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# THE DOCKS

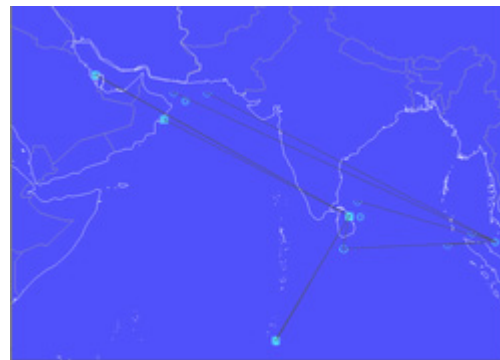
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## New World Order 2002-2012 – Part 4: Kashmir (H3)

By Klaus Behrmann

Pakistan, frustrated by the loss of her navy and part of her airforce, and the Indian attempts to gain advantage by moving full scale into Kashmir, launches nuclear strikes against India, followed up by conventional air strikes, and India immediately retaliates.

Michael Mykytyn says: For all you monster-scenario fans out there, Klaus has produced another classic. This massive and highly-complex creation covers all facets of naval combat and is a prime example of what makes Klaus the master of the monster-sized scenarios.



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## The Novaya Zemlya Installation (H3)

By Klaus Behrmann

Back in the days of the Cold War the US managed to erect a monitoring station on the island of Novaya Zemlya. But with the Cold War coming to an end, it was decided to secretly send in a SEAL team by submarine to demolish the station

Michael Mykytyn says: An excellent ASW scenario playable from both sides. An excellent model of submarine operations in very hostile waters. A must for all sub nuts out there and an excellent work night scenario.

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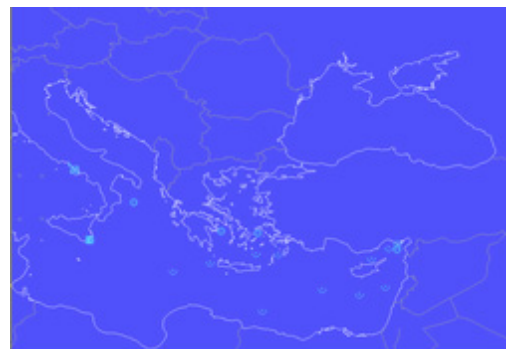
## The Wall : World War 1989 – Part 4: Polaris Hunters (H3)

By Klaus Behrmann

It is time for Warsaw Pact forces to open a second front. However, prior to any real commitment, the Soviet leadership would like to sanitize the Eastern Mediterranean from the threat of US SSBNs.

Michael Mykytyn says: An excellent anti surface and antisubmarine warfare scenario created by the most prolific harpoon scenario writers there is. It is a challenge from either side although the Soviet side is suggested (at least from this player).

Dimitris V. Dranidis says: Although the Moskva-class ASW helo-cruisers as well as the majority of the Black Sea Fleet ASW forces were designed primary as anti-Regulus rather than anti-Polaris measures, they can still be a worry against older NATO SSBNs as long as the bulk of the 6<sup>th</sup> Fleet is not around. This scenario illustrates this point pretty well, and is a good skill-honer to boot. Not to mention the quite unusual situation of Greeks and Turks joining forces to protect & assist NATO SSBNs rather than their own territories. One to take a good look at, for sure.



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## SIMEX (H3)

By Michael Mykytyn

This is a simulated Australian exercise. Fictional Southland has invaded Flinders Island and you must drive them out using naval, air and brain-power.

Dimitris V. Dranidis says: A one-sided scenario where you must face an equivalent foe. This scenario designed as an experiment with the Harpoon 3 side usage as well as giving the player the flexibility to form his/her own groups and strategy to carry out their assigned task.

## World War III 1985 – North Cape, Part IV: Clash of the Titans (H3)

By Ragnar Emsoy

Day fourteen. Four carrier battle groups have safely entered the Norwegian Sea and are making final preparations for the first of a series of air strikes against Soviet bases in northern Norway. In response to NATO's move, several Backfire and Badger regiments from the Soviet Strategic Aviation have been hurriedly redeployed from the central front to bases on the Kola Peninsula. The stage is now set for a classic Cold War naval encounter.



Michael Mykytyn says: This is perhaps the most ambitious harpoon scenario to date. It covers a first engagement of Strike Force Atlantic vs. the Soviet Union. NATO must perform a daring series of strikes and the Soviet Union must defend and destroy this formidable group. Meticulously researched and tested this scenario will test the most hardened harpoon player.

Dimitris V. Dranidis says: No comment...just read on to the "In Detail" article ☺

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## Warthog Strike (H3)

By Stephen Leblanc

This scenario is based on events from the opening hours of operation Desert Storm, when early warning radar sites along the frontier separating Saudi Arabia and Iraq were destroyed.

Michael Mykytyn says: An excellent scenario for all birdmen out there. Covering the initial strikes of the Gulf War you must careful conduct SEAD and ground strikes on Iraqi radar installations. An excellent tutorial type scenario as well as great for a work night.

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*This article first appeared on the 1<sup>st</sup> issue of the Waypoint magazine, December 2002. All original author rights reserved. No replication of any part of this article is allowed without the author's explicit consent.*