

Spruance Leader

Submarine Expansion Rulebook



"No one has done more to prevent conflict - no one has made a greater sacrifice for the cause for Peace - than you, America's proud Missile Submarine family. You stand tall among our heroes of the Cold War."
- General Colin Powell

14	SSN EXPANSION OVERVIEW	1
14.1	Introduction.....	1
14.2	EXPANSION Components	1
14.3	Component Descriptions.....	4
14.4	SSN Actions.....	6
14.5	SSN Commander Actions.....	8
15	SSN EXPANSION UPDATES.....	9
15.1	SSN CAMPAIGN Setup.....	9
15.2	SSN MISSION SETUP.....	10
15.3	MISSION SHEET SETUP	10
15.4	Mission Execution Phase.....	10
15.5	SSN ENEMY TF ENGAGEMENTS	11
16	SUBS AND ORDNANCE	13
16.1	Submarines.....	13
16.2	Submarine Ordnance	14
17	SSN EXAMPLE OF PLAY	15

14 SSN EXPANSION OVERVIEW

The following summarizes the Spruance Leader SSN Expansion, including a detailed description of the Game Components. The Spruance Leader game is required to use the expansion.

14.1 INTRODUCTION

The SSN Expansion adds Submarines to your Task Force. While executing your missions, your SSN can fire Missiles at Ships and Torpedoes at other Subs, while varying your depth above and below the Thermal Layer.

The SSN (SS = Submarine, N = Nuclear Powered) is an attack Submarine that can perform a variety of missions; including anti-Ship (ASuW) and anti-Sub (ASW) warfare, laying mines, gathering intelligence, special forces delivery, and destroying Enemy ballistic Missile Submarines (SSBNs).

The US nuclear powered attack Subs are very capable and typically operate alone. They can also cooperate with a Task Force to scout ahead for Enemy Subs. For the SSN Expansion Campaigns, most SSN missions will be performed with only SSN.

The SSN operates in an underwater environment that impacts Detection ranges. The ocean can have a Thermal Layer (thermocline) where ocean water temperatures change. Subs can operate above or below the Thermal Layer, and can influence Detection of Subs and Ships on the other side of the layer.

The SSN Towed Array can be placed on the opposite side of the Thermal Layer to Detect Ships/Subs. The SSN must use the Spherical Array in the current layer side if the Towed Array is on the other side.

14.2 EXPANSION COMPONENTS

The following describes the SSN Expansion Components.

14.2.1 CAMPAIGN SHEETS

Additional Submarine Campaign Sheets are included to highlight the role of Submarines in a Campaign.

North Atlantic Skirmishes • Cold War - 1988
SPRUANCE LEADER SSN (USE ATLANTIC SHIPS)

Overview - Hard

The Soviets have invaded Norway, initiating war. Bear and Backfire Bombers have been relentlessly attacking Allied Naval Task Forces in the Norwegian Sea.

The decision was made to send in Allied SSNs to take out some Airbases with TLAMs, gather intel, lay mines, deploy special forces, and destroy strategic targets to disrupt Soviet operations.

Skill Levels
Green (1), Average (2), Skilled (1).

Red Targets must be immediately attacked if drawn.

Short Campaign
4 Targets, 90 SO

VP	Evaluation
24+	Great
18-23	Good
12-17	Adequate
8-11	Poor
7-	Dismal

Mission SO Points: 20

Medium Campaign
6 Targets, 100 SO

VP	Evaluation
36+	Great
30-35	Good
24-29	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 22

Long Campaign
10 Targets, 110 SO

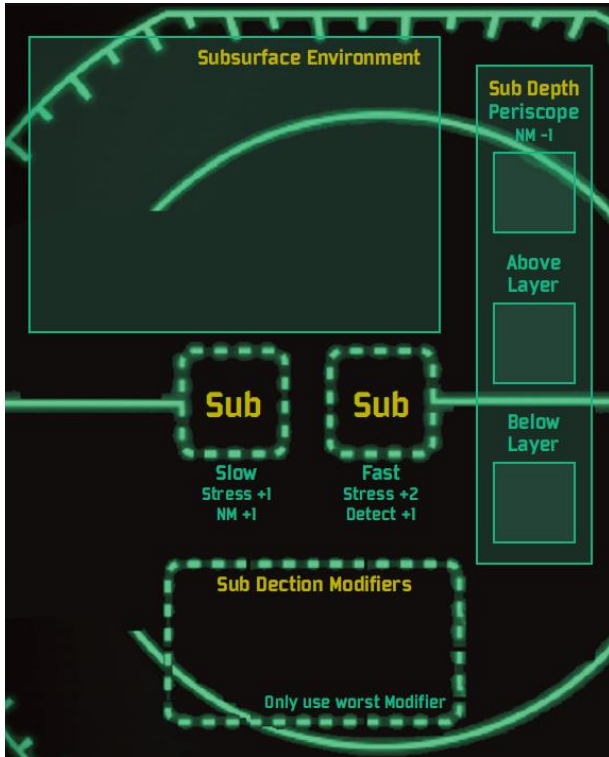
VP	Evaluation
60+	Great
50-59	Good
40-49	Adequate
25-39	Poor
24-	Dismal

Mission SO Points: 24

Task Force	3	3	2	2	2	2	1
Activity	+1	+1	+1	0	0	0	-1
War	1	2	3	4	5	6	7
	-6 VP	-4 VP	-2 VP	0 VP	+2 VP	+4 VP	+6 VP
							+8 VP

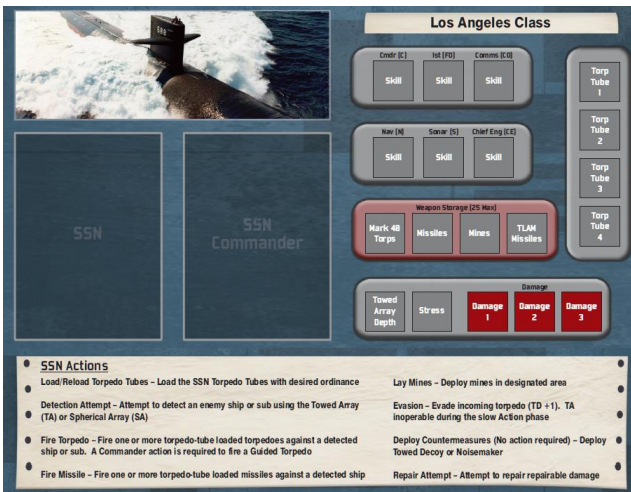
14.2.2 SSN TACTICAL DISPLAY OVERLAY

The SSN Tactical Display Overlay is placed on the Spruance Leader Tactical Display where the Ship Counters are placed. It is used to place the SSN Counter, Sub Depth chart, Sub Detection Modifiers, and the Subsurface Environment card.



14.2.3 SUB ORGANIZATION CARD

The Sub Organization Card organizes the SSN cards and Counters. Place cards and Counters in the appropriate spots to keep everything organized.



14.2.4 CARDS

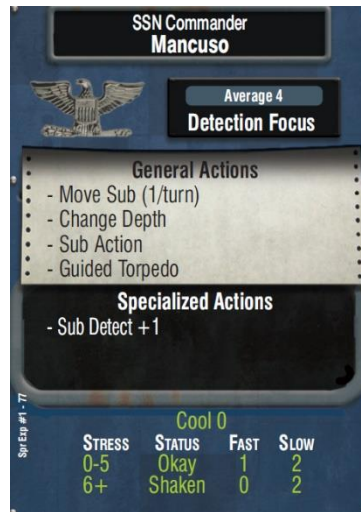
14.2.4.1 SSN Cards



These cards represent your Submarines. Similar to the core game, each SSN has 6 different Skill levels.

Each SSN has a certain number of Torpedo tubes that have to be loaded with ordinance before the Sub can fire ordinance.

14.2.4.2 SSN Commander Cards



These cards represent your SSN Task Force Commanders. Similar to the core game, each Commander has 6 different Skill levels.

14.2.5 COUNTERS



SSN: Each SSN Counter represents an Allied Submarine. It is placed on the Tactical Display.



Sub Depth: Used to indicate the current depth of the Sub on the Sub Tactical Display.



Soviet Helicopter: Soviet Helicopters can be launched from Soviet Ships to attack the SSN.



Front



Back

Towed Array Depth: The Towed Array Counter is used to identify whether the Towed Array is above or below the Thermal Layer.

SSN Equipment:



Used to indicate Sub equipment that has been purchased to support SSN defense. The equipment is discarded after use.

SSN Ordinance:



Used by the SSN to attack Ships (UGM-109, UGM-84), Subs (MK-48), or to drop mines. Torpedoes can be fired as Guided (G) using a Commander Action or Unguided.

Sub Crew Skills:



Each officer on the Sub can have one Skill that can be purchased and used on the Sub.



Sub Detection: The Sub Detection Counter is used to identify when an Enemy Ship or Sub has Detected the SSN. Place next to the Enemy Ship/Sub Counter on the Tactical Display.

Sub Operation Modifiers:



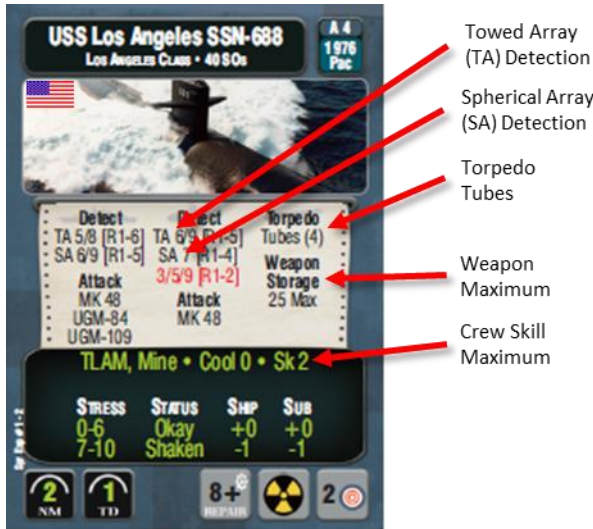
Applied to the Sub to highlight modifiers based on Sub actions performed. **The modifiers are not cumulative, so select the highest negative modifier.**

14.3 COMPONENT DESCRIPTIONS

The following provides detailed descriptions about the SSN Expansion Game Components. Only components that are different from the Core game are described.

14.3.1 SSN CARDS

SSN cards represent the characteristics and Skill level of your SSN. Only changes to SSN Cards are described.



Towed Array (TA) Detection: Detection numbers and range if using the Towed Array to perform Detection.

Spherical Array (SA) Detection: Detection numbers and range if using the Spherical Array to perform Detection.

Torpedo Tubes: Indicates the number of Torpedo tubes the SSN has available for ordinance. Place the ordinance Counters loaded in the Torpedo tubes in this section.

Weapon Maximum: Indicates the maximum amount of ordinance that the SSN can carry.

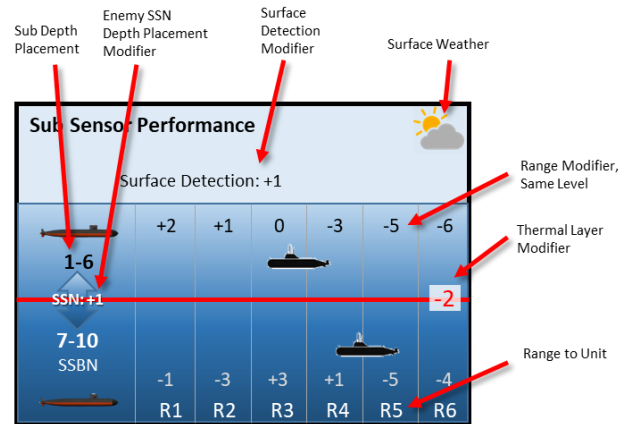
Crew Skill Maximum: Indicates the maximum number of Crew Skills the Sub can have.

14.3.2 SUB SENSOR PERFORMANCE CARDS

The Sub Sensor Performance cards represent the impacts of the changing Ocean environment on Sub Detection. The card represents Detection modifiers not only of your SSN, but also modifiers of Enemy Subs and Ships (Above the Layer) attempting to Detect the SSN.

The SSN Towed Array can be placed at the start of the turn on the other side of the Thermal Layer to support Towed Array Detections. If the Towed Array is on the other side of the layer, SSN Detection attempts on the same side of the Layer must use the Spherical Array.

When attempting to Detect Ships or Subs on the other side of the layer, apply the Thermal Layer Modifier on the card.



Sub Depth Placement: When placing a Sub on the Tactical Display, roll a d10 and compare it to the numbers. If the die roll matches the white placement numbers, put a Deep Counter on the Sub and assume it is below the Thermal Layer. Otherwise, the Sub is above the Thermal Layer. All Enemy SSBN Submarines are deep.

Enemy SSN Depth Placement Modifier: If the Enemy Sub is an SSN, apply the modifier when rolling for Depth Placement.

Surface Detection Modifier: Apply the modifier when attempting to Detect an Enemy Ship.

Surface Weather: Indicates the current weather (informational only).

Range Modifier, Same Level: If the SSN or SSN Towed Array is on the same level as the unit attempting to Detect, apply the appropriate modifier based on the Detection range. Detection attempts can be made out to Range 6.

Thermal Layer Modifier: Apply the Detection modifier when attempting to Detect a unit on the other side of the Thermal Layer. The Detection range is limited based on the SSN maximum Detection range.

Range to Unit: Based on the unit range, use the appropriate Range Modifier.

14.3.3 SSN CREW SKILL COUNTERS

SSN Crew Skills can be purchased with SO points to provide some benefit to the SSN during Tactical Encounters. Only one Skill can be purchased for each Sub Crew member. Each Crew Skill can be used once per turn. No Action is required to use a Crew Skill.



Sub Crew: Identifies which SSN crew member the Skill applies to. A Sub Crewmember can only have one Skill.

Sub Crew Abbreviation: Abbreviation for the Sub Crewmember.

Crew Skill: Identifies the Crew Skill

SO Cost: The SO point cost for the Skill.

The following describes each Crew Skill.

Torpedo Defense +1 – Add 1 to the SSN Torpedo Defense value for 1 attacking Torpedo.

Torpedo Attack +1 – Add +1 to one SSN Torpedo. If firing multiple Torpedoes, only apply the modifier to one Torpedo.

+1 Slow Action – Add one additional SSN Slow Action.

Weapons Max +3 – The SSN can carry an additional +3 Weapons above the Weapons Max.

Harpoon Attack +2 – Add +2 to the SSN UGM-84 Harpoon Attack. If firing multiple Harpoon Missiles, only apply the modifier to one Harpoon attack.

Sub Detect +1 – Add 1 to a SSN Sub Detection roll.

Helo Detect -1 – Subtract 1 from all Enemy Helicopter Detection rolls against the SSN.

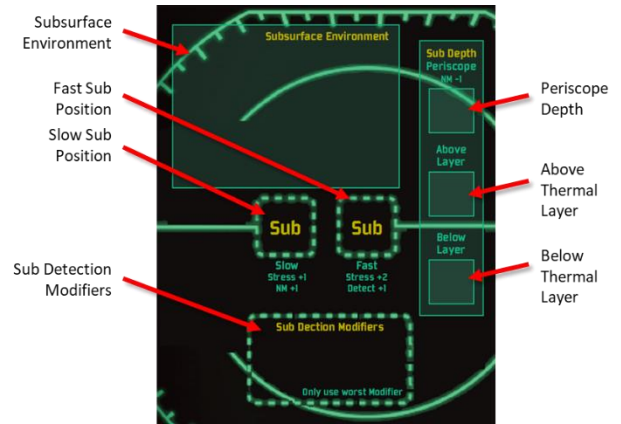
Surface Detect +2 – Add +2 to the SSN Ship Detection roll.

Noise Management +1 – Add +1 to the SSN NM value when an Enemy Ship or Sub attempts to Detect the SSN.

Damage Repair +2 – Add +2 to a SSN Repair Attempts.

14.3.4 SSN TACTICAL DISPLAY

The SSN Tactical Display is placed as an overlay on the Spruance Leader Tactical Display. It supports identifying Submarine depth and modifiers.



Subsurface Environment: Place the Sensor Performance card here for the current Encounter.

Fast Sub Position: Placing the SSN Sub Counter in the Fast Sub position allows the Sub action to be performed as Fast, and all Detection attempts get a +1 modifier.

Slow Sub Position: Placing the SSN Sub Counter in the Slow Sub position allows the Sub action to be performed Slow, and the Sub gets a NM +1 modifier.

Sub Detection Modifiers: Place any Sub Detection modifiers (Ping, Torpedo, or Missile modifiers) in this box when appropriate. **The modifiers are not cumulative, so select the highest negative modifier.**

Periscope Depth: Place the SSN Counter in this box to place the Sub at Periscope Depth, with a NM -1 modifier.

Above Thermal Layer: Place the SSN Counter in this box to place the Sub at a depth above the Thermal Layer.

Below Thermal Layer: Place the SSN Counter in this box to place the Sub at a depth below the Thermal Layer.

14.3.5 SOVIET HELICOPTER

Soviet Helicopters can be launched from Soviet Ships to attack the SSN.



Ship Detection: Used to Detect Task Force Ships.

Sub Detection: Use to attempt Detection of the SSN.

Sub Attack: Use to attempt to hit the SSN.

14.4 SSN ACTIONS

SSNs can perform the following actions during a Tactical Encounter. The SSN can perform an Action each turn. If desired, the Fast Action can be deferred to the Slow Action phase.

14.4.1 LOAD/RELOAD TORPEDO TUBES

Load the SSN Torpedo Tubes with desired ordinance. Loading 1 or more Torpedo tubes requires an Action. As part of the action, ordinance in a Torpedo tube can be removed and reloaded with different ordinance.

14.4.2 DETECTION ATTEMPT

The SSN can attempt to Detect an Enemy Ship or Sub using the SSN Towed Array (TA) or Spherical Array (SA). **The Sub can attempt to Detect an Enemy Sub out to Range 6 when attempting Detection at the same Thermal layer.**

The Sub Sensor Performance card is used to determine Detection modifiers based on range or Thermal Layer modifier. Enemy Subs with a Deep Counter are considered Below the Thermal Layer.

Sub Sensor Performance							
Surface Detection: -2							
1-7	-1	-1	-2	-5	-7	-8	
SSN: +3							-2
8-10 SSBN							
	+2	+1	+1	+1	-6	-4	
	R1	R2	R3	R4	R5	R6	

The SSN can also use Active Sonar (Red Detection numbers) to attempt Enemy Sub/Ship Detection. If the SSN uses Active Sonar, place the Ping Counter in the Sub Detection Modifiers box.



14.4.3 FIRE TORPEDO



The SSN can fire one or more Torpedoes (up to the maximum loaded in the Torpedo Tubes) against a Detected Sub or Ship. For the SSN Fire



Torpedo action, only unguided Torpedoes can be fired. A Commander Action is required to fire a Guided Torpedo.

Resolve the Torpedo attacks similar to Ship TF Torpedo Attacks, except add the Thermal Layer modifier if the Torpedo crosses the Thermal Layer to attack a Ship/Sub on the other side.

Place a Torpedo Fired Counter in the Sub Detection Modifiers box.

14.4.4 FIRE MISSILE

The SSN can fire one or more Missiles (up to the maximum loaded in the Torpedo Tubes) against a Detected Ship. Missiles cannot be fired when the Sub is below the Thermal Layer. Resolve using the same procedures as the Core Game.



Place a Missile Counter in the Sub Detection Modifier box. If an Enemy Ship rolls to see if a Helicopter is launched, add a +2 modifier after firing a Missile.

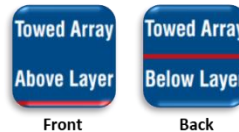
14.4.5 LAY MINES

The SSN can lay mines in the designated Mission Area.

14.4.6 EVASION

The SSN can perform an Evasion action when attacked by an Enemy Torpedo. An Evasion action increases the SSN TD by 1. The Evasion action temporarily disrupts the Towed Array, so no Towed Array Detections can be performed during the Slow Action phase. Evasion can be performed by a Slow action.

14.4.7 ADJUST TOWED ARRAY DEPTH



Change the depth of the Towed Array.

14.4.8 DEPLOY COUNTERMEASURES

If the SSN has Countermeasures (Towed Decoy or Noisemaker) and the SSN is attacked by a Torpedo, the SSN can activate the desired Countermeasure.

No SSN Action is required to deploy Countermeasures.



Towed Decoy. The Towed Decoy can destroy an incoming Torpedo if deployed. When deployed, roll a d10. If the die roll is greater than the Towed Decoy hit number (6+), the Torpedo is destroyed, along with the Decoy.



Noisemaker. A Noisemaker can help with the Torpedo Defense (TD). When deployed, increase the Sub's TD value by 1.

14.4.9 REPAIR ATTEMPT

If the SSN has suffered repairable damage, it can use an Action to attempt to repair the damage.

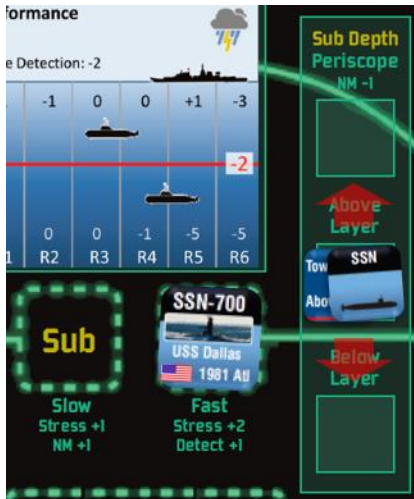
14.5 SSN COMMANDER ACTIONS

Commanders can perform Fast and/or Slow actions during an Encounter based on his current Skill level. General Actions are common across all Commanders. Specialized Actions are unique to each Commander. The following describes the Generalized Actions. Fast Commander Actions can be deferred and done during the Slow Action Phase.

14.5.1 MOVE SUB

The SSN can move to close or open the range to/from the Enemy Ships and Subs. Use the same procedures as the Move Task Force Actions.

14.5.2 CHANGE DEPTH



The SSN can be at one of three depths; Periscope, Above Layer, and Below Layer.

Most environments have a Thermal Layer that dampens Detection between sensors and Subs above and below the layer.



Periscope Depth. Some missions require the SSN to be at Periscope depth to gather intel. When at Periscope Depth, modify NM by -1. Place a Periscope Depth Counter in the Sub Detection Modifiers box.

Above Layer. The SSN is located above the Thermal Layer, making it easier to Detect Ships and other Subs also above the Thermal Layer. The SSN can still Detect Subs below the layer without the layer reducing Detection if the SSN Towed Array is placed below the layer.

Below Layer. The SSN is located below the Thermal Layer, making it easier to Detect Subs also below the layer and harder to be Detected by Enemy Ships and Subs above the Thermal Layer.

14.5.3 SUB ACTION

The SSN Commander can give an additional Action to the SSN. The SSN can perform any Action it is allowed to do.

14.5.4 GUIDED TORPEDO



The SSN can fire one or more Guided Torpedoes at an Enemy Target using a Commander Action.

14.5.5 FOCUS DETECT

The SSN Commander can use 2 Actions (along with a Sub Action) to perform an SSN Focus Detect, which adds a modifier to the Detection Attempt.

14.5.6 SPECIALIZED COMMANDER ACTIONS

SSN Commanders can have a unique Action based on their current Skill level and focus area. The following summarizes the specialized actions:

- **Harpoon Attack +X** – Spend a Commander Action to add a modifier to a UGM-84 Harpoon Attack made using a SSN Action. The modifier applies to the entire Missile volley.
- **Torpedo Attack +X** – Spend a Commander Action to add a modifier to a Torpedo Attack made using a SSN Action. The modifier applies to the entire Torpedo volley.
- **Ship Attack +X** – Spend a Commander Action to add a modifier to any Ship Attack made during an SSN Action.
- **TD +X (Slow Action)** – Spend a Slow Commander Action to increase the Torpedo Defense value when the SSN is attacked. Subtract a Slow Action during the Slow Action phase.
- **Sub Detect +X** – Spend a Commander Action to add a modifier to a Sub Detection attempt during a SSN Action.
- **Ship Detect +X** – Spend a Commander Action to add a modifier to a Ship Detection attempt during a SSN Action.
- **Silent Running (NM+1, No Attacks)** – Add a NM +1 modifier for the entire Encounter turn, but no Attacks can be performed that turn.
- **Inspirational Speech** – Spend 3 Commander Actions to reduce 1 Stress from a Shaken Sub.
- **Skill +X** – The SSN can add additional Crew Skills to the SSN.

15 SSN EXPANSION UPDATES

The following describes the updates to the Campaign rules when using the SSN Expansion.

15.1 SSN CAMPAIGN SETUP

Perform the following additional steps to setup the Campaign (see Core Rules section 2.1 for Campaign setup).

15.1.1 CAMPAIGN SSN SELECTION

Similar to normal Ship Selection, select a SSN to include in your Task Force. Pay the SO cost, and select a Skill level that fits within the Campaign Skill constraints.



15.1.3 SSN CREW SKILL SELECTION

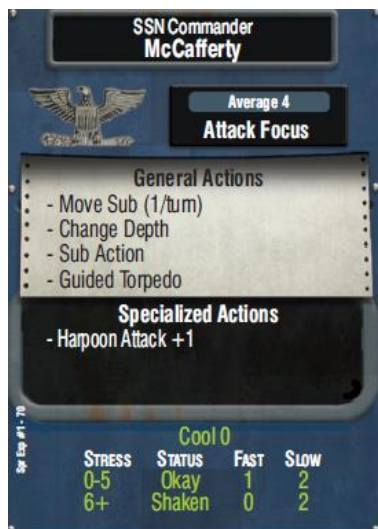


If desired, spend SO Points to select SSN Crew Skills.

Put the corresponding Crew Skill Counter(s) with the SSN card.

15.1.2 SSN COMMANDER SELECTION

For each SSN selected, select a SSN Commander. Select the Skill level that fits within the Campaign Skill constraints.



15.2 SSN MISSION SETUP

15.2.1 MISSION SETUP STEPS

Perform the following steps to setup a SSN mission (see 4.1 for normal Campaign setup).

Priority R&R (4.1.1)

Target Selection (4.1.2)

Starting SO Points (4.1.3)

Replace Destroyed SSN (15.2.2)

Purchase SSN Skills or Equipment (15.2.3)

Select SSN/Commander for Mission (15.2.4)

Setup SSN on Tactical Display (15.2.5)

Purchase Ordinance (4.1.8)

Fill Out Log Sheet (4.1.10)

15.2.2 REPLACE DESTROYED SSN

If your SSN was destroyed on the previous mission, replace the destroyed SSN with a Newbie SSN at no SO cost. You only receive half of your Weekly SO Points. A new Commander is also selected (no SO cost), and must be at the Newbie level also.

15.2.3 PURCHASE SSN SKILLS/EQUIPMENT

If desired, purchase a Crew Skill (don't exceed the maximum allowed) or SSN Equipment (Towed Decoy or Noisemaker)

15.2.4 SELECT SSN/COMMANDER FOR MISSION

If performing a SSN mission, select the SSN and Commander to perform the mission.

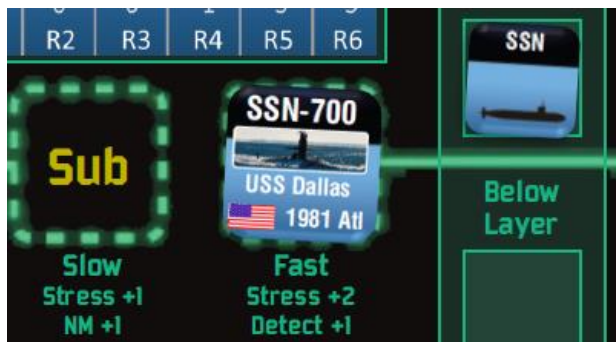
15.2.5 SETUP SSN ON TACTICAL DISPLAY

15.2.5.1 Place SSN Tactical Display Overlay

If not placed already, place the SSN Tactical Display Overlay on the Tactical Display.

15.2.5.2 SSN Placement

Place the appropriate SSN Counter on the desired Sub square (Fast or Slow). Place the SSN Counter at the desired Sub Depth.



15.3 MISSION SHEET SETUP

Perform the following Mission Sheet Setup steps.

Place SSN Counter (15.3.1)

Roll for Enemy TF Placement (4.2.2)

Shuffle Decks (4.2.3)

15.3.1 PLACE SSN COUNTER



Place the SSN Counter in the Campaign start area denoted by the Blue Star.

15.4 MISSION EXECUTION PHASE

15.4.1 MISSION EXECUTION STEPS

Perform the following steps to move the SSN through each Campaign area to the Target area.

SSN Movement (15.4.2)

Enemy Task Force Activity Check (5.3)

Target Area Check (5.4)

Mission Complete Check (5.5)

15.4.2 SSN MOVEMENT

On the Campaign map, move the SSN Counter one area closer to the Target.

15.5 SSN ENEMY TF ENGAGEMENTS

For SSN Missions, don't roll for Enemy Air Attacks. But during Tactical Encounters, Enemy Ships can launch Helicopters to attempt to Detect the SSN and attack.

Also, all Enemy Ships/Subs attempt to Detect and attack the SSN (i.e. no Task Force chit draw required).

15.5.1 ENCOUNTER SETUP

Perform the following steps to setup the Encounter.

SSN Setup (15.5.1.1)

Enemy TF Encounter (6.1.2)

Target Encounter (6.1.3)

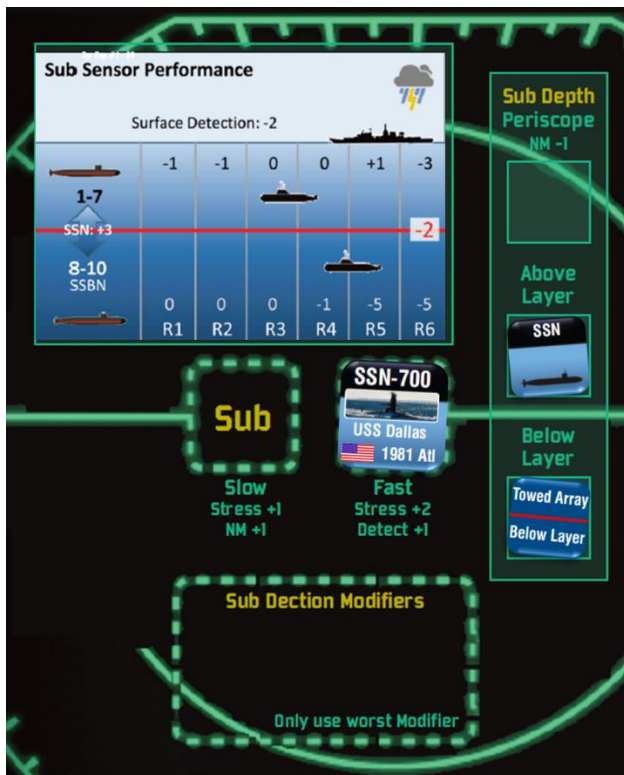
Enemy Ships/Sub Counter Placement (6.1.4)

Battle Turn Counter (6.1.5)

Event Card (6.1.6)

15.5.1.1 SSN Setup

When setting up a SSN Enemy Task Force engagement, follow step 6.1.



Draw a Sub Sensor Performance card and place it on the SSN Tactical Display Overlay in the Subsurface Environment box.

Decide whether you want the SSN to be Fast or Slow. When Fast, the SSN gets a Detect +1 modifier, but suffers 2 Stress after the Encounter. When Slow, the SSN has a

NM +1 modifier, but only suffers 1 Stress during an Encounter.

Decide the depth for the Towed Array and place the Towed Array Counter on the Above Layer or Below Layer box on the Tactical Display.

15.5.2 SSN ENCOUNTER STEPS

Perform the following steps during the Tactical Encounter.

Set Towed Array Depth (15.5.2.1).

Fast SSN/Commander Actions (14.4, 14.5). The SSN and SSN Commander can perform Fast Actions. Fast Actions can be deferred to the Slow SSN/Commander Actions if desired.

Move Enemy Units (6.2.3)

Enemy Ship/Sub Actions. Perform the following Action Sequence for each Enemy Ship and Sub.

- If the Enemy Ship has a Helicopter, check to see if the Helicopter is launched and attacks the SSN (15.5.2.2)
- If the SSN has been Detected by the Ship/Sub on a previous turn, and it is within Weapons range, attack the SSN using the Sub Attack section.
- If the Enemy is a Ship and another Enemy Ship has Detected the SSN:
 - Perform a Command and Control (C&C) check.
 - If in C&C, attack the SSN if it is within Weapons range.
 - If not in C&C, then go to the next step.
- Otherwise perform the following:
 - Attempt Detection of the SSN if it is within Sub Detection Range. (16.4.4)
 - If Detected, place a SSN Detected Counter and place a Detection Counter under the TF chit Counter.
 - If the Detection Level is +2 or greater, attack the SSN with 1 Missile or 1 Torpedo if within Weapon range.

Remove Sub Detection Modifiers. Remove all Ping, Torpedo fired and Missile fired Counters from the Sub Detection Modifiers box. If the SSN is no longer at Periscope depth, remove the Periscope Depth Counter from the Sub Detection Modifiers box.

Slow SSN/Commander Actions. The SSN and SSN Commander can perform their Slow Actions.

Decrease Detection Levels (6.2.6)

Reset Commander Actions (6.2)

Decrease Battle Turn Counter (6.2.7)

End Encounter Decision (6.2.9)

15.5.2.1 Set Towed Array Depth



Set the SSN Towed Array (if not Destroyed) depth to either Above the Layer or Below the Layer. A Sub action is required to change the Towed Array depth during the Tactical Encounter.

If the SSN attempts to Detect a Sub on the other side of the Thermal Layer, apply the Thermal Layer modifier to the Detection Attempt.

15.5.2.2 HELICOPTER ATTACK



Helicopter Launch Check. If an Enemy Ship has a Helicopter, roll a d10 and compare it to the Launch value. If the die roll equals or exceeds the Launch value, check to see if the Helicopter Detects the SSN.

Helicopter Detection Check. Find the matching Helicopter Counter. The dark red section is used to Detect and Attack Submarines.



Roll a d10, Subtract the SSN NM and add the Layer modifier if applicable and compare the modified die roll to the Detection numbers. If the SSN is Detected, place the appropriate Detection Counter next to the SSN.

Helicopter Attack. If the SSN is Detected, roll for a Helicopter Torpedo attack. Modify the die roll with by Subtracting the SSN TD and layer modifier (if applicable). The SSN can deploy a Decoy or Noise Maker. Compare the modified die roll to the Atk value. If the SSN is hit, draw a Damage chit from the Damage cup.

15.5.3 ENCOUNTER COMPLETE

Perform the following steps after the Encounter.

- Draw Event Card (6.3.1)**
- Evaluate Encounter (6.3.2)**
- Remove Repairable Damage (6.3.3)**
- Add Stress to the SSN/Commander (6.3.4)**
- Record Experience (6.3.5)**
- Group Promotions (6.3.6)**

16 SUBS AND ORDNANCE

The following describes the SSN Classes included in the Spruance Leader SSN Expansion.

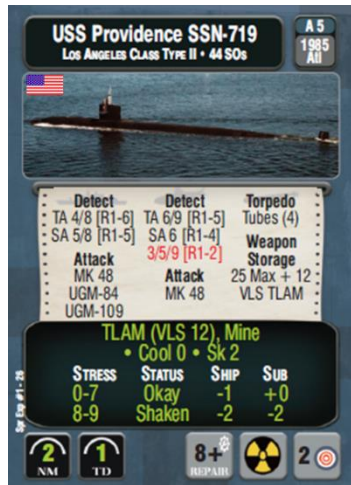
16.1 SUBMARINES

16.1.1 LOS ANGELES CLASS SSN



The “688 class” Los Angeles nuclear-power Fast attack Submarine can carry 25 tube-launched Weapons, including Mark 48 Torpedoes, Harpoon Missile (UGM-84), and Tomahawk TASM (anti-Ship) and TLAM (land attack) Missiles. The Sub can also deploy MK-60 mines.

16.1.2 LOS ANGELES CLASS TYPE II SSN



The Los Angeles class Type II is an updated version of the Los Angeles class Sub that includes 12 VLS tubes to launch TLAM Missiles.

16.1.3 LOS ANGELES CLASS IMPROVED SSN



The “688i class” Los Angeles class improved is an updated version of the Los Angeles class Sub that includes the 12 VLS tubes to launch TLAM Missiles. The improved class also is quieter and has advanced electronics and sensors.

16.1.4 PERMIT CLASS SSN



The Permit class Submarine (also known as the Thresher class) is an older Fast attack Submarine that is noisier than the 688 class. It cannot use the UGM-109 TASM. It can carry up to 23 tube-launched Weapons.

16.1.5 STURGEON CLASS SSN



The Sturgeon “637” class Submarine is an older Fast attack Submarine that is slightly quieter than the Permit class. It cannot use the UGM-109 TASM. It can carry up to 23 tube-launched Weapons.

16.2 SUBMARINE ORDNANCE

16.2.1 SUB TO SURFACE MISSILES



When the SSN fires a Missile at a Ship, place the Missile fired in the Sub Detection Modifiers box. This increases the Sub noise (NM -2) and increases the chance of getting attacked by an Enemy Helicopter.



UGM-84 Harpoon: The UGM-84 is a Submarine launched Harpoon anti-Ship Missile. The UGM-84 can only be fired against Detected Ships.



UGM-109 TASM: The UGM-109 is a Submarine launched Tomahawk anti-Ship Missile that can be fired at Detected or unDetected Ships in search mode.

16.2.2 SUB TO SUB TORPEDO



When the SSN fires a Torpedo at a Sub or Ship, place the Torpedo fired in the Sub Detection Modifiers box. This increases the Sub noise (NM -1).



Mark 48 Torpedo: The Mark 48 Torpedo can be fired at Detected Enemy Ships and Submarines. With a Commander action, the Torpedo can be fired in Guided mode (G) to increase the chances of hitting the

Target.


16.2.3 SUB MINES



Mk-60 Mine: The Mk-60 mine can be deployed as part of a mission.

17 SSN EXAMPLE OF PLAY

The following walks through a couple of Battle Turns for a SSN Tactical Encounter.



Los Angeles Class

Cmdr [C] Skill: C Torpedo Attack +1 6	1st (FD) Skill	Comms (CO) Skill
Nav (N) Skill	Sonar (S) Skill	Chief Eng (CE) Skill

Weapon Storage (25 Max)
 Mark 48: 6/8 (2) | UGM-84: 4 (4) | MK-60: 4/7 (0) | TLAM Missiles

Towed Array Below Layer	2	Damage 1	Damage 2	Damage 3
----------------------------	---	----------	----------	----------

SSN Commander McCafferty

Average 4
Attack Focus

General Actions

- Move Sub (1/turn)
- Change Depth
- Sub Action
- Guided Torpedo

Specialized Actions

- Harpoon Attack +1

STRESS	STATUS	FAST	SLOW
0-6	Okay	1	2
7-10	Shaken	0	2

USS Dallas SSN-700

Los Angeles Class • 40 SOn

A 4
1981
All

Detect	Detect	Torpedo
TA 5/8 [R1-6]	TA 6/9 [R1-5]	Tubes (4)
SA 6/9 [R1-5]	SA 7 [R1-4]	Weapon Storage
Attack	Attack	25 Max
MK 48	MK 48	
UGM-84	UGM-109	

TLAM, Mine • Cool 0 • Sk 2

STRESS	STATUS	SHIP	SUB
0-6	Okay	+0	+0
7-10	Shaken	-1	-1

SSN Actions

- Load/Reload Torpedo Tubes - Load the SSN Torpedo Tubes with desired ordinance
- Detection Attempt - Attempt to detect an enemy ship or sub using the Towed Array (TA) or Spherical Array (SA)
- Fire Torpedo - Fire one or more torpedo-tube loaded torpedoes against a detected ship or sub. A Commander action is required to fire a Guided Torpedo
- Fire Missile - Fire one or more torpedo-tube loaded missiles against a detected ship
- Lay Mines - Deploy mines in designated area
- Evasion - Evade incoming torpedo (TD +1). TA inoperable during the slow Action phase
- Deploy Countermeasures (No action required) - Deploy Towed Decoy or Noisemaker
- Repair Attempt - Attempt to repair repairable damage

Task Force Deployment



Sub Sensor Performance

Surface Detection: -2

1-7	-1	-1	0	0	+1	-3
8-10	0	0	0	-1	-5	-5
	R1	R2	R3	R4	R5	R6

Sub Depth Periscope NM -1

Above Layer

SSN

Below Layer

Sub

Slow Stress +1 NM +1

Fast Stress +2 Detect +1

Sub Decion Modifiers

1 Sub Attack +2

2-3

4-5

1 Enemy Sub Detect: 5/7 [3] 2

1 Enemy Sub Detect: 2/9 [0] 1

1 Enemy Ship

DDG Sovremenny

Range Mod: +2, +1, -1, -2

ENCOUNTER START

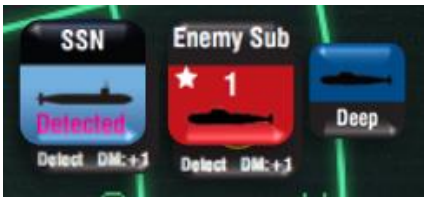
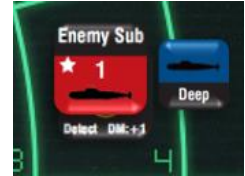
I am facing two unknown Subs (one Deep) and one Ship (Sovremenny). I placed my SSN above the layer, but put my Towed Array sensor below the layer since the closest Enemy Sub is Deep (i.e. below the layer). I decided to load 3 Torpedoes and 1 Harpoon into the Sub Torpedo tubes to start. I also decided to put my Sub in the Fast box so that I get an additional Action prior to the Enemy, at the cost of +2 Stress after the Encounter.

TURN 1

My first Action is to attempt to Detect the unknown Enemy Sub at Range 4. It has a NM value of 1 (-1 Detection modifier), I have a -1 Sub modifier on my Sub card, and I get a +1 Detect modifier for being Fast. The Sub Sensor Performance modifier is 0 (Range 4, Deep modifier (white numbers)). I need a 6/9 to Detect the Sub with my Towed Array (TA). I roll a 4 (-1 total modifier) for a 3... no Detection. Commander Bowman uses his Fast Action to give my Sub an additional action, so I will perform another Detection attempt. I roll an 8 (-1) for a 7. I Detect the Sub at Level 1.



I flip the Enemy Sub Counter over a roll a d10. I roll a 5, so I draw an Enemy Sub card from the pile. I draw an Akula nuclear Sub, which requires 2 hits to destroy it. I replace the Enemy Sub Counter with a Sub 1 Counter, starred side up, and place a Detect 1 Counter under it.



I roll for Enemy movement now. I roll a 5 for Akula (Range -1), a 4 for the Enemy Sub (Patrol), and a 6 +2 (Range -1) for the Sovremenny. The Akula is at Range 3 below the layer, and my SSN is above the layer (applies a -1 Detection modifier). My SSN also has a NM of 2 (-2 modifier). It needs a 5/9 to Detect my SSN. I roll a 9 (-3), which is a 6 (Detected Level 1). If the Akula had Detected my SSN at Detection Level 2, it could have attacked with 1 Torpedo. The unknown Enemy Sub is still out of Detection range. The Sovremenny is at Range 5 and within Detection range (7/9 -2 SSN NM). I roll a 6, so no Detection.

SSN NM). I roll a 6, so no Detection.

Commander Bowman still has 2 Slow Actions. The Akula is out of range of my Torpedoes. I can move my SSN to decrease the range and fire unguided Torpedoes (Akula has a TD of 1). I also have 2 Actions in the next turn. I decide to move my SSN (reduce the range of all Enemy units). I then give an Action to my SSN, which performs another Detect of the Akula (+1 Environment card, +1 Range, +1 Detect, -1 Sub card), -1 Enemy Sub NM). I roll an 8 (+1), which is Detect Level 2.

END OF TURN 1

I reduce the Detection levels of all units and move the Battle Turn Counter to 4.



TURN 2 (Partial)



I have a SSN Fast Action and a Commander Fast Action. I decide to fire two guided Torpedoes at the Akula (guided Torpedoes require a Commander Action). I have the following modifiers: +1 Range, +1 Detection Level, -1 Sub card, -1 TD, and -1 Thermal Layer. I also get a +1 Volley modifier on the second Torpedo. I roll a 5 and an 8, getting 3 hits. Only 2 hits is required to sink the Akula. I remove the Counters associated with the Akula and earn one XP for destroying a Starred Sub. I place a Torpedo Counter in the Sub Detection Modifiers box.

I then move on to the Enemy Sub/Ship movement step.