care of their missiles is identical with surface launched missiles, covered in the following paragraph. If you put "picket ships" out to the front and sides of your main group, you may be able to pick up aircraft before they fire, and engage them with your anti-air missiles. Sometimes aircraft will be heading toward one task force that their surface ships or satellites have spotted, and you can get the jump on them with another. Use helicopters as a sort of Airborne Early Warning system for both surface and air attack; but the enemy can spot them as well, and they are very vulnerable.

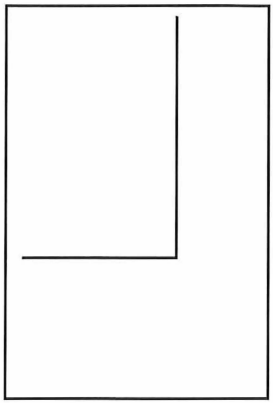
When you're fighting surface ships, it's likely that both sides will use waves of missiles. Try drawing out the enemy's anti-air missiles by firing only one missile at a time, or try overwhelming them with many missiles. Your helicopters can spot remote targets for your surface ships to attack, thus extending your radar range; but keep

your helicopters well away from the enemy ships, if possible, to avoid losing them to missiles. And remember, there are limits to the number of missiles and torpedoes your ships can track through. If you find yourself unable to launch defensive missiles because of all of your offensive missiles in the air, you may have to detonate some before they hit. Your missile counterattacks will sometimes work better if you launch them from the ship that the enemy missile is locked-on to. If your defensive missiles don't stop the incoming waves, your guns are another possible defense. The Phalanx is also pretty reliable, particularly if you operate it manually to fire multiple shots at a given missile; but it has limited rounds and a slow rate of reloading.

Submarines are perhaps one of the greatest threats. Remember to *check your sonar frequently.* Having a ship use active sonar to locate motionless subs might draw their attention to it, but may save the rest of your task force. Finally, once a torpedo is fired at you, you may be able to outrun it, or turn away at the last moment. The best defense against subs, however, is to locate and sink them before they find you. Using the ship's powerful sonar to locate and lock them in as remote targets allows your helicopters to home-in using the remote data, and drop torpedoes on the subs. Soviet subs are particularly tough, and may require more than one torpedo.

Your final rank depends on a number of factors. The biggest contribution to a high final rank is completing your objective as detailed in the scenario description. Sometimes this is as simple as surviving until the end of your allotted time. Sometimes it will involve protecting other ships while performing complex multi-ship searches. The enemies you destroy are also often important to your final rating. In scenarios where you choose your fleet by expending points, the points you don't use are worth a great deal in your final rank. This represents the benefits of accomplishing a mission with smaller forces, freeing up ships to be used by the rest of the Navy. Bringing your ships through with as little damage as possible also helps your chances for promotion and citations. Finally, if you lose all of your ships, or fire on one of your own ships or helicopters, the consequences are likely to be grave.

ABOUT LUCASFILM GAMES™



LUCASFILM GAMES is a diverse mix of designers, programmers and artists with a wide range of backgrounds. Their dream is to create new kinds of entertainment experiences, uniting movies, computers and games.

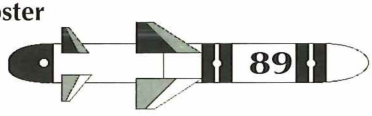
Noah Falstein, Ken Macklin and Larry Holland have developed many classic computer simulations. To each game they bring their individual perspectives and interests, ranging from traditional games to prehistoric archaeology and fantasy artwork.

CREDITS

Principal Designer and Project Leader:	**Noah Flastein**
Programming and Software Design:	**Lawrence E. Holland**
Program Art:	**Ken Macklin**
Technical Consultant:	**Cmdr. Erich Ashburn, USN (ret.)**
Sound:	**Tom Jeffries/Singing Electrons**
Music:	**Nicten Broek/Singing Electrons**
Associate Producer:	**Richard Hilleman**
Assistant Producer:	**Randy Breen**
Product Management:	**Karen Janowski**
Documentation:	**David K. Simerly and Tim Little.**
US Art Director:	**Nancy Fong**
EuroPackage Design:	**GrappleGroup Ltd.**
Artist Photograph:	**Nancy Jencks**

AMIGA & ATARI ST CONVERSATION CREDITS

Conversions by	**Nickel Ltd.**
Programming:	**Simon J. Francis**
Additional Programming:	**Nick Wilson**
Graphics:	**John Baker, Mark Jones, David Wickstead, Simon J. Francis**
Sound Effects & Music:	**Jason A. S. Whitely**
Producer:	**Kevin Shrapnell**
Assistant Producer:	**Rupert Easterbrook**
Technical Assistance:	**Colin McLaughlan**
Product Management:	**Chris Thompson**
Documentation Revision:	**David Luoto**
Manual Design and Setting:	**Carol Aggett**
Quality Assurance:	**Clive Downie, Matthew Webster**



Copyright Notice

This program is protected under UK copyright law, and may not be copied, hired or reproduced, or otherwise modified without the consent of the copyright owner.

Warning

It is a criminal offence to sell, hire, offer or expose for sale, or otherwise distribute infringing copies of this computer program and persons found doing so will be prosecuted. Any information on piracy should be passed to FAST in Tel: (0628) 660377

NOTES

NOTES