



### Whiskey Class SS Cruise/Passive

Move 2mu  
Passive Sonar 5+  
Detected +1 Reduce 6+  
Depth Change 1



### Whiskey Class SS Cruise/Active

Move 2mu  
Active Sonar 3+  
Detected +2  
Depth Change 1



### Whiskey Class SS Ultra Quiet

Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 0



### Whiskey Class SS Flank/Evade

Move 2mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 1



### Whiskey Class SS Fire Weapon

Move 2mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1

## Whiskey Class SS

1950 – Present



Maximum Depth 3  
Contacts 4

4 533mm Torpedo Tubes Fore  
2 533mm Torpedo Tubes Aft  
12 SET-65 Torpedoes  
6mu Fast Setting (9 turns)  
4mu Slow Setting (27 turns)

Snorkeling +3 Detection



### **Romeo Class SS Cruise/Passive**

**Move 2mu  
Passive Sonar 5+  
Detected +1 Reduce 6+  
Depth Change 1**



### **Romeo Class SS Cruise/Active**

**Move 2mu  
Active Sonar 3+  
Detected +2  
Depth Change 1**



### **Romeo Class SS Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 0**



### **Romeo Class SS Flank/Evade**

**Move 2mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 1**



### **Romeo Class SS Fire Weapon**

**Move 2mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1**

## **Romeo Class SS**

1957 – Present



Maximum Depth 5

Contacts 4

6 533mm Torpedo Tubes Fore

2 533mm Torpedo Tubes Aft

14 SET-65 Torpedoes

6mu Fast Setting (9 turns)

4mu Slow Setting (27 turns)

Snorkeling +3 Detection



### **Foxtrot Class SS Cruise/Passive**

**Move 2mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Foxtrot Class SS Cruise/Active**

**Move 2mu  
Active Sonar 3+  
Detected +2  
Depth Change 1**



### **Foxtrot Class SS Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 4+  
Depth Change 0**



### **Foxtrot Class SS Flank/Evade**

**Move 3mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**

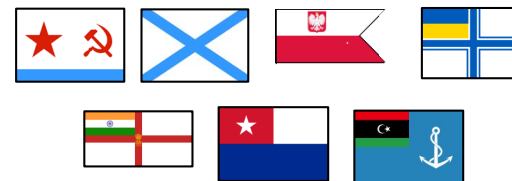


### **Foxtrot Class SS Fire Weapon**

**Move 2mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1**

## **Foxtrot Class SS**

1958 – Present



Maximum Depth 6  
Contacts 4

6 533mm Torpedo Tubes Fore  
4 533mm Torpedo Tubes Aft  
24 ET-80A Torpedoes (1980)  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)

Snorkeling +3 Detection



### **Tango Class SS Cruise/Passive**

**Move 2mu  
Passive Sonar 4+  
Detected -1 Reduce 5+  
Depth Change 1**



### **Tango Class SS Cruise/Active**

**Move 2mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



### **Tango Class SS Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 0**



### **Tango Class SS Flank/Evade**

**Move 2.5mu  
No Sonar  
Detected +1 Hit Chance -1  
Depth Change 2**



### **Tango Class SS Fire Weapon**

**Move 2mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Tango Class SS**

1972 – Present



Maximum Depth 6  
Contacts 7

6 533mm Torpedo Tubes  
24 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)

Snorkeling +2 Detection





### **Kilo Class SS Cruise/Passive**

**Move 2mu  
Passive Sonar 4+  
Detected -1 Reduce 5+  
Depth Change 1**



### **Kilo Class SS Cruise/Active**

**Move 2mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



### **Kilo Class SS Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 0**



### **Kilo Class SS Flank/Evade**

**Move 3mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 2**



### **Kilo Class SS Fire Weapon**

**Move 2mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Kilo Class SS**

1980 – Present



Maximum Depth 6  
Contacts 7

6 533mm Torpedo Tubes  
18 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
Mast mounted SA-N-8 SAM (30mu Depth 1)

Small Sub Destroy 3-6  
Use small turning template  
Snorkeling +2 Detection



**Lada Class SS  
Cruise/Passive**

**Move 2mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 1**



**Lada Class SS  
Cruise/Active**

**Move 2mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



**Lada Class SS  
Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -2 Reduce 4+  
Depth Change 0**



**Lada Class SS  
Flank/Evade**

**Move 3.5mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 2**



**Lada Class SS  
Fire Weapon**

**Move 2mu  
Pass. Sonar 4+ Detected +2  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Lada Class SS**

**2010 – Present**



Maximum Depth 7  
Contacts 10

Towed Array  
6 533mm Torpedo Tubes  
14 UGST "Fizik" Torpedoes  
11.5mu Fast Setting (9 turns)  
5mu Slow Setting (44 turns)  
4 SS-N-27 ASuW Missile (20mu min.)  
Mast mounted SA-N-8 SAM (30mu Depth 1)

Small Sub Destroy 3-6  
Use small turning template  
Snorkeling +2 Detection  
Air Independent Propulsion



### **November Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 5+  
Detected +1 Reduce 6+  
Depth Change 2**



### **November Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 3+  
Detected +2  
Depth Change 2**



### **November Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 1**



### **November Class SSN Flank/Evade**

**Move 4.5mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 3**



### **November Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1**

### **November Class SSN**

1959 – 1990



Maximum Depth 5  
Contacts 4

4 533mm Torpedo Tubes  
6 SET-65 Torpedoes  
6mu Fast Setting (9 turns)  
4mu Slow Setting (27 turns)  
6 SAET-80 Torpedoes  
Anti-surface  
6mu (13 turns)



### **Victor I Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected +1 Reduce 6+  
Depth Change 2**



### **Victor I Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Victor I Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Victor I Class SSN Flank/Evade**

**Move 5mu  
No Sonar  
Detected +1 Hit Chance -1  
Depth Change 3**



### **Victor I Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Victor I Class SSN**

1967 – 1996



Maximum Depth 6  
Contacts 5

4 533mm Torpedo Tubes  
16 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)  
2 650mm Torpedo Tubes  
8 Type 65 Wake Homing Anti-Surface  
8mu Fast Setting (33 Turns)  
5mu Slow Setting (108 Turns)





### **Victor II Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected +1 Reduce 5+  
Depth Change 2**



### **Victor II Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Victor II Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -1 Reduce 4+  
Depth Change 1**



### **Victor II Class SSN Flank/Evade**

**Move 5mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



### **Victor II Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Victor II Class SSN**

1972 – 1996



Maximum Depth 6  
Contacts 6

4 533mm Torpedo Tubes  
16 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)  
2 650mm Torpedo Tubes  
8 Type 65 Wake Homing Anti-Surface  
8mu Fast Setting (33 Turns)  
5mu Slow Setting (108 Turns)



### **Victor III Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 2**



### **Victor III Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Victor III Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 1**



### **Victor III Class SSN Flank/Evade**

**Move 5mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



### **Victor III Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

### **Victor III Class SSN**

1979 – Present



Maximum Depth 6  
Contacts 7

4 533mm Torpedo Tubes  
16 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)  
2 650mm Torpedo Tubes  
8 Type 65 Wake Homing Anti-Surface  
8mu Fast Setting (33 Turns)  
5mu Slow Setting (108 Turns)  
1 SS-N-16 Standoff ASW (40mu min.)  
Mast mounted SA-N-8 SAM (30mu Depth 1)

Towed Array



**Alfa Class SSN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 6+  
Depth Change 3**



**Alfa Class SSN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 3**



**Alfa Class SSN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 5+  
Depth Change 1**



**Alfa Class SSN  
Flank/Evade**

**Move 7mu  
No Sonar  
Detected +2 Hit Chance -2  
Depth Change 4**



**Alfa Class SSN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 3+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

**Alfa Class SSN**

1977 – 1996



Maximum Depth 7  
Contacts 7

6 533mm Torpedo Tubes  
20 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)

Titanium Hull -1 MAD detection  
Use small turning template



### **Sierra I Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 2**



### **Sierra I Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Sierra I Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 1**



### **Sierra I Class SSN Flank/Evade**

**Move 6mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



### **Sierra I Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

### **Sierra I Class SSN**

**1984 – Present**

**Maximum Depth 9**

**Contacts 10**



**6 533mm Torpedo Tubes**

**18 USET-80 Torpedoes**

**8.5mu Fast Setting (13 turns)**

**5mu Slow Setting (26 turns)**

**2 SS-N-15 ASW standoff (40mu min.)**

**4 650mm Torpedo Tubes**

**4 Type 65 Wake Homing Anti-Surface**

**8mu Fast Setting (33 Turns)**

**5mu Slow Setting (108 Turns)**

**2 SS-N-16 ASW standoff (40mu min.)**

**Mast mounted SA-N-8 SAM (30mu Depth 1)**

**Towed Array**

**Titanium Hull -1 MAD detection**





### **Sierra II Class SSN Cruise/Passive**

**Move 3mu  
Passive Sonar 3+  
Detected 0 Reduce 5+  
Depth Change 2**



### **Sierra II Class SSN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Sierra II Class SSN Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -1 Reduce 4+  
Depth Change 1**



### **Sierra II Class SSN Flank/Evade**

**Move 6mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



### **Sierra II Class SSN Fire Weapon**

**Move 3mu  
Pass. Sonar 3+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Sierra II Class SSN**

1990 – Present



Maximum Depth 9  
Contacts 10

Towed Array  
6 533mm Torpedo Tubes  
18 USET-80 Torpedoes  
8.5mu Fast Setting (13 turns)  
5mu Slow Setting (26 turns)  
4 SS-N-15, 2 VA-111 Shkval  
Mast mounted SA-N-8 SAM (30mu Depth 1)

Titanium Hull -1 MAD detection



**Akula Class SSN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 3+  
Detected 0 Reduce 5+  
Depth Change 2**



**Akula Class SSN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



**Akula Class SSN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -1 Reduce 4+  
Depth Change 1**



**Akula Class SSN  
Flank/Evade**

**Move 6mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



**Akula Class SSN  
Fire Weapon**

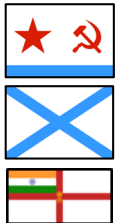
**Move 3mu  
Pass. Sonar 3+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Akula Class SSN**

**1984 – Present**

Maximum Depth 10

Contacts 10



4 533mm Torpedo Tubes

28 USET-80 Torpedoes

8.5mu Fast Setting (13 turns)

5mu Slow Setting (26 turns)

4 SS-N-15 ASW Standoff (40mu min.)

2 SS-N-16 ASW standoff (40mu min.)

4 650mm Torpedo Tubes

12 Type 65 Wake Homing Anti-Surface

8mu Fast Setting (33 Turns)

5mu Slow Setting (108 Turns)

Mast mounted SA-N-8 SAM (30mu Depth 1)

Towed Array



### **Echo II Class SSGN Cruise/Passive**

**Move 3mu  
Passive Sonar 5+  
Detected +1 Reduce 6+  
Depth Change 2**



### **Echo II Class SSGN Cruise/Active**

**Move 3mu  
Active Sonar 3+  
Detected +2  
Depth Change 2**



### **Echo II Class SSGN Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Echo II Class SSGN Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 3**



### **Echo II Class SSGN Fire Weapon**

**Move 3mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Echo II Class SSGN**

1963 – 1994



Maximum Depth 5  
Contacts 4

6 533mm Torpedo Tubes  
18 SET-65 Torpedoes  
6mu Fast Setting (9 turns)  
4mu Slow Setting (27 turns)  
2 400mm Torpedo Tubes  
4 SET-40U Torpedoes  
Anti-surface  
5mu (8 turns)  
8 Cruise Missile Launch Tubes  
8 SS-N-3b Shaddock ASuW Missiles  
Must surface to fire  
25 turns to prep missiles before firing



**Charlie II Class SSGN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected +1 Reduce 6+  
Depth Change 2**



**Charlie II Class SSGN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



**Charlie II Class SSGN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 1**



**Charlie II Class SSGN  
Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



**Charlie II Class SSGN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

**Charlie II SSGN**

1967 – 1996



Maximum Depth 6  
Contacts 7

4 533mm Torpedo Tubes  
10 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)

8 SSN-7 Anti-ship Missiles





### **Yankee Notch Class SSGN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected +1 Reduce 6+  
Depth Change 2**



### **Yankee Notch Class SSGN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Yankee Notch Class SSGN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Yankee Notch Class SSGN Flank/Evade**

**Move 3.5mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 3**



### **Yankee Notch Class SSGN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Yankee Notch Class SSGN**

1967 – 1995



Maximum Depth 8  
Contacts 10

4 533mm Torpedo Tubes  
16 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)  
8 Cruise Missile Launch Tubes  
32 SS-N-21 ASuW Cruise Missiles

Use Large turning template



### **Oscar II Class SSGN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 4+  
Depth Change 2**



### **Oscar II Class SSGN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Oscar II Class SSGN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -1 Reduce 4+  
Depth Change 0**



### **Oscar II Class SSGN Flank/Evade**

**Move 4.5mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



### **Oscar II Class SSGN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Oscar II SSGN**

**1981 – Present**



Maximum Depth 8

Contacts 7

4 533mm Torpedo Tubes

18 USET-80 Torpedoes

8.5mu Fast Setting (13 turns)

5mu Slow Setting (26 turns)

2 SS-N-15 Standoff ASW (40mu min.)

2 VA-111 Shkval

2 650mm Torpedo Tubes

8 Type 65 Wake Homing Anti-Surface

8mu Fast Setting (33 Turns)

5mu Slow Setting (108 Turns)

1 SS-N-16 Standoff ASW (40mu min.)

12 SSN-19 Anti-ship Missiles

Mast mounted SA-N-8 SAM (30mu Depth 1)

Large Target 5-6 to destroy

Use Large turning template



### **Golf Class SSB Cruise/Passive**

**Move 2mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Golf Class SSB Cruise/Active**

**Move 2mu  
Active Sonar 3+  
Detected +2  
Depth Change 1**



### **Golf Class SSB Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 4+  
Depth Change 0**



### **Golf Class SSB Flank/Evade**

**Move 2mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



### **Golf Class SSB Fire Weapon**

**Move 2mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Golf Class SSB**

1958 – Present

Maximum Depth 6  
Contacts 4

6 533mm Torpedo Tubes  
6 SET-65 Torpedoes  
6mu Fast Setting (9 turns)  
4mu Slow Setting (27 turns)

3 Vertical Launch Tubes  
3 R-11FM or R-13 SLBMs  
Depth 0 to fire R-11M  
Depth 1 to fire for R-13

Snorkeling +2 Detection





### **Hotel Class SSBN Cruise/Passive**

**Move 3mu  
Passive Sonar 5+  
Detected +1 Reduce 6+  
Depth Change 2**



### **Hotel Class SSBN Cruise/Active**

**Move 3mu  
Active Sonar 3+  
Detected +2  
Depth Change 2**



### **Hotel Class SSBN Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Hotel Class SSBN Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 3**



### **Hotel Class SSBN Fire Weapon**

**Move 3mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Hotel Class SSBN**

1960 – 1991



Maximum Depth 5  
Contacts 4

4 533mm Torpedo Tubes  
10 ET-80A Torpedoes (1980)  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 400mm Torpedo Tubes  
2 SET-40U ASuW Torpedoes  
5mu (8 turns)  
3 Vertical Launch Tubes  
3 R-13 (Hotel I) or R-21 (Hotel II) SLBMs  
Depth 1 to fire





### **Yankee Class SSBN Cruise/Passive**

**Move 3mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 2**



### **Yankee Class SSBN Cruise/Active**

**Move 3mu  
Active Sonar 3+  
Detected +2  
Depth Change 2**



### **Yankee Class SSBN Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 4+  
Depth Change 1**



### **Yankee Class SSBN Flank/Evade**

**Move 4.5mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



### **Yankee Class SSBN Fire Weapon**

**Move 2mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1**

## **Yankee Class SSBN**

1967 – 1995



Maximum Depth 8  
Contacts 7

4 533mm Torpedo Tubes  
12 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
2 SS-N-15 Standoff ASW (40mu min.)  
2 400mm Torpedo Tubes  
8 SET-72 Torpedoes  
6.5mu (7 turns)

Use Large turning template



**Delta I & II Class SSBN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 5+  
Detected +1 Reduce 5+  
Depth Change 1**



**Delta I & II Class SSBN  
Cruise/Active**

**Move 3mu  
Active Sonar 3+  
Detected +2  
Depth Change 1**



**Delta I & II Class SSBN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 5+  
Detected 0 Reduce 5+  
Depth Change 0**



**Delta I & II Class SSBN  
Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



**Delta I & II Class SSBN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 5+ Detected +1  
Act. Sonar 3+ Detected +2  
Depth Change 1**

## **Delta I & II Class SSBN**

1972 – 1998



Maximum Depth 8  
Contacts 7

4 533mm Torpedo Tubes  
12 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
1 SS-N-15 ASW Standoff (40mu min.)

Large Target 5-6 to destroy  
Use Large turning template

Towed Array



**Delta III Class SSBN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected +1 Reduce 5+  
Depth Change 1**



**Delta III Class SSBN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



**Delta III Class SSBN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 0**



**Delta III Class SSBN  
Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 2**



**Delta III Class SSBN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Delta III Class SSBN**

1976 - Present



Maximum Depth 8  
Contacts 7

4 533mm Torpedo Tubes  
12 ET-80A Torpedoes  
7.5mu Fast Setting (9 turns)  
5.5mu Slow Setting (15 turns)  
1 SS-N-15 ASW Standoff (40mu min.)

Large Target 5-6 to destroy  
Use Large turning template

Towed Array





### **Delta IV Class SSBN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 4+  
Depth Change 2**



### **Delta IV Class SSBN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



### **Delta IV Class SSBN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected 0 Reduce 5+  
Depth Change 1**



### **Delta IV Class SSBN Flank/Evade**

**Move 4mu  
No Sonar  
Detected +2 Hit Chance -1  
Depth Change 3**



### **Delta IV Class SSBN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Delta IV Class SSBN**

1984 – Present



Maximum Depth 8  
Contacts 10

Towed Array  
4 533mm Torpedo Tubes  
12 USET-80 Torpedoes  
8.5mu Fast Setting (13 turns)  
5mu Slow Setting (26 turns)

Large Target 5-6 to destroy  
Use Large turning template





### **Typhoon Class SSBN Cruise/Passive**

**Move 3mu  
Passive Sonar 4+  
Detected 0 Reduce 4+  
Depth Change 1**



### **Typhoon Class SSBN Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



### **Typhoon Class SSBN Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -2 Reduce 4+  
Depth Change 0**



### **Typhoon Class SSBN Flank/Evade**

**Move 4.5mu  
No Sonar  
Detected +1 Hit Chance -1  
Depth Change 2**



### **Typhoon Class SSBN Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Typhoon Class SSBN**

1981 – 1989



Maximum Depth 8  
Contacts 10

Towed Array  
6 533mm Torpedo Tubes  
16 USET-80 Torpedoes  
8.5mu Fast Setting (13 turns)  
5mu Slow Setting (26 turns)  
Mast mounted SA-N-8 SAM (30mu Depth 1)

Large Target 5-6 to destroy  
Use Large turning template



**Red October SSBN  
Cruise/Passive**

**Move 2mu  
Passive Sonar 4+  
Detected -2 Reduce 4+  
Depth Change 1**



**Red October SSBN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 1**



**Red October SSBN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 4+  
Detected -3 Reduce 3+  
Depth Change 0**



**Red October SSBN  
Flank/Evade**

**Move 4.5mu  
No Sonar  
Detected +1 Hit Chance -1  
Depth Change 2**



**Red October SSBN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 4+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

**Typhoon Class SSBN**

1984 - ?



Maximum Depth 9  
Contacts 10

Towed Array  
6 533mm Torpedo Tubes  
16 USET-80 Torpedoes  
8.5mu Fast Setting (13 turns)  
5mu Slow Setting (26 turns)

Large Target 5-6 to destroy  
Use Large turning template  
If damaged use standard Typhoon SSBN card



**Yasen Class SSGN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 3+  
Detected -1 Reduce 4+  
Depth Change 2**



**Yasen Class SSGN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



**Yasen Class SSGN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -2 Reduce 4+  
Depth Change 1**



**Yasen Class SSGN  
Flank/Evade**

**Move 6mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



**Yasen Class SSGN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 3+ Detected +1  
Act. Sonar 2+ Detected +2  
Depth Change 1**

## **Yasen Class SSGN**

**2013 – Present**



**Maximum Depth 10  
Contacts 10**

**Towed Array**  
10 533mm Torpedo Tubes  
20 UGST "Fizik" Torpedoes  
11.5mu Fast Setting (9 turns)  
5mu Slow Setting (44 turns)  
2 SS-N-15 ASW Standoff (40mu min.)  
2 VA-111 Shkval  
Mast mounted SA-N-8 SAM (30mu Depth 1)  
9 VLS  
5 Klub 91R ASW



**Borei Class SSBN  
Cruise/Passive**

**Move 3mu  
Passive Sonar 3+  
Detected -1 Reduce 4+  
Depth Change 2**



**Borei Class SSBN  
Cruise/Active**

**Move 3mu  
Active Sonar 2+  
Detected +2  
Depth Change 2**



**Borei Class SSBN  
Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected -2 Reduce 4+  
Depth Change 1**



**Borei Class SSBN  
Flank/Evade**

**Move 5mu  
No Sonar  
Detected +1 Hit Chance -2  
Depth Change 3**



**Borei Class SSBN  
Fire Weapon**

**Move 3mu  
Pass. Sonar 2+ Detected +2  
Act. Sonar 2+ Detected +2  
Depth Change 1**

**Borei Class SSBN**

2013 – Present



Maximum Depth 10  
Contacts 10

Towed Array  
6 533mm Torpedo Tubes  
18 UGST “Fizik” Torpedoes  
11.5mu Fast Setting (9 turns)  
5mu Slow Setting (44 turns)

Large Target 5-6 to destroy  
Use Large turning template





**Krivak 1 - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +1**



**Krivak 1 – Active**

**Move 4mu  
Active Sonar 2+  
Detected +2**



**Krivak 1 – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



**Krivak 1 – Evasion**

**Move 6mu  
No Sonar  
Detected +2  
Hit Chance -1**



**Krivak 1 – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +1**

## **Krivak 1 Class FFG**

1970 – Present



8 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

SS-N-14 w/4 Silex (Min. Range 40mu)  
w/E45-74A Torpedo 6mu (7 Turns)

RBU2500 (Range 1mu – 13mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Ave 4-6

Passive Max 30mu, Active Max 50mu



**Sovremenny - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +2**



**Sovremenny – Active**

**Move 4mu  
Active Sonar 2+  
Detected +3**



**Sovremenny – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



**Sovremenny – Evasion**

**Move 6mu  
No Sonar  
Detected +3  
Hit Chance -1**



**Sovremenny – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +2**

## **Sovremenny Class DDG**

1980 – Present



4 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

RBU1000 (Range 1mu – 6mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Modern 5-6  
1 Helix Helicopter

Passive Max 20mu, Active Max 40mu



### **Udaloy - Passive**

**Move 4mu  
Passive Sonar 3+  
Detected +1**



### **Udaloy – Active**

**Move 4mu  
Active Sonar 2+  
Detected +2**



### **Udaloy – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



### **Udaloy – Evasion**

**Move 6mu  
No Sonar  
Detected +2  
Hit Chance -1**



### **Udaloy – Fire ASW**

**Move 4mu  
Passive Sonar 3+  
Detected +0**

## **Udaloy Class DDG**



**1980 – Present**

8 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)  
SS-N-14 w/4 Silex (Min. Range 40mu)  
w/E45-75A Torpedo 6mu (7 Turns)  
RBU6000 (Range 1mu – 32mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Modern 5-6  
2 Helix Helicopter

Passive Max 20mu, Active Max 40mu  
Thermal Layer does not affect Sonar



### **Kara - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +2**



### **Kara – Active**

**Move 4mu  
Active Sonar 2+  
Detected +3**



### **Kara – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



### **Kara – Evasion**

**Move 6mu  
No Sonar  
Detected +3  
Hit Chance -1**



### **Kara – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +2**

## **Kara Class CG**

1971 – 2014



4 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

SS-N-14 w/4 Silex (Min. Range 40mu)  
w/E45-74A Torpedo 6mu (7 Turns)

RBU6000 (Range 1mu – 32mu) Hit 5-6, Max  
Depth 5, Forward Arc 180 only

RBU1000 (Range 1mu – 6 mu) Hit 5-6, Max  
Depth 5, Rear Arc 180 only

Anti-Air Modern 5-6  
1 Helix Helicopter

Passive Max 30mu, Active Max 50mu





### **Slava - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +2**



### **Slava – Active**

**Move 4mu  
Active Sonar 2+  
Detected +3**



### **Slava – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



### **Slava – Evasion**

**Move 6mu  
No Sonar  
Detected +3  
Hit Chance -1**



### **Slava – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +2**

## **Slava Class CG**

1982 – Present



4 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

SS-N-14 w/4 Silex (Min. Range 40mu)  
w/E45-74A Torpedo 6mu (7 Turns)

RBU6000 (Range 1mu – 32mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Modern 5-6  
1 Helix Helicopter

Passive Max 30mu, Active Max 50mu



### Kirov - Passive

**Move 4mu**  
**Passive Sonar 3+**  
**Detected +1**



### Kirov – Active

**Move 4mu**  
**Active Sonar 2+**  
**Detected +2**



### Kirov – Ultra Quiet

**Move 1mu**  
**Passive Sonar 3+**  
**Detected +0**  
**Reduce 6**



### Kirov – Evasion

**Move 6mu**  
**No Sonar**  
**Detected +3**  
**Hit Chance -1**



### Kirov – Fire ASW

**Move 4mu**  
**Passive Sonar 4+**  
**Detected +2**

## Kirov Class CBGN



1974 – Present

10 533mm Torpedo Tubes w/SET-65  
 Fast 6mu (9 Turns) Slow 4mu (28 Turns)

SS-N-14 w/4 Silex (Min. Range 40mu)  
 w/E45-74A Torpedo 6mu (7 Turns)

RBU6000 (Range 1mu – 32mu) Hit 5-6, Max  
 Depth 5, Forward Arc 180 only

Anti-Air Modern 5-6  
 3 Helix Helicopter

Passive Max 30mu, Active Max 50mu  
 Large Target 5-6 to destroy



### **Moskva - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +1**



### **Moskva – Active**

**Move 4mu  
Active Sonar 2+  
Detected +3**



### **Moskva – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



### **Moskva – Evasion**

**Move 6mu  
No Sonar  
Detected +3  
Hit Chance -1**



### **Moskva – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +2**

## **Moskva Class CVH**



1967 – 1991

10 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

RBU6000 (Range 1mu – 32mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Ave 4-6

18 Helix Helicopter

Large Target 5-6 to destroy



### **Kiev - Passive**

**Move 4mu  
Passive Sonar 4+  
Detected +1**



### **Kiev – Active**

**Move 4mu  
Active Sonar 2+  
Detected +3**



### **Kiev – Ultra Quiet**

**Move 1mu  
Passive Sonar 3+  
Detected +0  
Reduce 6**



### **Kiev – Evasion**

**Move 6mu  
No Sonar  
Detected +3  
Hit Chance -1**



### **Kiev – Fire ASW**

**Move 4mu  
Passive Sonar 4+  
Detected +2**

## **Kiev Class CVHG**

1975 – Present



10 533mm Torpedo Tubes w/SET-65  
Fast 6mu (9 Turns) Slow 4mu (28 Turns)

RBU6000 (Range 1mu – 32mu) Hit 5-6,  
Max Depth 5, Forward Arc 180 only

Anti-Air Modern 5-6  
16 Helix Helicopter  
12 Yak-38 VTOL

Passive Max 30mu, Active Max 50mu  
Large Target 5-6 to destroy





**KA- 27 Helix – Move**  
**Move 20mu**  
**No Sonar**



**KA-27 Helix – Sonar Buoy**  
**Move 10mu**  
**Passive 4+**  
**Active 3+**



**KA-27 Helix – Dipping**  
**Move 0mu**  
**Dipping Sonar 3+**



**KA-27 Helix – MADMAN**  
**Move 10mu**  
**MAD Detect**



**KA-27 Helix – Drop**  
**E45-75A or Depth Charge**  
**Move 5mu**  
**No Sonar**

### **KA-27 Helix ASW Helicopter**

1982 – Present



8 Passive Sonar Buoy  
 4 Active Sonar Buoy  
 2 E45-75A Torpedoes (6mu 7 turns)  
 4 Depth Charges  
 MAD 3-6 at depths 1-5, 5-6 depth 4  
 Depth Charge 5-6 at depths 1-5  
 Dipping Sonar Max Depth 6



**IL-38 May – Move**  
**Move 40mu**  
**No Sonar**



**IL-38 May – Sonar Buoy**  
**Move 20mu**  
**Passive 4+**  
**Active 3+**

## **IL-38 May – ASW Aircraft**

1967 – Present



Mix of 100+ Sonar Buoys

8 E45-75A Torpedoes  
(6mu 7 turns)

MAD 3-6 at Depths 1-3,  
5-6 at Depth 4



**IL-38 May – MADMAN**  
**Move 20mu**  
**MAD Detect**



**IL-38 May – Drop**  
**E45-75A**  
**Move 20mu**  
**No Sonar**



**TU-95 Bear F – Move**  
**Move 40mu**  
**No Sonar**



**TU-95 Bear F – Sonar Buoy**  
**Move 20mu**  
**Passive 4+**  
**Active 3+**

## **TU-95 Bear F – ASW Aircraft**

1956 – Present



Mix of 100+ Sonar Buoys  
(unlimited)

8 E45-75A Torpedoes  
(6mu 7 turns)

MAD 3-6 at Depths 1-3,  
5-6 at Depth 4



**TU-95 Bear F – MADMAN**  
**Move 20mu**  
**MAD Detect**



**TU-95 Bear F – Drop**  
**E45-75A**  
**Move 20mu**  
**No Sonar**