VARIANTS

SUPER TASKFORCE

Enhancing the Simulational Value of SPI's Newest Naval Game

by Charles Kamp

TaskForce is quickly becoming a widely liked, avidly played game. It has a number of extremely interesting game elements in it (one being the *absence* of traditional combat results tables). What originally started out to be the naval version of *Air War* got transformed into a true "players' game." This of course leads us tinkerers back to reinstalling some of the considerations streamlined out of the game. *—Redmond*

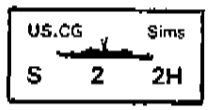
Task Force went through at least two major design/development philosophies during its creation. The original concepts of designer Dave Isby stressed the simulation aspects, while the final product reflected designer Joe Balkoski's emphasis on playability. While the game does not purport to be the last word in modern naval analysis — something which would require a heavy amount of classified and conjectural data — it lends itself to the grafting on of additional elements not addressed in the original. This article presents unofficial suggestions, from professional naval officers and others, which highlight some important aspects of the modern naval scene.

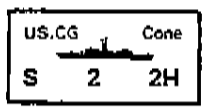
RECENT SHIP CONSTRUCTION

Charts showing the game characteristics of additional US and Soviet ships accompany this article.

1. The Soviets are currently building three new classes of surface combatants, the lead ship of each having deployed in 1980. The nuclear-powered battle cruiser *Kirov* is the largest primary surface combatant to be built anywhere in the world since World War II. The missile destroyer *Sovremennyy* is apparently designed for surface action, with a secondary mission of Antisubmarine Warfare (ASW). The *Udaloy* class missile destroyer is expected to the the backbone of the new Soviet ASW forces. The Soviets also achieved a quantum improvement in their submarine arm with the appearance of the *Oscar* class SSGN. *Kirov*, *Sovremennyy*, and *Oscar* all employ a new SSM, designated SSN-X-19.

2. The US Navy has acquired four modified *Spruance* type destroyers which were being built for the late Shah of Iran. They mount the Mk 26 SAM system found on our newer missile ships. Renamed *Kidd* (DDG-993), *Callaghan* (DDG-994), *Scott* (DDG-995), and *Chandler* (DDG-996), they will be commissioned in 1981–82.





3. The ships designated *Sims* and *Cone* in *Task Force* represent the first mark of the *Ticonderoga*-class missile cruisers (CG-47). Advanced ships in the class will have improved AA capability with the mounting of a Vertical Launch System (VLS).

4. The US is the only nation to retain battleships in its naval inventory. There appears to be a good possibility that one or more of them will be reactivated for service with some modifications. The great staying power of the battleship — in the face of conventional weaponry — coupled with tremendous firepower, make it an interesting anachronism in modern naval combat. In *Task Force*, the battleship should be permitted to initiate gunnery combat from an adjacent hex against an enemy task force, for at least one round, during which no enemy ships can return fire. Additionally, each hit it scores should be treated as a flotation hit as well as a systems hit. US battleships being considered for active service are *Iowa* (BB-61), *New Jersey* (BB-62), *Missouri* (BB-63), and *Wisconsin* (BB-64).

5. The USN plans to establish patrol hydrofoil squadrons in the coming two years, which would appear in at least two areas covered by the game. One squadron will be based at Key West, Florida for service in the Caribbean, and another may be based at Sicily for use in the Mediterranean. Each squadron will consist of six boats. The first six PHM's will be *Pegasus* (PHM-1), *Hercules* (PHM-2), *Taurus* (PHM-3), *Aquila* (PHM-4), *Aries* (PHM-5), and *Gemini* (PHM-6).

MOVEMENT

Submarines are not limited to speed by mode. Nuclear subs may move up to two hexes per turn regardless of depth, while conventional submarines are limited to one hex per turn in all cases.

ACTIVE ASW SEARCHES AND TASK FORCE ASW CAPABILITY

1. Non-Soviet task forces determine their Search Value normally. All Soviet task forces determine their Active ASW Search Value by counting the number of ships which have an **S** capability and dividing the number by **3**. Round off fractions to the nearest multiple of 3.

2. Soviet conventional submarines get a modifier of **add 1** when subjected to active ASW search. They are very quiet.

3. All submarines with SSM capability may attack enemy submarines (with their ASW Strength) which are in an adjacent regular hex, to simulate the effects of SUBROC and SSN-15/16.

4. Shipboard Area ASW weapons are limited to vessels having one of the following ASW missile systems: Ikara (British), Malafon (French), SUBROC or ASROC (US), FRAS-1/SSN-14 or SSN-15/16 (Soviet). The accompanying ships list adds or deletes Area ASW capability from the appropriate counters according to these criteria. On the whole, fewer ships are rated as having Area ASW capability; however, see helicopters, following.

HELICOPTER SEARCH AND ATTACK

1. The number of helicopters a task force may use for any flight operations is equal to the total number of helicopters on ships of the task force **divided by 3**. Round off fractions to the nearest multiple of 3.

2. Helicopter searches (for task forces) are conducted normally.

3. Helicopter ASW searches may be regular (considered 1 action) or intensive (considered 2 actions). *Two* helicopters are necessary to perform a regular search, while *four* helicopters are needed to perform an intensive search. These helicopters must all be eligible for flight operations as described in paragraph 1. The Search Value of a regular search is **2** for non-Soviet helicopters and **1** for Soviet helicopters. The Search Value of an intensive search is **4** for non-Soviet helicopters and **3** for Soviet helicopters.

4. Helicopters may attack enemy submarines which have been revealed by a precise or accurate search report under the

following conditions:

a. Helicopters which have located submarines by helicopter ASW search may immediately attack the submarines.

b. During task force-initiated ASW combat, if the total number of helicopters eligible for flight operations have a combined ASW Attack Strength (see following) greater than that of the ship with the highest ASW Strength in the task force, then the helicopter strength is used.

c. During torpedo combat, the total of helicopters eligible for flight operations (i.e., one-third of all helicopters) may combine their ASW Attack Strengths and be employed by the task force player as an Area ASW weapon, which may be used against subs on *any* arc of the tactical display, once per ASW Phase. In this case, submarines need not have been located prior to the initiation of torpedo combat. In addition, helicopters from ships sunk during the torpedo combat must be removed from the ASW effort.

The ASW Attack Strength of helicopters is **1** Strength Point per two helicopters, rounding fractions up for non-Soviet units, and down for the Soviets. The total of helicopters available for ASW action in a torpedo combat may be applied *en masse* against one submarine or divided against several, at the discretion of the task force player.

AIRCRAFT ASW SEARCH AND ATTACK

Carrier-launched ASW patrol aircraft, and long-range patrol aircraft, should conduct ASW search in a manner similar to task force Active ASW Search/Helicopter ASW Search as follows:

1. US carrier-launched ASW squadrons with a Strength of 2 may search one megahex using a Search Value of **4**, or two megahexes using a Search Value of **2** for each (searched megahexes must be within 3 megahexes of the carrier). If subs are located precisely or accurately, the squadron may attack with an ASW Strength of **2** against any *one* subron that is located.

2. Long-range patrol aircraft of non-Soviet countries have a Search Value of **5** (per mission), while Soviet long-range patrol aircraft have a Search Value of **4** (per mission). When a long-range patrol mission locates subs precisely or accurately, it may attack one subron located with an ASW Strength of **2**.

RESOLUTION OF HELICOPTER AND AIR ASW ATTACKS

1. Although long-range ASW patrol attacks, and carrier-launched air ASW attacks, may take place only during the Long-Range Patrol Phase and the Air Operations Phase respectively, subrons located precisely or accurately by *any* means may be subjected to air-delivered ASW attack and need not have been located by the air unit specifically. Additionally, a player may use more than one long-range patrol or carrier-launched ASW squadron to attack a single hex containing a located subron. All must attack individually, however. The same holds true for helicopter ASW Search/Attack missions.

2. All attacks against submarines by long-range patrols, carrier-launched ASW squadrons, and helicopters are resolved in the same manner as ASW combat initiated by a task force. Results are apportioned against one or more subs in the case of aircraft attack, but are applied only to the specific sub under attack in the case of helicopters involved in a torpedo combat.

SOSUS PLACEMENT AND EFFECT

1. The placement of SOSUS markers should be limited to megahexes containing only shallow water.

2. SOSUS Search should be conducted the same as a Subron Passive Search. The search must, however, be directed against the megahex occupied by the SOSUS marker. Results are the same as in Subron Passive Search (including adjacent megahex location of subs in shallow mode).

SURFACE-TO-SURFACE MISSILES

1. The accompanying Surface-to-Surface Missile Chart lists weapons available in *Task Force*, along with their actual maximum range in regular hexes, accuracy, and type of warhead carried.

2. The *Tomahawk* is included in the chart as a separate type.

3. The accuracy for SSN-11 is revised down to **3**. The designation SSN-11 has been deleted in intelligence circles as the weapon has been identified as the **c** model of the SSN-2.

4. The new SSN-X-19 is not included on the chart, but should be treated as the SSN-12.

5. All SSM's have a theoretical range of one regular hex without some form of outside target acquisition or guidance. In reality, such assets will nearly always be available in the form of friendly long-range aircraft, helicopters, intelligence ships, orbital platforms, etc. Therefore, it is possible to do away with the procedure for "mid-course guidance" in the rules and allow a player to attack with his SSM's at their maximum range against any target which has been identified either precisely or accurately.

6. Weapons on the chart listed as having **HE** (high explosive) warheads produce damage as normal. Those weapons with a **Nuke** (nuclear warhead) capability will automatically sink any target they hit.

7. *Tomahawk* tactical cruise missiles will be deployed with the US fleet as follows. (**Note:** Only strategic versions for use against land targets will have nuclear warheads.)

a. Mid-1982, submarine-launched anti-ship version.

b. Mid-1983, surface ship-launched anti-ship version.

c. 1986, CG-47 class vertical launch system (VLS).

8. The *Standard* air defense missile (with secondary SSM capability), used by several NATO navies, comes in two versions: *Medium Range* (MR) and *Extended Range* (ER). The ship list denotes which is used by appropriate class.

SOVIET LAND-BASED NAVAL AVIATION

The USSR has a very large and important land-based naval air force, which totals about the same number of aircraft as the USN has in its carrier air wings. *Task Force* scenarios taking place in the Norwegian Sea and the Mediterranean would be influenced by Soviet naval air. Each theater would have, at a minimum, six units of *Backfire B* and six units of *Badger C* bombers. Each of these units consists of six aircraft in reality, and would conduct standoff ASM attacks as outlined in the following section. Each *Backfire* unit has an Anti-Air Value of **3** and a Strength of **2**. Each *Badger* unit has an Anti-Air Value of **2** and a Strength of **2**. Each Soviet land-based air unit may be used only once per scenario. They may only attack, have no CAP ability, and are considered "all weather." *Backfire* and *Badger* are considered to have unlimited range.

LONG-RANGE ASM ATTACKS AND INTERCEPTION

Bombing attacks and short-range ASM attacks should be conducted as normal, but long-range ASM attacks should be conducted at a greater range and in the manner of SSM attacks.

1. The attacking player places his air units on any hexes within the maximum range limits of his long-range ASM's (see following). The defending player may intercept the attacking aircraft with fighter/AEW units in the launch/ready status (not on CAP), within six megahexes of the attacking aircraft. Each interceptor unit may attack a single hex of attacking units and resolve combat as CAP vs. bombers. If escorts are involved, they must be dealt with. In combat between interceptors and ASM aircraft, all losses against the ASM aircraft are considered permanent, while the interceptors suffer *no* combat losses (*Buccaneer* and A-6's are treated as in normal combat). Each Damage Point against an ASM aircraft unit reduces the number of waves of ASM's it may launch by one, until it is destroyed. After interceptor combat, surviving ASM aircraft launch their long-range ASM's separately, one wave at a time, and return to their base when complete. Incoming waves of long-range ASM's enter the tactical display and resolve combat as SSM's. For purposes of Tactical Coordination, however, they are treated as an air attack.

2. The Soviets may launch long-range ASM attacks from *Backfire* and *Badger* units. The primary Soviet ASM is the AS-6, which has a range of **6** hexes and an Accuracy Value of **3**. Its warhead may be either HE or Nuke. Each *Backfire* unit may launch two waves of nine AS-6's each. Each *Badger* unit may launch two waves of six AS-6's each.

3. NATO A-6 and *Buccaneer* units may launch three waves of eight *Harpoon* SSM's each. *Harpoon* characteristics are identical to the ship-launched version.

4. In Norwegian Sea and Caribbean scenarios, NATO long-range patrol aircraft may launch two waves of six *Harpoons* per Patrol Point. For the purposes of interception, these long-range patrol units are considered to have an AA Value of **1** and a Strength of **2**. They may be eliminated as other air units. In the Norwegian Sea, a total of one long-range Air Point may launch *Harpoon* attacks, while in the Caribbean all may do so.

NUCLEAR BOMBING

Any *normal* bombing attack by **M** and **H** class aircraft may be considered a nuclear attack. A hit achieved by a nuclear bombing attack automatically sinks the target ship. **Note:** A *diffusion* attack may not be nuclear.

MINE WARFARE

Mine warfare is simulated by the active Mine Level in a given megahex. Players use Squadron Damage chits to represent Mine Levels of **1, 2, 3,** or a maximum of **4.**

1. The NATO/Allied player may place a number of Mine Levels on the map equal to the number of long-range Patrol Points he has available for the scenario. These may be placed at any time during a Long-Range Patrol Phase. They may be put in different megahexes, or all in one megahex (to a maximum of four). They may be placed in any hex on the map.

2. The Soviet player may place one Mine Level per megahex for each five ship/submarines which enter the megahex. He may place his Mine Levels in separate megahexes, or build up the level to a maximum of four in any one megahex.

3. In both cases, placement of mines is limited to once per scenario per delivery system (i.e., each Soviet ship may contribute toward the placement of only one Mine Level per game).

4. Minefields do not become "active" until the owning player announces such (most advantageously when he has just discovered any enemy task force or subron in a mined megahex). The owning player should write down the identity of each megahex in which he has mines, and place the paper face down in view of the opposing player. When announcing "activation" of a field, he should reveal the paper with the applicable field to the opposing player.

5. Friendly mines never affect friendly ships or submarines. Whenever an enemy task force or subron (in shallow mode) enters a megahex containing friendly mines, and the friendly player has announced that the Mine Level is active, the level of the mine field is revealed and the players roll one die for each ship or submarine (shallow only) which has entered the hex in the current action. A die result of less than or equal to the active Mine Level results in one immediate flotation hit against the ship or sub in question. Each and every ship or sub entering the megahex must roll for possible damage and, once declared active, the mined hex is considered to remain active for the duration of the scenario.

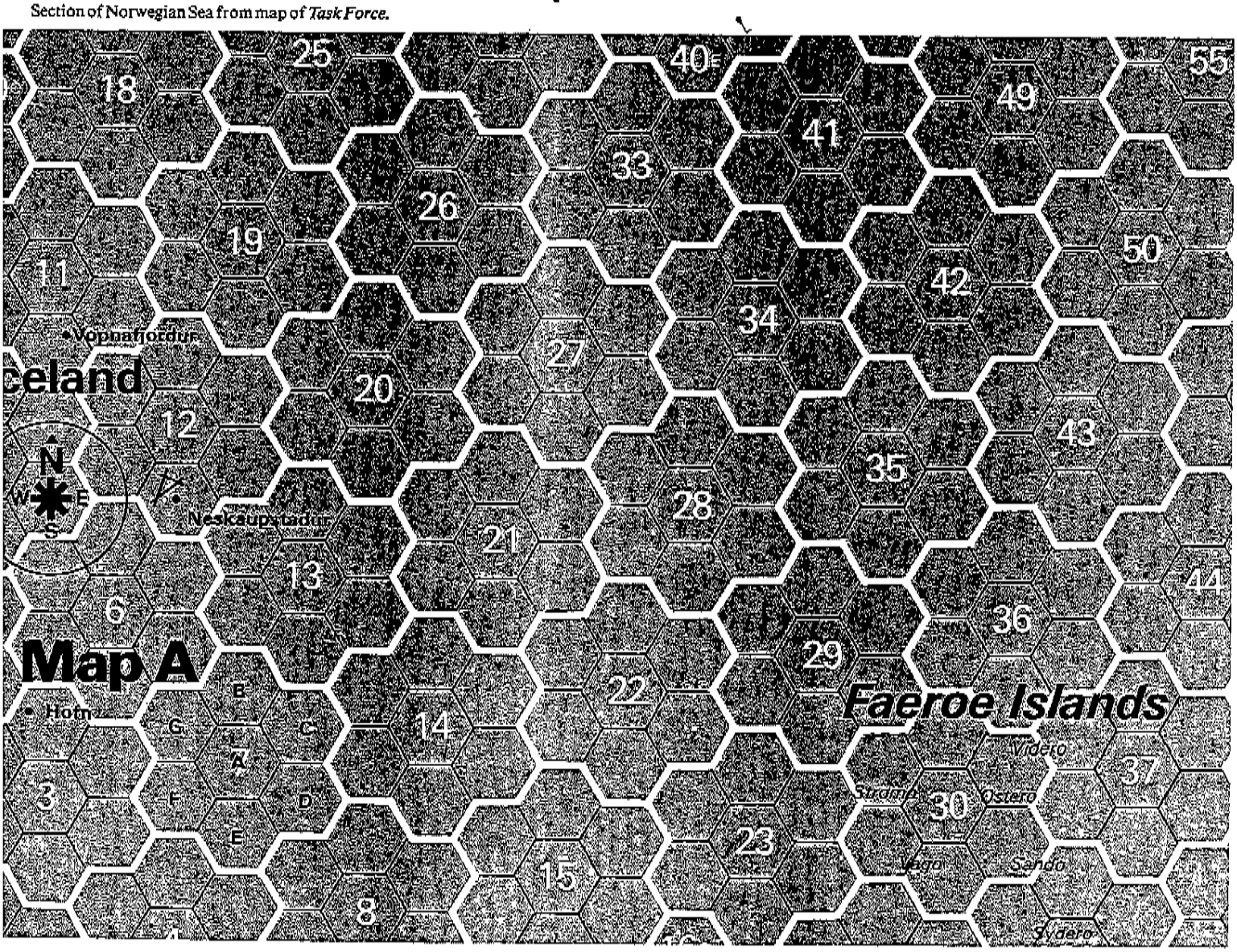
6. Relative sweeping capabilities have been considered and are not addressed further.

THE CLASSIC SCENARIO: Breakout to the North Atlantic

a. Notes: This scenario is similar to 33.43, but with a different emphasis and some significant changes in detail.

b. Map: A (Norwegian Sea). See below.

Section of Norwegian Sea from map of *Task Force.*



c. Forces (First Player, NATO)
(1) *TG 20.5:* Saratoga (CV), Dale (CG × 2), King (DD × 2), Hull (DD), Aylwin (FF), Paul (FF), Talbot (FF), Santa Barbara (Freighter #1), Caloosahatchee (Freighter #2); 1 × Rear Admiral, 1 × Commodore, 1 × Captain. Deploy anywhere on south edge megahexes, or megahexes adjacent to south edge megehexes.
(2) *TG 20.6:* Nimitz (CV), Virginia (CG × 2), South Carolina (CG × 2), Peterson (DD), Caron (DD), Fife (DD), Bowen (FF), Voge (FF), Mount Baker (Freigher #3), Kalamazoo (Freighter #4); leaders and deployment same as (1).
(3) *TU 29.11:* Gato (SSN × 4), Ray (SSN × 4); 1 × Commodore, 1 × Captain. Deployment same as (1).
(4) *TU 29.12:* Shark (SSN × 4), Dallas (SSN × 4); leaders and deployment same as (3).

d. Forces (Second Player, Soviet)
(1) *Surface Action Group A:* Kiev (CV × 2), Grozny (CG × 2), Kirch (CG), Chapaev (CG), Bodry (FF), Skory (DD), Zorky (DD), Zemchug (FF), Lubny (FF), Vesky (FF); 1 × Rear Admiral, 1 × Commodore, 2 × Captain. Deploy in any north edge megahex or any megahex adjacent to a north edge megahex.
(2) *Surface Action Group B:* Kirov (CG × 2), Isakof (CG), Azov (CG), Moskva (CG), Zharky (FF), Krasny (DD), Bravy (DD), Zelonodolsk (FF), Ganguets (FF), Svetly (FF); leaders and deployment same as (1).
(3) *Subron C:* (See special rules) Frolovo (SSN × 3), Rudnya (SSN × 3), Chirok (SSN × 3); 1 × Commodore, 1 × Captain. Deployment same as (1).
(4) *Subron D:* (See special rules) Perepel (SSN × 3), Komsomolets (SSN × 3), Penza (SSN × 3); leaders and deployment same as (3).
(5) *Subron E:* (See special rules) Kaluga (SSN × 3), Frunze (SSN × 3); leaders and deployment same as (3).

e. Surveillence Levels: Both average.

f. Special Rules: Submarines in Soviet subrons **C** and **D** are all considerd *Echo II* class with SSM Rating of **J8**. Submarines in Soviet subron **E** are considered to be *Charlie II* class with SSM Rating of **N8**.

g. Game Length: 12 Game-Turns. Game-Turns 8 through 12 are night.

h. Tactical Coordination Values
NATO: 2.
Soviet: 4.

i. Air Units
NATO. *Saratoga:* 2 × F4, 2 × A7, 1 × A6, 1 × EW, 1 × AEW, 1 × ASW, 1 × RCN; *Nimitz:* 2 × F14, 1 × A6, 2 × A7, 1 × EW, 1 × AEW, 1 × ASW, 1 × RCN; *Sumburgh:* 1 × Buc; *Neskapstadur:* 1 × F4.
Soviet. *Kiev:* 2 × Y36; *Off Map:* 6 × Backfire, 6 × Badger.

j. Long-Range Patrol Values
NATO. 3 (one of which may launch *Harpoon* attacks).
Soviet. 2, which may be used for Subron Patrol only, plus 3 which may be used for Task Force Patrol only.

k. SOSUS
NATO. 1 each in megahexes 13, 29, 37, and 53.
Soviet: 0.

l. Victory Conditions
1. Standard.
2. The Soviet player receives 5 Victory Points for each of his submarines which exits the south edge of the map from any of the following megahexes: 1, 4, 8, 9, 15, 16, 38, 39. Exiting submarines must have some torpedoes or SSM's left at the time of exit. Exited submarines may not return to play.

ADDITIONAL SOVIET SHIPS

	CG KIROV	DD SOVREMENNYY	DD UDALOY	SSN OSCAR
Active ASW	S	S	S	S
Flotation	3	2	2	3
Helicopters	5H	1H	2H	0
ASW Strength	3*	2*	4*	2*
AA Strength	5*	4*	2*	0
Gun/Torpedo	4B	3B	1B	4
Jamming	4	3	3	0
SSM	J16*	J4*	L8	J8
Multiple	(2)	(2)	-	(3)

NOTE: *Sovremennyy, Kirov,* and *Oscar* may all mount the new SSM designated SSN-X-19. Until further information is available as to its characteristics, treat it as an SSN-12.

ADDITIONAL US SHIPS

	DDG KIDD	CG-47 WHITE	BB IOWA
Active ASW	S	S	0
Flotation	2	2	6
Helicopters	2H	2H	4H
ASW Strength	2*	2*	0
AA Strength	3*	3*	3
Gun/Torpedo	2B	2B	5A
Jamming	3	3	3
SSM	A8	A8	A8
Multiple	-	(4)	(2)

NOTES
1. In mid-1983, add to *Iowa* class 8 *Tomahawk* SSM with a multiple of (4). This is in addition to *Harpoon*.
2. *Iowa* may engage surface ships in an adjacent regular hex by gunnery. Each hit is considered to be both a weapons hit *and* a fire-control hit.
3. AA for *Kidd* class is Standard ER.
4. AA for CG-47 class is Standard MR.

SURFACE-TO-SURFACE MISSILES

SSM	NAME	RANGE IN HEXES	ACCURACY	WARHEAD
A	Harpoon	2	4	HE
B	Standard ER	2	2*	HE
B	Standard MR	1	2*	HE
C	Sea Dart	1	2*	HE
D	Exocet	1	4*	HE
E	Otomat	2	3	HE
F	Gabriel	1	3	HE
G	Penguin	1	2	HE
H	SSN-7	1	3	HE/Nuke
I	SSN-3	5	3	HE/Nuke
J	SSN-12	10	4	HE/Nuke
K	SAN-3	1	1*	HE
L	SSN-14	1	2	HE
M	SSN-11	2	3	HE
N	SSN-9	2	4	HE/Nuke
O	SSN-2	1	2	HE
T	Tomahawk	11	4	HE

TASK FORCE MAJOR SHIP UNITS

The following list covers major navy fleet units found in *Task Force*. Class and type are given, followed by representative ships depicted in the game. Suggestions presented as *notes* are more fully explained in the text. Soviet ship type designations, when known, are included.

UNITED STATES

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CVN Nimitz
Nimitz CVN-68
Vinson CVN-70

CV Forrestal
Saratoga CV-60

CGN Virginia
Virginia CGN-38
AA is Standard MR

CGN California
California CGN-36
South Carolina CGN-37
AA is Standard MR

CG Belknap
Biddle CG-34
AA is Standard ER

CG Leahy
Dale CG-19
AA is Standard ER.

DDG Coontz
King DDG-41
Luce DDG-38
AA is Standard ER

DDG C. F. Adams
Semmes DDG-18
AA is Standard MR

DD Spruance
Peterson DD-969
Caron DD-970
Fife DD-991
Deyo DD-989

DD F. Sherman
Hull
Gunnery is 2B (8" gun removed in 1979)

DD FRAM
Corry DD-817
Sold to Greece in 1981

FFG O. H. Perry
O. H. Perry FFG-7
Duncan FFG-10
Clark FFG-11
AA is Standard MR

FFG Brooke
Talbot FFG-4
AA is Standard MR; only 1H carried

FF Knox
Aylwin FF-1081
Paul FF-1080
Bowen FF-1079

FF Garcia
Voge FF-1047

PHM Pegasus
Hercules PHM-2

SSN Los Angeles
NY City SSN-696
Dallas SSN-700

SSN Sturgeon
Ray SSN-653
SSN Thresher
Gato SSN-615
SSN Skipjack
Shark SSN-591
Note: For Cone, Sims, etc., see text.

BRITAIN

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

CVS Invincible
Invincible CAH-1
Area ASW by H only
CL County
Fife D-20
Area ASW by H only
CL Bristol
Bristol D-23
DD Sheffield
Cardiff D-108
Area ASW by H only
FF Amazon
Active F-171
Area ASW by H only
FF Tribal
Zulu F-124
Area ASW by H only
FF Broadsword
Brazen F-91
Area ASW by H only
FF Leander (E)
Juno F-52
Area ASW by H only
FF Leander (I)
Ajax F-114
FF Rothsay
Rhyl F-129
Area ASW by H only
SSN Swiftsure
Superb S-109
SSM is A4
SS Oberon
Onyx S-21

CANADA

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

DDH "DD-280"
Huron DDH-281
Area ASW by H only
FF Mackenzie
Qu'Appelle FF-264
Yukon FF-263
No area ASW

FRANCE

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

CV Clemenceau
Foch R-99
CG Colbert
Colbert C-611
SSM is D4
DDG DeGrasse
DeGrasse D-612
DDG Type C 70
Montcalm D-642
Area ASW by H only
DDG Suffren
Suffren D-602
FF Type A 69
Drogou F-783
No Area ASW
FF Cmdt Riviere
Protet F-748
No Area ASW
SS Agosta
Agosta S-620

ITALY

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

CHG V. Veneto
V. Veneto C-550
Area ASW by H only; AA is Standard MR; SSM is B2
CHG A. Doria
C. Duilio C-554
Area ASW by H only; AA is Standard MR; SSM is B2
DDG Audace
Audace D-551
Area ASW by H only; AA is Standard MR
FF Maestrale
Euro F-575
Area ASW by H only; SSM is E4
FF Lupo
Orsa F-567
Area ASW by H only
SS Sauro
Sauro S-518

DENMARK

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

FF P. Skram
P. Skram F-352

BELGIUM

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

FF Wielingen
Westdiep F-911
No area ASW

NETHERLANDS

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

DLG Tromp
Tromp F-801
Area ASW by H only; Area AA is Standard MR
FF Kortenaer
Piet Heyn F-811
Area ASW by H only
FF Van Speijk
Van Nes F-805
Area ASW by H only; SSM is A8

WEST GERMANY

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

DDG C. F. Adams
Rommel D-187
AA is Standard MR; SSM is A4
DD Hamburg
Bayern D-183
No Area ASW
FF Koln
Koln FF-220
No Area ASW

NORWAY

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

FF Oslo
Oslo F-300
Narvik F-304
Bergen F-301
No Area ASW

SOVIET UNION

TYPE & CLASS/ NAME & HULL NUMBER/ *NOTES ON CLASS*

CVHG Kiev
Kiev
Minsk
*Kiev AA is 4**
CNG Moskva
Moskva
"Antisubmarine Cruiser"
CG Kara
Kerch
Azov
"Large Antisubmarine Ship"
CG Kresta II
Isakov
Chapaev
SSM is L4; "Large Antisubmarine Ship"
CG Kresta I
Drozd
No Area AA; "Missile Cruiser"
CG Kynda
Grozny
No Area AA; "Missile Cruiser"
CL Sverdlov
Sverdlov
Murmansk
DDG Mod Kashin
Slavny
No Area AA
DDG Kashin
Skory
Krasny
No Area AA
DD Kildin
Bedovy
DDG Kanin
Zorky
No Area AA
DDG SAM Kotlin
Bravy
No Area AA
DD Kotlin
Vesky
Svetly
No helicopters
DD Skory
Statny
"Fleet Destroyer Ship"
FFG Krivak
Bodry
Zharky
Rezvy
ASW is 3; AA is 3; "Escort Ship"*
FFL Grisha Mods
Rubin
Zemchug
"Small Antisubmarine Ship"
FF Koni
Zelonodolsk
"Escort Ship"
FFL Mirka
Ganguets
"Small Antisubmarine Ship"
FF Riga
Orel
Gomel
Poltava
"Escort Ship"
FFL Petya
Lubny
"Small Antisubmarine Ship"
PGG Nanuchka
Grad
Raduga
Terbuny
PTG Osa
Balykley
Michurinsky
Tambovsky
Novokuy
Gornyy
Polyana
Brestky
Kirovsky
SSGN Charlie II
Kaluga
SSM is N8
SSGN Echo II
Frunze
SSM is J8
SSN Victor
Letya
SS Foxtrot
Penza
Frolovo
Rudnya
Chirok
Perepel
Komsomolets

TYPE ABBREVIATIONS:
CG: Guided Missile Cruiser; **CGN:** Guided Missile Cruiser, Nuclear Powered; **CHG:** Guided Missile Aviation Cruiser; **CL:** Light Cruiser; **CV:** Aircraft Carrier; **CVHG:** Guided Missile V/STOL Aircraft Carrier; **CVN:** Aircraft Carrier, Nuclear Powered; **CVS:** ASW Aircraft Carrier; **DD:** Destroyer; **DDG:** Guided Missile Destroyer; **DDH:** Destroyer, Aviation; **DLG:** Guided Missile Destroyer Leader; FF: Frigate; **FFG:** Guided Missile Frigate; **FFL:** Light Frigate; **PGG:** Guided Missile Patrol Combatant; **PHM:** Patrol Hydrofoil; **PTG:** Missile Attack Boat; **SS:** Submarine; **SSGN:** Nuclear Powered Cruise Missile Submarine; **SSN:** Nuclear Powered Submarine. ■■