

# NAVAL // AR ARCTIC CIRCLE



## ENSIGN'S GUIDE



paradox  
INTERACTIVE



"The art of war is simple enough. Find out where the enemy is. Get at him as soon as you can. Strike at him as hard as you can and as often as you can, and keep moving on."

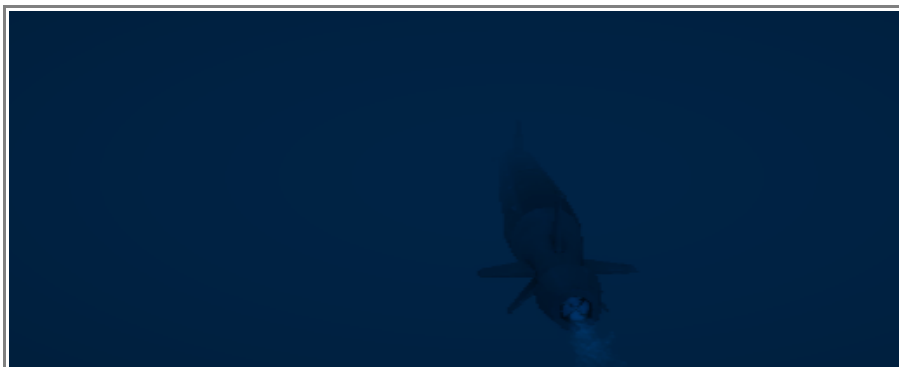
- General Ulysses S. Grant

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## INTENDED AUDIENCE

Hello and welcome. We wish to congratulate you on your purchase of [Naval Warfare – Arctic Circle](#), a game simulating the likely naval conflicts and operations of a possible near-future world, set in and around the waters of the North Atlantic Ocean.



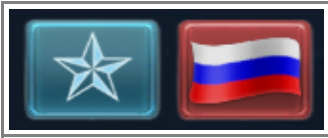
This is just a quick note about the purpose of this guide. It has been written predominately for first-time players and those new to naval simulation and strategy games. As such its main aim is to explain the fundamentals of playing the game, to help you understand the features at your command, what to do, when and why, and in what order. If you have not done so already, we suggest that you take some time to familiarize yourself with the [Game Manual](#). It provides a basic overview on game concepts, core features and using the interface.

If you are looking for strategy tips on how to beat the game, your best option is to browse and seek the answers to any questions you may have at the game's forum hosted at:

<http://forum.paradoxplaza.com/forum/forumdisplay.php?589-Naval-War-Arctic-Circle>

We strongly recommend that you read through this guide before commencing one of the main campaigns. Especially if you are about to undertake your first play-through. It may well prove to be the wisest course you plot, in your role as a naval commander. It may well prove to be the first step in achieving victory in the myriad of forthcoming battles you will face.

# A COMMANDER'S BRIEF



In Naval Warfare Arctic Circle you can choose to play a variety of one-off [skirmishes](#) or through a series of linked engagements in one of two [campaigns](#) games. Whichever option you choose, you will assume command of the military forces of two old adversaries who are pitted against one another. [NATO](#) and the [Russian Federation](#) once more lock horns in a deadly game of cat and mouse on, over and under the seas on the North Atlantic.

You will be tasked to command and control a myriad of military units in order to achieve a number of [objectives](#). You will be able to issue orders and assign missions or actions to each unit, individually or in groups, in order to find your target or protect your own forces from harm. You will be able to deploy special equipment and select your preferred method of destruction from the weapon complements those units are carrying.



In the overall context of the game, naval engagements between opposing forces tend to be games of [cat and mouse](#). Where the military forces of both sides must be careful not to over-extend their hand and tip the balance of strength in favor of their opponent. After all in some missions the destruction of enemy forces is not required to achieve victory. Sometimes all that will be required is the protection from harm of your own forces or some other strategic location. However, it is true to say that at some point you may need to flex your military capabilities and damage and destroy at least some of the enemy forces, real damage. For the most part you will do well to seek out and locate the enemy. Destroy the threat while protecting your own fleet.

# GETTING STARTED

As the commander in charge of either faction, you are tasked with the goal of undertaking and successfully completing a series of mission objectives. To succeed you will need to be aware of the following:

## — — **Be on your guard**

First and foremost Naval War Arctic Circle (NWAC) is a game where the situation is forever changing. Important factors that affect the outcome of an encounter are always in flux. These include: the detections of units or other assets, their locations, the distance between assets, weapon payloads, and the environment.

## — — **Read between the lines**

In NWAC there are no defined front lines as in battles fought on land. Your forces and those of your opponent exist in a state of metamorphosis, as units move from one location to another. Intelligence gathering is of vital importance as is the positioning of units to carry out the mission objectives, but also to stop the enemy units from carrying out theirs. You must be able to assign orders on the basis of where you believe your objectives to be, or from where the enemy is likely to strike.

## — — **Use the right asset for the right task**

Perhaps the most necessary aspect of obtaining victory is your ability to choose the best asset or unit, for the right task. Sending a reconnaissance plane to sink a submarine will not get you very far, unless it has weapons capable of doing so. Each unit has a certain amount of intelligence gathering, offensive or defensive capabilities that it brings to a mission. These are taken directly from the equipment a unit possesses. Each of these capabilities must be understood and mastered if you are to counter the enemy forces and stop them from countering yours.



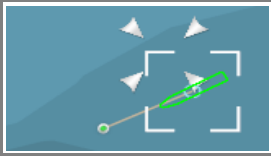
In order to accomplish your assigned mission you will need to manage a number of important game aspects. These are highlighted below.





## Core Actions

The following are the most basic of operations available to a commander:



The **Main Map** shows units and installations. These assets can be highlighted on the map. All aspects such as sensors, their range, and weapons fired can be seen here. Green colored icons represent friendlies. Red ones are hostile.



Without **Units** to command, it would be a fairly boring tour of duty. There are four basic types of military unit to control. Each type has several classes. Each class has many individual variations. Each of these unit types have their own role to play in the forthcoming encounter.



The **Movement Planner** allows the for control of individual groups or units. Here travel speed, aircraft altitude and submarine depth can be set. Aircraft can be ordered back to base for refueling and refitting of weapons.



The **Battle Planner** is used to set up the level of automation in engaging enemy units, and also to execute engagement orders with more detailed control of weapon choice and modes of fires.



The **Sensors Panel** is of particular use for configuring any radar or sonar equipment which are integrated into the currently selected unit.



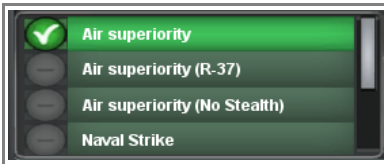
The **Special Orders Panel** provides a number of options to use any non-armament equipment being carried by the unit. This is dropping mines, dropping sonarbuoys (essential for finding submarines) and using the various types of jamming available in the game. Countermeasures are wholly automatic.



The **Formations Panel** enables Groups in your task-force to be positioned in a certain way to maximize their ability to respond to attacks and protect the most valuable assets of the fleet. You can also split groups and join new units into a new or an existing group.

## Supplementary Options

In addition, there a number options available to the commander. These are:



Most aircraft in the game can be equipped with different weapon loads, depending on mission. You will see a list of available loads when you select the aircraft in the Flight Deck. Refitting the aircraft for a different load or mission will take up to one hour of game time. Each

mission will depend on several factors if it is objectives are to be achieved successfully.



The [Weapon Orders Panel](#) can be used to set the overall tactical response your units will enact, when they encounter any enemy detections. These settings can be overridden by using the Battle Planner.



The [Unit Roster Panel](#) shows the forces under your command for a given naval engagement. The units are shown under three categories: military bases and installations, individual free-roaming units and any naval groups, ships that can be controlled as a united force.



The [Detections Panel](#) is where more detailed information concerning sonar or radar contacts can be found. This is perhaps the most important source of information in the game, as it allows you to identify any possible threats which your forces have uncovered and decide upon the best course of action to neutralize them.



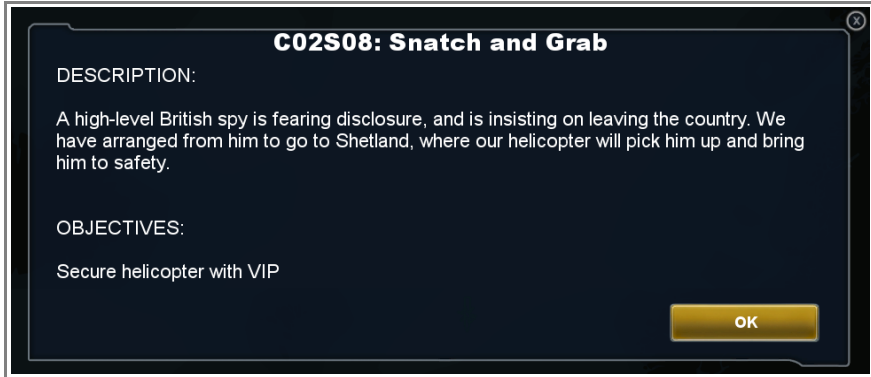
The [Message Log](#) provides information on key events that have recently happened during the latest engagement. As every naval encounter develops over time, it is possible to overlook these messages. You can access them from here in order to revisit them.



The [Unit Info. Panel](#) allows control of weapons, sensors and equipment carried by the selected unit. Their use can be initiated or turned off given, the situation currently faced.

# THE CYCLE OF WAR

It is fair to say that like in most games, there is a fundamental cycle of decision-making and action-taking. The overall cycle for Naval Warfare Arctic Circle is defined below:



Step 1

## Understand the mission

Your first step should be two-fold: 1) to understand the mission objectives that define victory and 2) evaluate the military assets at your disposal. Once you understand what these two factors are, you can begin to formulate a plan of action to achieve your goal.

Step 2

## Deploy your units

You can decide which units you are going to use, for which elements of your battle-plan. Move your units to points on the map of interest or strategic important. A lot will depend on the forces you face, but until you know what they are you will just have to be protective of your own forces and move them in such a way as to locate the enemy quickly and with minimal trouble and especially casualties

Step 3

## Begin your search

Whether you are on the offensive or defensive you will need to identify potential targets, and the type of threat the enemy poses. Once your units are in position, you will want to assign them to patrol routes or to search a particular area of the map.

During the course of this phase you will be open to enemy attacks, so you will need to be ready to response to any unexpected events.

Step 4

### Find the nature of the threat

As soon as your forces have been given their orders, you should take a look at which radar and sonar devices to deploy and activate, at which location and at what point in the mission. Consider deploying any special equipment these units may be carrying, that increase your chances of success. Be cautious however because the enemy may be able to use your own equipment against you, and locate your forces before you are able to find theirs.

Step 5

### Command and control the battlespace

During the course of the engagement you will need to keep an eye on the ever-changing situation. Circumstances can change dramatically from minute to minute, putting your plans for victory in doubt. As well as monitoring the actions of your units, you will need to keep an eye on any enemy detections and units you are tracking, as well as weapons fired at your forces. Make sure you are aware of the orders you can assign to your forces, on the occasions you need to do so quickly.

Step 6

### Neutralize the threat

Once a threat has been located depending on the objectives set for the mission, you will need to select an appropriate unit to eliminate any enemy targets. You will need to pay attention to the weapon systems these ships possess in order to use the correct weapon for the task. Neutralizing the threat does not necessarily mean destroying the enemy, but could mean frustrating their attempts to attack you.

Step 7

### Complete the assigned objectives

Achieving victory will depend on whether the mission at hand requires the destruction or protection of some target. During peace time, you may just need to move a particular unit to its location. Protect an installation or your most valuable naval vessels. However when at war, more destructive methods will need to be enacted.

Though there will be differences between each of the challenges you will be asked to face, the factors you will face as commander of your forces will remain essentially the same.

*\* Note: A big thank you to DaveBash on the forum, for the great write-up used to provide some of the information in this section.*

## Organization

Key to a successful mission in the organization of your assets. This includes matching up the correct ships, aircraft and other assets for any tasks that may need to be undertaken in order to accomplish the objective at hand.

## Positioning

Once you know what your objectives are and have organized your units into the desired groups, you should look to position them in such a way as to allow your units to undertake their own missions. As well as searching and locating enemy forces, they must be in a position to provide protective cover to key assets that must be kept alive to complete the mission. To do this the likely Threat Axis must be identified.

## Threat Axis

This represents the direction that the enemy will likely attack your forces from. It is important in that you need to know where to position your forces to counter any threat. By identifying the probable approach route of the enemy's forces you can eliminate any threat posed, by positioning and maneuvering your own forces in such a way as to bring to bear, as much destructive force as you can afford to.

## Sensor Nets

These are a combination of different units using a variety of sensor types in order to locate any possible threat be it unit or mission from penetrating any defensive screen you may have in place and destroying a valuable ship or key objective. Sensor nets require you to position your assets across a wide area where you

consider the likely Threat Axis are to be found. Once your assets are in place, whether they be ships, submarines or aircraft activate or deploy a number the radar and sonar equipment of your choice and wait for any detections to be made.

## Emissions Control

It is very important to remember that if you cannot see the enemy, it is likely they are unable to see you. Taking any action that is likely to dramatically change this state of affairs is dangerous and should be considered carefully. The most basic way and least effective in which one of your units or those of your enemy can be detected is by its silhouette. Using any sensor device such as Radar or Sonar dramatically increases the chance of being found or finding a foe. The firing of any radar or infra-red guided weapon compounds this even more.

## Defensive Pickets

The outer layer of defense is your picket. This is usually composed of aircraft sent on i.e. AEW (recon) and CAP (combat air patrol) missions. Low profile or stealthy ships are also sent out ahead of the main force to fulfill the same role. Normally this picket line is placed around 350NM out from your surface fleet, and it's job is to destroy enemy recon elements, detect incoming missiles, and engage enemy air assets.

## Screens

Screens refer to the positioning of certain assets between your most valuable units and those of the enemy. So they can provide protection from attack. There are two types: The Outer Screen and the Inner Screen. They have their own role to play in the protection of your main naval group.

The **Outer Screen** is usually located around 40NM away from your core units, or high value assets. It job is to engage units that break through the picket. Therefore it is vital to ensure you have the right mix of units for the job they will required to undertake. One suggestion would be to have a task force of three ships comprising of a destroyer and two frigates, together with an air-wing to destroy any encountered threats. Along with a helicopter searching for the submerged threat. With another on stand-by ready to neutralize any submarines that are located. It is a wise commander who has at least one ASW helicopter always airborne and near their

fleet, because by the time you see an enemy sub, it's usually too late!

The **Inner Screen** are usually most of the remaining ships or naval other groups. Most of the time they will be protecting a carrier, or other powerful ship. In some cases they it maybe a non-combatant vessel or aircraft, or maybe even an airfield. It depends what your mission objective is. In addition it will also prove an excellent decision to have several interceptor air-wings on standby to intercept any enemy forces or missile that breaks through the cordon.

### **Combat Air Patrols (CAP)**

Essentially these are a number of aircraft assigned together and launched from an aircraft carrier or airfield. Their mission is to fly at normal altitude and provide defensive cover to either highly prized military asset or some other asset of your forces, for instance a neutral target that requires protection. The area they patrol is defined by you. Though the exact time they are airborne depends on several factors. Just ensure that when they must come in to refuel another air-wing is ready to take its place. The exact mix of aircraft used is left up to you. Though you should choose the aircraft most able to complete the mission you assign to them.

### **Anti-Submarine Warfare (ASW)**

ASW are actions taken towards finding, tracking and destroying enemy submarines, before they reach a position where they can do untold harm against your forces. These missions are carried out in patrols, performed by a mixture of capable units. Among the most common are helicopters and smaller surface vessels which use sonar and sonar-buoys to cast a sensor net over a section of the ocean, in the hope of locating any submarines that maybe in the area. On some occasions other submarines can be used for this purpose, even though they would be best used in an offensive role.

### **Escorts**

Sometimes they can ships or aircraft. Be alone or number a few. They are tasked with shadowing and protecting another unit. Normally a non-combatant or a reconnaissance unit such as an AWACS plane. Escorts must be equipped with a moderate level of sensors and weaponry, in order to be able to perform the roles of





# TASKFORCE ASSETS

A successful fleet commander must understand the capabilities of the individual components that make up a task-force. In Naval Warfare Arctic Circle these include four types of military asset. To achieve success they must be used together, when circumstances dictate, in order to locate, reach and then destroy any of the targets defined by the mission.

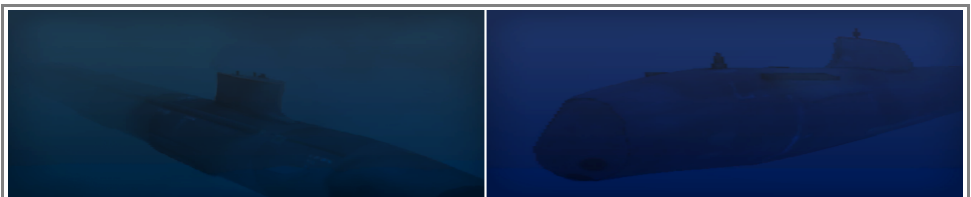
## — Ships

Able to travel across the large expanses of the open sea, ships are the most versatile units on the battlefield. More than just the eyes and ears of your task-force, they are able to carry aircraft which can carry out all manner of missions otherwise unavailable to them. This also extends the range of possible operations making the reach of a task-force further than would otherwise be possible. There are several types of classes of vessel on each side, consisting of large aircraft carriers and smaller designs such as destroyers and frigates.



## — Submarines

These are behemoths of destruction. Their stealthy maneuvering makes them hard to find and difficult to destroy. They stalk the murky depths many leagues below the sea waiting for an opportune moment to deliver a deadly strike against unsuspecting targets. They are the joker in your deck. The 'go-to' unit. When all other options seem implausible. Equipped with the most powerful and diverse selection of weaponry, they possess the ability to strike almost anytime and anywhere. However



their short range and limited striking distance means they must close-in on their quarry before delivering their lethal packages. Be careful however, for once they have been located.

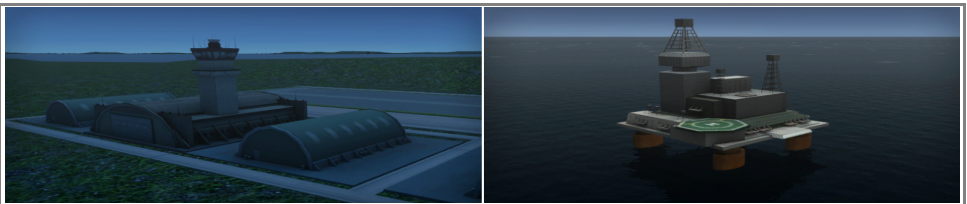
## — Aircraft

There are many different types of aircraft. Coming in an array of different shapes and sizes, these units are the tools of your war effort. Each one is able to perform a specific role in the completion of your objective. In addition some of these craft are able to undertake a additional roles. They can be sent out individually to extend the range of operations or grouped together to increase the chances of success in their missions. Choosing which ones carry out which missions, is a commander's prerogative One that may determine which side is the winner and which is the loser.



## — Installations

Installations come in two forms. Military assets such as airfields provide additional resources to the war-effort. While non-combatants will form some aspect of a mission's objectives, such as needing to be protected from an enemy force intent on its destruction. In terms of military operations, these installations can be compared to oversized aircraft carriers. Since most aircraft cannot be deployed from aircraft carriers, land-based airfields have a much more diverse choice of aircraft, especially those with large weapon loads and/or very long range. These air-wings can conduct bigger operations that can cover larger areas of the battlespace in real-time. The only detrimental difference is that their area of operations are restricted to the maximum range of the operating craft.



In Naval Warfare Arctic Circle units are just the platforms for achieving your objectives. It is the equipment they carry that makes the difference. Information on what equipment a particular unit possesses can be seen by selecting a unit on the map and examining the [Unit Info. Panel](#). There are three categories, each of which is explained briefly here:

## Sensors

The most important sensors in the game come in two types: [Radar](#) and [Sonar](#). Radar is used to detect enemy surface ships and aircraft. Sonar is used to detect submarines, and is the only “vision” available to submerged submarines to detect surface ships and enemy submarines. It is important to remember that these have limited range. Yet when a number of sensors are used in conjunction to monitor the same area of the battlefield, the chances of discovering an enemy target increases greatly.



Click on the [Sensor Button](#) to examine the sensors available for the currently selected unit.

## Weapons

Once a target has been found, if it poses a threat it can be dispatched by an assortment of weapon systems. Specific weapons are used to destroy specific targets, so try to ensure you choose the best weapon for the job in hand. There are four categories of weapons, those that can target aircraft, others that can target surface vessels, those able to target enemy submarines and those able to hit land based installations. Some weapons can be used in a dual-role if and when circumstances require. In the example shown below, the currently selected unit has

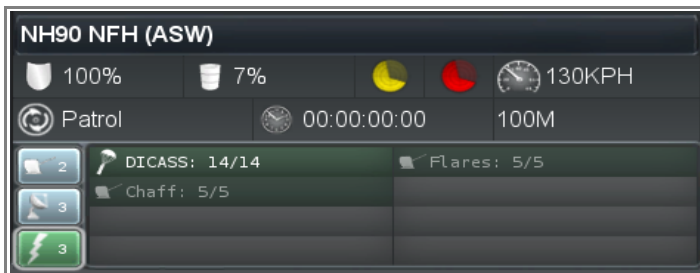
five weapons at its disposal, two types of missile, one set of torpedoes and two close range guns. Each weapon can be selected by clicking on it. Doing so brings up the Battle Planner Panel, when the more detailed orders can be issued on the weapons actual use.



Click on the [Weapon Button](#) to examine the weapons available for the currently selected unit.

## — Special Equipment

This category describes ever other type of miscellaneous equipment, such missile countermeasures which can be used against incoming enemy missiles. Other items in this category include deploy-able sensors which the vehicle carrying them can drop into the ocean, extending the area which can be monitored for enemy contact. A very useful option if the actual vehicle does not possess long range sensors itself.



Click on the [Special Orders Button](#) to examine the special equipment available for the currently selected unit.

# ACTION STATIONS

In order to formulate a coherent and winning strategy a commander should be familiar with the forces under their control. Knowing what orders are possible and when will allow you and your forces are to emerge successfully from your current mission.

## — Unit Selection

The forces under your command will differ from mission to mission. To see which units are under your direct control you can access this panel. Units are arranged into three categories: **Bases**, **Units** and **Groups**. Note that individual aircraft are not shown in this panel. Any friendly units can also be selected directly from the map.



Click on the [Unit Panel Button](#) to examine the installations, units and groups subordinated to your fleet.

## — Movement

Movement for individual units or task-forces can be plotted directly on the Map Screen, by selecting the associated icon and right-clicking on the point you wish the unit to travel to. Patrol areas can be defined by setting numerous way-points. Hold down down the CTRL key and right-click at the points you wish the units route to take. The speed of travel the unit will take can also be defined here. There are six settings from All-stop. The fastest setting which is Military, uses available fuel the quickest, so that units will need to refuel. It should only be used in times of danger or when closing for the kill.

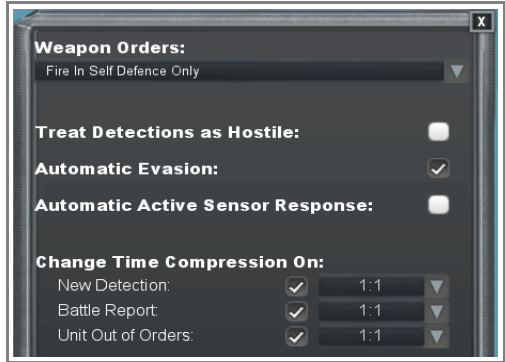




Click on the [Movement Planner](#), to setup patrol routes, orders for speed and where applicable altitude or depth.

## Contact Auto-Options

This panel allows commanders to set a host of automated options for [Weapon Orders](#) when contact is made with opposition forces. Options include offensive actions, preferred time acceleration when enemies are detected, and also automatic settings for radar and evade response.



Click on the [Weapon Orders](#) button, to set the default auto-response when the

## Sensors

From this panel you can activate and deploy radar and sonar being carried by the selected unit. A list of equipped sensors allows you to choose which ones you wish to activate. For each sensor, the target type is shown, as is its effectiveness, the time for the equipment to be readied and its operational range are also highlighted. In this panel.



Click on the [Sensors](#) button, to initiate which sensors are used by the currently selected unit.

## — Detections

Perhaps the most important aspect of the game is finding the enemy before they find your forces. When you have managed to use your sensors correctly, any detected enemy units are listed in this panel. The icons shown here can be clicked on, to center the position of the unit on the map. You can then set about ordering your choice of forces to intercept or monitor those units that have been detected.



Click on the [Detections](#) button, to set the default response level when enemy units are encountered by your forces.

## — Air Missions

Certain military assets possess the ability to launch aircraft. Carriers and airfields hold the most numbers and varied amount of aircraft. Other surface vessels such as



frigates may carry just a few. Aircraft can be launched from their base of operations and given orders to conduct a number of different missions. The weapons load-out will be configured to suit the mission chosen. Any mix of aircraft can be selected and assigned to an air-wing before the mission commences. Cruising speed and the altitude the flight will travel at can also be configured here.



Click on the [Flight Planner](#) button, to launch aircraft and set the air mission you wish for them to conduct.



## Special Equipment

Certain units may possess special equipment. The most common of these are flares or chaff, used by aircraft to counter any missile attack. Additional equipment types includes mines that can be laid at sea to damage enemy ships or sonar-buoys which can be deployed to extend any sensor net you have deployed.



Special equipment will automatically deploy in most cases, but some items such as sonar boys must be deployed manually by activating the appropriate sensor device.



Click on the [Special Orders](#) button, to see and use any special equipment the currently selected unit is carrying.



## Combat Options

This is the attack panel. The [Battle Planner](#) is where specific orders can be set for the weapons being carried by a unit in your task-force.

General [Weapon Orders](#) (Stance) can be set by these buttons. Firing can be set to [Hold Fire](#) under all circumstances, if you want to directly control the units weapons yourself. To engage any targets in [Self-Defense](#), i.e. when the unit is being attacked itself. The most aggressive option is to fire on [Cleared Targets](#).





which are those marked as the enemy (Foe). Units under your control will only automatically engage air units, including missiles. Other targets must be attacked directly.

Each weapon in the units arsenal can be managed in a number of ways; the most basic of which is [Engagement Strength](#) (Firing Mode). Set to [Normal](#) is the default setting. It should be left at this, for most engagements.



Set this to [Minimal](#) to conserve ammunition levels, or if merely looking to scare off would-be attackers. It should only be set to [Overkill](#) if you are attacking a target that will clinch you victory.



Some weapons support a [Bearing Only Attack](#). This means that the weapon will be launched without a target, in the hope that the missile or torpedo sensor will itself pick up a target to engage. The weapon will move up to the max range you give it when right clicking the map (or its max range). If it picks up any viable target, with may include neutrals, it will engage automatically. By default, aircraft engagement orders will be [Close & Engage](#), while for surface or sub units you will have to explicitly order it to close with the target by pressing this button before ordering the attack. Also weapons fire can be reserved for when the target has not only been [detected](#) but [Identified](#) before [Engaging](#). Lastly weapons can be directed to fire against not only the target, but also other targets in the group, with the [Engage Group](#) option.



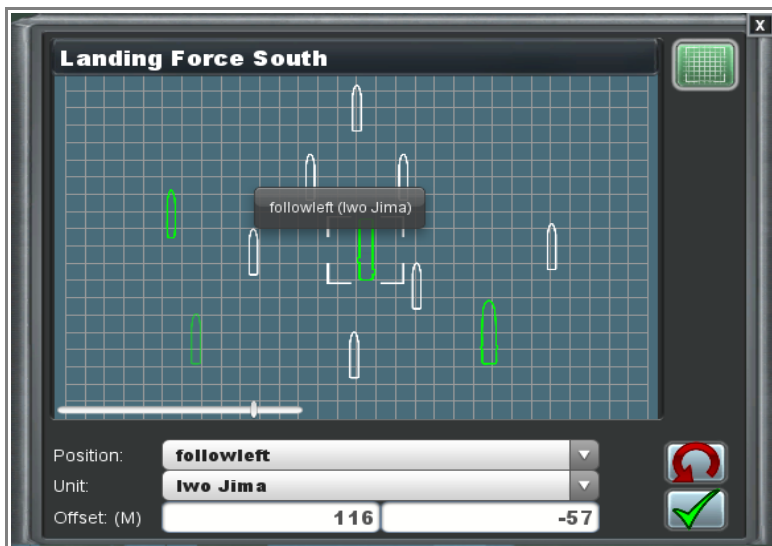
Click on the [Battle Planner](#) button, to set the default offensive response for unit weapons.

## Formation Manager

This panel allows commanders to organize any naval groups under their command into formations, which they will keep as they sail around the seas of the theater

Though in the bigger scheme of things it may not seem as important as being able to set attack commands, this panel has the potential to safeguarding your most valuable military vessels. Aircraft carriers or other mission critical assets can be placed in the center of a protective screen of other vessels, such as destroyers and frigates.

These ships can use their radar to identify with any dangerous threats attempting to use their defensive measures to destroy any incoming missiles. They will also be in a position to take 'a hit' for the carrier, if a missile does manage to somehow get through your defenses. These ships can also cast a protective sonar net around your prized assets to ensure no submarine is able to slip into position to attack the fleet from a submerged positions.



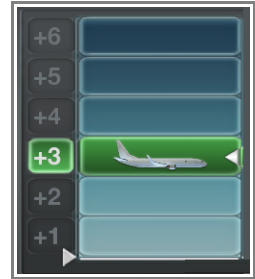
Click on the [Formations](#) button, to organize yours groups into preferred formations.

# IMPORTANT FACTORS

As commander of the fleet you will need to make a multitude of decisions during any naval encounter you participate in. Whether deciding on a patrol's route, which weapons to fire, the aircraft mission to set, the factors should be considered when deciding which course of action to take. The following important factors affect gameplay in some way:

## Altitude/Depth

Set in the Movement Planner, aircraft and submarines can be sent to different levels of altitude or depth. The level at which the unit is moving is important in several respects. Most notably it dictates whether certain weapons or special equipment can be used by or against them. It also affects whether other units can intercept or engage these units if they are the enemy, especially if your own units need to be at the same level to attack them.



## Bingo Fuel Level

This important factor can be seen in the Unit Info. Panel. This indicator provides a measure of how much longer an aircraft can continue to undertake its current mission, given other factors such as altitude and other environmental factors. When it reaches 100%, it will automatically return to the base it was launched from, or, if a refueling tanker is available and it still has main weapons left, it will refuel there and then return to previous orders.



## Carried Units

This important factor can be seen in the Unit Info. Panel. Certain units or installations can hold a number of aircraft which can be launched to conduct a variety of important missions. If a ship or airfield has any of these vehicles in reserve, the number of craft are shown by this factor. Any units not airborne when the carrying unit or installation is destroyed are shown along with the base.



## Class

Though an obvious factor, the class of a target provides information on its capabilities and its likely counter-measures, among other things. All of which will go

to provide a commander with the part of the equation in formulating a plan of action to take out any discovered threat. After all you would not send an interceptor equipped with weapons to take down enemy planes to sink a submarine.

### — — **ETA (to target)**

This factor demonstrates how soon the currently selected friendly unit will be in range of the designated enemy it is currently tracking. This is useful as it provides a reasonable indication of whether the target will be reached in time for an attack to commence. For instance this factor together with low fuel levels, can show whether the unit will be able to reach a point to launch an attack before it is forced to return to base to refuel.



### — — **Heading**

Unless a unit is stationary, it will be moving towards a certain direction. Knowing its heading will allow you to examine which target it may be heading towards. At the very least, it will give you an indication of which of your own units is in a position to intercept it, before it reaches its own destination and is ready to mount its own attack.

### — — **Location**

Knowing the location of enemy units is not as straightforward as you may believe. Only assets such as installations are visible one hundred percent of the time. Other units must first be located, either by direct line-of-sight, or more efficiently by sensors. Environmental factors will play a big part in finding the locations of enemy units.

### — — **Proximity**

Knowing the location of your units versus the location of the enemy's forces, provides you with an indication of the proximity between the two. This factor together with a weapon's range, can be used to determine if it is possible to fire said weapon in order for it to reach the target. Otherwise, the unit carrying the weapon will need to further close the distance between itself and its foe.



## Current Mission (Order)

As time flies past, the battlespace is in a constant changing. Sometimes a plan of action initiated mere seconds ago, needs to be refined, canceled or altered to face a newly discovered threat. Knowing what mission a particular unit is currently undertaking will allow you make such changes in real-time, if and when they are required.



## Active Sonar/Radar

Keeping units hidden for as long as possible is probably the most important aspect of gameplay when not attempting to eliminate the enemy. When not engaging directly in combat, most of the time will be spent avoiding enemy patrols and sensor nets. Therefore it is important to note when and where



## Range

One of the most important factors in the game. It affects units, weapons and sensors. In terms of units, range determines the furthest distance a unit can cover during the game. A weapon's range demonstrates the maximum distance a target can be attacked from. The range of sensors gives the distance at which the sensor can normally be expected to detect an ordinary target (normal size for radar, a quiet target for sonar).



## Speed

Speed is another of those factors that determines how fast a weapon or unit is moving in a given direction. This factor can help you to determine is you have time to outrun an enemy, or capture it. It can also help you ascertain if you can move units into the path of a missile to protect your best units from missile attacks.



## Unit Health

Shown in the Unit Info. Panel, this provides an indication of whether a unit has been damaged from attack. This is important in terms of how the unit operates during the battle. When a unit's



health is lower, the unit will not perform at optimal efficiency. Carrying out its orders more slowly or not at all.

## —— **Temperature**

Temperature affects the type of weather conditions (Precipitation) that are in play. There are three types: rain, snow and hail. Precipitation affects the effectiveness of visual, radar and Infra-red (IR). Effectiveness is reduced the greater the precipitation. IR is particularly negatively affected, and is almost useless when it is snowing. It also affects guided weapon radars and IR.



## —— **Wind Speed**

Wind speed directly affects only sea state. Those two are functionally identical. Wind direction may influence which way the weather moves in the future, but for practical purposes this is not so significant for gameplay.



## —— **Visibility**

Represented as a percentage of Total Light, visibility plays an important part during any battle. Especially in terms of line-of-sight detection and targeting weapons. It is mostly measured by sunlight, but is affected by [cloud cover](#), precipitation and at night, whether the moon is up. In low visibility there less chance of visual detection, except at night and units that are damaged. For if a unit is on fire, it will be more visible at night.



## —— **Cloud Cover**

Affects light level and thus [visibility](#). Units on different sides of cloud cover (at 1000 meters for convenience) will be much less likely to detect each other visually. The higher the level of cloud cover, the more chance units are unlikely to detect each other.



## —— **Sea State**

High sea state masks sonar, sonar against or from surface vessels is less effective the higher the sea state (on gale and above, pretty useless).



Subs at depth are unaffected, but somewhat less effective at hearing surface vessels. The effective sea state is based on the environment sea state at the position of the unit minus unit stability bonus. Generally, larger ships have a higher bonus. If sea state = 5, and you have a ship with bonus 1, the effective sea state is 4. For land installations, the bonus is most often 2.

Aircraft takeoff cannot happen if effective sea state > 6. If effective sea state is 6, aircraft has a 25% chance of crash on takeoff and landing. Weapons have a max sea state for being fired. Generally sea skimmers have a max effective sea state of 6 (some variation). If higher, the weapon cannot fire. If equal, the hit probability is half of normal.

**Note:** There are no scenarios in the campaign where the weather is so severe that sea state affects gameplay significantly (it would not be that much fun). However, custom scenarios may support this option.

# INTELLIGENCE GATHERING

Intelligence gathering is perhaps the most critical aspect of gameplay. A large part of the game involves detecting enemy vessels and aircraft so they can be identified and eliminated before wrecking havoc on your own forces.

## — Contact Types

Sensors are the various equipments that allow your units to find and identify non-friendly units. Each one is able to identify any of three target types. These are [Surface](#), [Submerged](#) and [Airborne](#) as shown by the diagram.



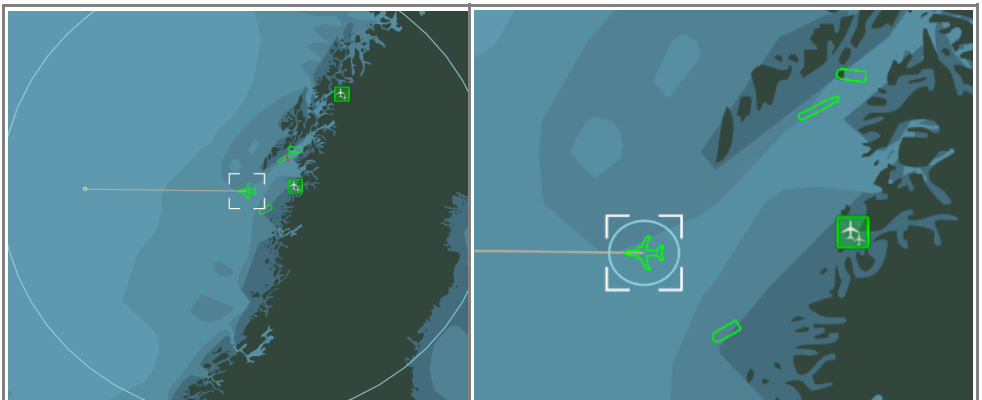
## — Threat Identification

For every contact on the map, [Sensors](#) provide an indication of the threat level they pose. [Friendly](#) units show up as [green](#) on the map. Some of these targets may be [Neutral](#) and are shown as [yellow](#). These are as yet unverified contacts. They may genuinely be neutral in alignment, or they could turn out to be hostile. Those targets which are positively identified as [Hostile](#) are shown colored as [red](#).



## — Sensor Ranges

Many of the units and some installations in the game possess at least one type of sensor, be it for finding ships, submarines or aircraft. The ranges that these sensors are effective at, depend on the actual range of the sensor equipment itself. In the picture below, the reconnaissance plane shows off the range of two different sensors it carries. Simply select the unit and then the radar component to see the range.





In the picture on the left, is an example of the long range of Radar equipment. On the right is that of an Infra-Red sensor in action. In comparison, its range is pitiful.



## Sensor Types

Four types of sensor are modeled within the game. Their functionality and capabilities are expanded upon below:



**Sonar** is used to detect submerged targets, such as submarines. This equipment is fitted to many different unit types, especially surface ships and submarines. Some aircraft also possess Special Equipment in the form of deployable sonar-buoys, which can be dropped into the ocean at a given location.



**Radar** is used to detect and identify both aerial and surface (sea) facing targets. This type of sensor is the most common type available to many of the units in game. Elevation is a very important modifier. The higher an aircraft flies, the further it can see (or be seen).



**Infra-red (IR)** is like vision, except it sees heat signatures and therefore works as well night and day. The IR is often your best bet in detecting stealthy units that are hard to detect by radar. IR is limited by the curvature of the Earth, and is very vulnerable to precipitation (rain and especially snow).



**Visual** contact as you may imagine, can only be made when two units are in direct line-of-sight of each other and there cloud cover does not interfere in spotting the target. When cloud cover is high, or where precipitation is present visual detection will be harder or not even possible. All units can attempt to visually identify a target, as long as they are not submerged.

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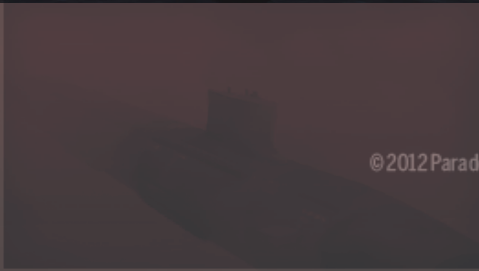
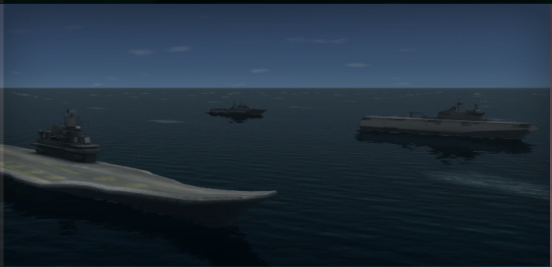
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