



**Skipjack Class SSN
Cruise/Passive**

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



**Skipjack Class SSN
Cruise/Active**

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



**Skipjack Class SSN
Ultra Quiet**

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



**Skipjack Class SSN
Flank/Evade**

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



**Skipjack Class SSN
Fire Weapon**

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

Skipjack Class SSN

1959 – 1990



Maximum Depth 5

Contacts 5

Towed Array 1976

4 533mm Torpedo Tubes

24 Mk37 Torpedo

3.5mu Slow Setting (21 turns)

4mu Fast Setting (10 turns)

24 Mk48 (Late 70's)

9mu Fast Setting (9 turns)

6.5mu Slow Setting (21 turns)

Use small turning template



**Permit Class SSN
Cruise/Passive**

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



**Permit Class SSN
Cruise/Active**

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



**Permit Class SSN
Ultra Quiet**

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



**Permit Class SSN
Flank/Evade**

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



**Permit Class SSN
Fire Weapon**

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

Permit Class SSN

1961 – 1996



Maximum Depth 7
Contacts 6
Towed Array 1976

4 533mm Torpedo Tubes
24 Mk37 Torpedo
3.5mu Slow Setting (21 turns)
4mu Fast Setting (10 turns)
23 Mk48 (late 70's)
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)



**Sturgeon Class SSN
Cruise/Passive**

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



**Sturgeon Class SSN
Cruise/Active**

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



**Sturgeon Class SSN
Ultra Quiet**

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



**Sturgeon Class SSN
Flank/Evade**

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



**Sturgeon Class SSN
Fire Weapon**

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

Sturgeon Class SSN

1967 – 2004



Maximum Depth 7
Contacts 7

4 533mm Torpedo Tubes
20 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)

Towed Array –Long Hull Variant



Los Angeles Class SSN Cruise/Passive

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



Los Angeles Class SSN Cruise/Active

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



Los Angeles Class SSN Ultra Quiet

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



Los Angeles Class SSN Flank/Evade

**Move 5.5mu
No Sonar
Detected +1 Hit Chance -2
Depth Change 3**



Los Angeles Class SSN Fire Weapon

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

Los Angeles Class SSN



1976 – Present

Maximum Depth 7
Contacts 10

4 533mm Torpedo Tubes
24 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
4 UGM-84 Harpoon (30mu min.)

Flt. II

12 Vert. Tubes for Tomahawk

Towed Array



**Imp. Los Angeles Class SSN
Cruise/Passive**

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



**Imp. Los Angeles Class SSN
Cruise/Active**

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



**Imp. Los Angeles Class SSN
Ultra Quiet**

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



**Imp. Los Angeles Class SSN
Flank/Evade**

**Move 5.5mu
No Sonar
Detected +1 Hit Chance -2
Depth Change 3**



**Imp. Los Angeles Class SSN
Fire Weapon**

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

Flt. III Los Angeles Class SSN



1988 – Present

Maximum Depth 7
Contacts 12

4 533mm Torpedo Tubes
24 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
4 UGM-84 Harpoon (30mu min.)
12 Vert. Tubes for Tomahawk

Towed Array



Seawolf Class SSN
Cruise/Passive

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



Seawolf Class SSN
Cruise/Active

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



Seawolf Class SSN
Ultra Quiet

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



Seawolf Class SSN
Flank/Evade

Move 6mu
No Sonar
Detected +0 Hit Chance -2
Depth Change 3



Seawolf Class SSN
Fire Weapon

Move 3mu
Pass. Sonar 3+ Detected +0
Act. Sonar 2+ Detected +2
Depth Change 1

Seawolf SSN

1997 – Present



Maximum Depth 9
Contacts 13

8 533mm Torpedo Tubes
42 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
8 UGM-84 Harpoon (30mu min.)
Quiet torpedo launch system

Towed Array



Virginia Class SSN
Cruise/Passive

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



Virginia Class SSN
Cruise/Active

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



Virginia Class SSN
Ultra Quiet

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



Virginia Class SSN
Flank/Evade

Move 6mu
No Sonar
Detected +0 Hit Chance -2
Depth Change 3



Virginia Class SSN
Fire Weapon

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

Virginia SSN

2004 – Present



Maximum Depth 8
Contacts 14

4 533mm Torpedo Tubes
33 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
4 UGM-84 Harpoon (30mu min.)
12 Vert. Tubes for Tomahawk

Towed Array



Ethan Allen Class SSBN

Cruise/Passive

Move 3mu

Passive Sonar 4+

Detected 0 Reduce 5+

Depth Change 2



Ethan Allen Class SSBN

Cruise/Active

Move 3mu

Active Sonar 2+

Detected +2

Depth Change 2



Ethan Allen Class SSBN

Ultra Quiet

Move 1mu

Passive Sonar 4+

Detected -1 Reduce 5+

Depth Change 1



Ethan Allen Class SSBN

Flank/Evade

Move 4.5mu

No Sonar

Detected +2 Hit Chance -1

Depth Change 3



Ethan Allen Class SSBN

Fire Weapon

Move 3mu

Pass. Sonar 4+ Detected +1

Act. Sonar 2+ Detected +2

Depth Change 1

1961 – 1983

Ethan Allen Class SSBN



Maximum Depth 8

Contacts 7

4 533mm Torpedo Tubes

12 Mk37 Torpedo

3.5mu Slow Setting (21 turns)

4mu Fast Setting (10 turns)

12 Mk48 (late 70's)

9mu Fast Setting (9 turns)

6.5mu Slow Setting (21 turns)

16 Vertical Missile Tubes

16 Polaris SLBMs

Large Target 5-6 to destroy

Use large turn template



Lafayette Class SSBN
Cruise/Passive

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



Lafayette Class SSBN
Cruise/Active

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



Lafayette Class SSBN
Ultra Quiet

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



Lafayette Class SSBN
Flank/Evade

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



Lafayette Class SSBN
Fire Weapon

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

Lafayette Class SSBN



1963 – 1994

Maximum Depth 8
Contacts 7

4 533mm Torpedo Tubes
12 Mk37 Torpedo
3.5mu Slow Setting (21 turns)
4mu Fast Setting (10 turns)
12 Mk48 (late 70's)
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
16 Vertical Missile Tubes
16 Polaris SLBMs

Large Target 5-6 to destroy
Use large turn template



Ohio Class SSBN
Cruise/Passive

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



Ohio Class SSBN
Ultra Quiet

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



Ohio Class SSBN
Flank/Evade

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



Ohio Class SSBN
Fire Weapon

Move 3mu
Pass. Sonar 3+ Detected +1
Depth Change 1

Ohio Class SSBN



1981 – Present

Maximum Depth 7
Contacts 10

4 533mm Torpedo Tubes
24 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
24 Vertical Missile Tubes
24 Trident I or II SLBMs

Large Target 5-6 to destroy, use large
turn template

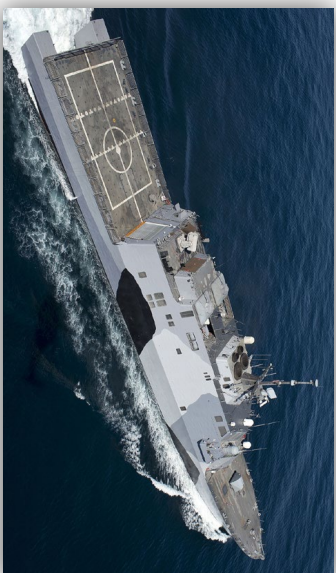
No active sonar on BQQ-6

Towed Array



Freedom LCS-1 – Passive

Move 4mu
Passive Sonar 3+
Detected +0
Reduce 6+



Freedom LCS-1 – Active

Move 4mu
Active Sonar 2+
Detected 2+



Freedom LCS-1 - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



Freedom LCS-1 – Evasion

Move 8mu
No Sonar
Detected +2
Hit Chance -2



Freedom LCS-1 – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Freedom Class LCS-1

2008 – Present



ASW Mission Package
18 MK54 Torpedoes
(9mu 8 turns)

Torpedoes launched by
helicopters only

Anti-Air Modern 5-6

1 SH-60B Seahawk



Independence LCS-2 – Passive

Move 4mu
Passive Sonar 3+
Detected +0
Reduce 6+



Independence LCS-2 – Active

Move 4mu
Active Sonar 2+
Detected 2+



Independence LCS-2 – UQ

Move 1mu
Passive 3+
Detected -1
Reduce 5+



Independence LCS-2 – Evasion

Move 8mu
No Sonar
Detected +2
Hit Chance -2



Independence LCS-2 – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Independence Class LCS-2

2010 – Present



ASW Mission Package
18 MK54 Torpedoes
(9mu 8 turns)

Torpedoes launched by
helicopters only

Anti-Air Modern 5-6

1 SH-60B Seahawk



O H Perry FFG – Passive

Move 4mu
Passive Sonar 4+
Detected +0
Reduce 6+



O H Perry FFG – Active

Move 4mu
Active Sonar 2+
Detected 2+



O H Perry FFG - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



O H Perry FFG – Evasion

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



O H Perry FFG – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

O H Perry Class FFG

1977 - Present



6 324mm Torpedo Tubes
6 Mk46 Torpedoes
7.5mu (8 Turns)
1 Nixie Torpedo Decoy 4-6 (Rear)
Anti-Air Ave 4-6
2 SH-2F Seasprite Short Hull
2 SH-60F Seahawk Long Hull



Spruance DD – Passive

Move 4mu
Passive Sonar 4+
Detected +0
Reduce 6+



Spruance DD– Active

Move 4mu
Active Sonar 2+
Detected 2+



Spruance DD - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



Spruance DD– Evasion

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



Spruance DD– Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Spruance Class DD



1975 – 2005

6 324mm Torpedo Tubes
 6 Mk46 Torpedoes
 7.5mu (8 Turns)
 8 ASROC w/Mk46
 (Range 5mu -50mu)
 1 Nixie Torpedo Decoy 4-6
 (Rear)
 Anti-Air Modern 5-6
 2 SH-2F Seasprite Pre '85
 2 SH-60F Seahawk Post '85



A. Burke DDG – Passive

Move 4mu
Passive Sonar 3+
Detected +0
Reduce 6+



A. Burke DDG – Active

Move 4mu
Active Sonar 2+
Detected 2+



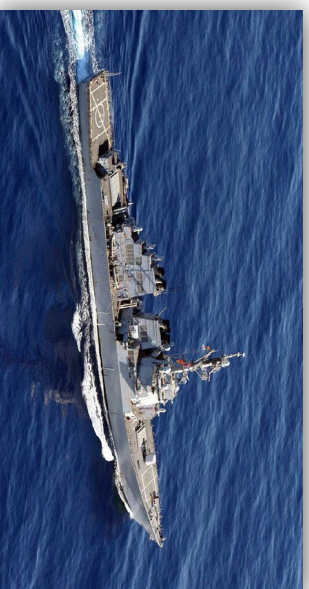
A. Burke DDG - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



A. Burke DDG – Evasion

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



A. Burke DDG – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Arleigh Burke Class DDG

1991 – Present



6 324mm Torpedo Tubes
6 Mk46 Torpedoes Pre 2004
7.5mu (8 Turns)
6 MK54 Torpedoes After 2003
(9mu 8 turns)
8 ASROC w/Mk46
(Range 5mu -50mu)
1 Nixie Torpedo Decoy 4-6 (Rear)
Anti-Air Modern 5-6
Flight I & II Flight Deck Only
Flight IIA & III 2 SH-60B Seahawk



Zumwalt DDG – Passive

Move 4mu
Passive Sonar 3+
Detected +0
Reduce 6+



Zumwalt DDG – Active

Move 4mu
Active Sonar 2+
Detected 2+



Zumwalt DDG - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



Zumwalt DDG – Evasion

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



Zumwalt DDG – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Zumwalt Class DDG



2016 – Present

Advanced, automated computer system. In littorial waters (Depth 3 or less) add +1 to sonar.
 18 Mk54 Torpedoes (9mu 8 turns)
 Torpedoes launched by helicopter only
 8 ASROC w/Mk46 (Range 5mu -50mu)
 1 Nixie Torpedo Decoy 4-6 (Rear)
 Anti-Air Modern 5-6
 2 SH-60B Seahawk
 or SH-60R (Use SH-60F card)



Ticonderoga CG – Passive

Move 4mu
Passive Sonar 4+
Detected +0
Reduce 6+



Ticonderoga CG – Active

Move 4mu
Active Sonar 2+
Detected 2+



Ticonderoga CG - Ultra Quiet

Move 1mu
Passive 3+
Detected -1
Reduce 5+



Ticonderoga CG – Evasion

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



Ticonderoga CG – Fire Torpedo

Move 4mu
Passive Sonar 4+
Detected +0

Ticonderoga Class CG (VLS)

1986 – Present



6 324mm Torpedo Tubes
 6 Mk46 Torpedoes
 7.5mu (8 Turns)
 8 ASROC w/Mk46
 (Range 5mu -50mu)
 1 Nixie Torpedo Decoy 4-6
 (Rear)
 Anti-Air Modern 5-6
 2 SH-60B Seahawk



Nimitz Class CVN – Transit

Move 4mu
No Sonar
Detected +1
Reduce 6+



Nimitz Class CVN – Ultra Quiet

Move 1mu
Detected +0
No Sonar
Reduce 5+



Nimitz Class CVN – Evasion

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

Nimitz Class CVN



1975 – Present

1 Nixie Torpedo Decoy 4-6 (Rear)
Anti-Air Modern 5-6

1975 - 2006

6 SH-3 Sea King Helicopters

1984 - Present

6 SH-60 B Seahawk Helicopters

2 SH-60F Oceanhawk Helicopters

See Helicopter Cards for Stats



SH-2F Seasprite – Move
Move 20mu
No Sonar



SH-2F Seasprite - Sonar Buoy
Move 10mu
Passive 4+
Active 3+



SH-2F Seasprite– MADMAN
Move 10mu
MAD Detect



SH-2F Seasprite– Drop
MK46
Move 5mu
No Sonar

SH-2F Seasprite ASW



Helicopter

1962 – 1993

- 10 DIFAR Sonar Buoy (Passive)
- 5 DICASS Sonar Buoy (Active)
- 2 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



SH-3H Sea King – Move
Move 20mu
No Sonar



SH-3H Sea King - Sonar Buoy
Move 10mu
Passive 4+
Active 3+



SH-3H Sea King – MADMAN
Move 10mu
MAD Detect



SH-3H Sea King – Drop
MK46
Move 5mu
No Sonar

SH-3F Sea King ASW

Helicopter

1961 – Present



18 DIFAR Sonar Buoy (Passive)
 7 DICASS Sonar Buoy (Active)
 4 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



SH-60B Seahawk – Move
Move 20mu
No Sonar



SH-60B Seahawk - Sonar
Buoy
Move 10mu
Passive 4+
Active 3+



SH-60B Seahawk – MADMAN
Move 10mu
MAD Detect



SH-60B Seahawk – Drop
MK46
Move 5mu
No Sonar

SH-60B Seahawk ASW

Helicopter

1984 – Present



18 DIFAR Sonar Buoy (Passive)
 7 DICASS Sonar Buoy (Active)
 2 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



SH-60F Oceanhawk – Move
Move 20mu
No Sonar



SH-60F Oceanhawk -
SonarBuoy
Move 10mu
Passive 4+
Active 3+



SH-60F Oceanhawk - Dipping
Move 0mu
Dipping Sonar 3+



SH-60F Oceanhawk –
MADMAN
Move 10mu
MAD Detect



SH-60F Oceanhawk – Drop
MK46
Move 5mu
No Sonar

SH-60F Oceanhawk ASW

Helicopter

1988 – 2016



18 DIFAR Sonar Buoy (Passive)
 7 DICASS Sonar Buoy (Active)
 2 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



S3 Viking – Move
Move 40mu
No Sonar



S3 Viking - Sonar Buoy
Move 20mu
Passive 4+
Active 3+



S3 Viking – MADMAN
Move 20mu
MAD Detect



S3 Viking – Drop
MK46
Move 20mu
No Sonar

S3 Viking ASW



Aircraft

1974 - 2009

Mix of 60 Active & Passive Sonar
 Buoys (unlimited for game play)
 4 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



P-3C Orion – Move
Move 40mu
No Sonar



P-3C Orion - Sonar Buoy
Move 20mu
Passive 4+
Active 3+



P-3C Orion – MADMAN
Move 20mu
MAD Detect



P-3C Orion – Drop
MK46
Move 20mu
No Sonar

P-3C Orion Maritime Patrol

Aircraft

1962 - Present



Mix of 87 Active & Passive Sonar
 Buoys (unlimited for game play)
 8 MK46 Torpedoes (7.5mu 8 turns)

MAD 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



P-8A Poseidon – Move
Move 40mu
No Sonar



P-8A Poseidon - Sonar Buoy
Move 20mu
Passive 3+
Active 3+



P-8A Poseidon– MADMAN
Move 20mu
MAD Detect
India's P-8I only



P-8A Poseidon– Drop
MK54
Move 20mu
No Sonar

P-8A Poseidon Maritime

Patrol Aircraft

2013 - Present



Mix of Active & Passive Sonar
 Buoys (unlimited for game play)
 5+ MK54 Torpedoes (9mu 8 turns)

MAD (P-8I only)
 3-6 depths 1-3, 5-6 depth 4
 -1 vs Alfa, Papa or Sierra



Oberon Class SS
Cruise/Passive

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



Oberon Class SS
Cruise/Active

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



Oberon Class SS
Ultra Quiet

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



Oberon Class SS
Flank/Evade

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



Oberon Class SS
Fire Weapon

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

Oberon Class SS

1960 - 2000

Maximum Depth 5

Contacts 4 (7 after 1985)

6 Bow 533mm Torpedo Tubes

20 Tigerfish Torpedoes

6mu Fast Setting (9 turns)

4mu Slow Setting (21 turns)

2 Stern 533mm Torpedo Tubes

2 Mk.23 Torpedoes

4.5mu Fast Setting (10 turns)

3.5mu Slow Setting (15 turns)

Small Sub Destroy 3-6

Use small turning template

Snorkeling +2 Detection

