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The gang that created the Waypoint magazine and resurrected the computer version of the Harpoon naval & aerial warfare simulator in the early 2000s, strikes again!

Command: Modern Air / Naval Operations is the high-fidelity warfare simulator from **WarfareSims.com**. Combining massive scale (the entire earth is your theater) and incredible depth and breadth (conflicts from 1946 to 2020+) with unprecedented detail, realism and accuracy, a powerful Windows interface and challenging AI, Command has set the new standard for air-naval war games.

Praised by military professionals, hobbyists and the gaming press alike, Command swept the *Wargame Of The Year 2013* awards and shattered sales records in its category:

United States Naval Institute: *“Command will find a following not only among civilian gamers but might have value among military, government, and policy circles as a simulator of modern warfare. [...] [This] is a game with broad appeal for everyone from casual gamers to government users looking to model unclassified, informal simulations. It likely will be the main choice for hard modern warfare simulators for years to come.”*

Michael Peck, War Is Boring: *“This isn’t just a game. It’s a simulation that’s as close as many of us will ever get to real Pentagon simulation. C:MANO, as fans call it, is a real-time game that boasts an incredibly rich—and unclassified—database of the aircraft and ships of the Cold War and beyond. [...] I strongly suspect that this game won’t prove any less accurate than the government’s tippity-top-secret simulations.”*

Multiple awards.

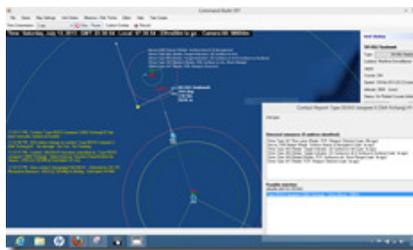
Over 150 scenarios (as of June 2014).

Thousands of fanatical players.

Tens of thousands of planes, ships, submarines, land units, satellites, weapons, sensors, and other systems.

Command: Modern / Air Naval Operations is available only at Matrix Games.

For more information go to WarfareSims.com.



MOSKVA-CLASS CVHG

By Dimitris Dranidis

Users: USSR/Russia, Ukraine

Roles & Missions: The deployment of the Regulus cruise missile by US Navy submarines in the mid-50s created new headaches for Soviet naval planners. The hitherto available naval forces, tailored to preemptively strike NATO aircraft carriers, were wholly unsuited to deal with this new nuclear threat to the Soviet landmass. The result of this, combined with the subsequent commencement of US Polaris-equipped SSBN patrols, forced the Soviet Navy into a crash ASW program. Among the first fruits of this shift of priorities was the Moskva class.

The design concept of the first Soviet helicopter-carrying antisubmarine cruiser first received governmental support in 1958, and the Nevskoye Planning and Design Bureau was instructed to implement the aforementioned concept into the Project 1123 ship. The class was designed to carry 14 of the new Ka-25 antisubmarine warfare helicopters, themselves just entering service at the time.

When the Moskvas first appeared in the late 1960s, they were the largest warships completed for the Soviet Navy since the Bolshevik revolution. Although a large production run was originally envisaged, eventually only two units were completed (Moskva and Leningrad). The appearance of the Polaris SLBM was one of the primary reasons for this: by virtue of its much larger range, it increased the area that had to be scrutinized by Soviet ASW forces by several orders of magnitude – thus rendering the Moskvas obsolete. The two ships spent their entire operational career as flagships in the Black Sea. Leningrad was used as a trials ship for the Yak-36 Freehand and Yak-38 Forger VSTOL fighters.

Strengths: The Moskvas were among the first Soviet ships with a credible ASW capability against contemporary NATO submarines, courtesy of a powerful low-frequency bow-mounted sonar plus a VDS, plentiful armament (including nuclear-tipped ASW rockets) and lots of helicopters. They also sported capable AAW equipment and comprehensive EW systems. Their large displacement afforded them the fuel (and stores) endurance needed for extended patrols (by Soviet standards), and turned them into natural flagships for the naval forces of the Black Sea fleet.



Weaknesses: While a significant ASW improvement over previous classes, the Moskvas still lagged on the ASW game compared to their western counterparts and in particular against their intended preys, NATO SSGs & SSBNs. Their sonar sensors were degraded by the lack of any self-silencing measures, and their non-existent point-defences (highly unusual for any Soviet ship, much less a capital unit), left them vulnerable against a massed air/missile strike. Compared with their very limited ASuW weaponry (2 twin-barreled 57mm guns), this meant that they heavily relied on other escort units for effective all-round protection. The bow-mounted sonar also caused the entire ship to trim low forward, reducing its seakeeping ability. This is fact was one of the reasons that the two ships rarely ventured out of the relatively calm waters of the Black Sea and the eastern Mediterranean.



Scenario Employment: Both Moskva and Leningrad were permanently stationed in the Black Sea, acting as fleet flagships when a Kiev-class carrier was not present. They would normally lead the Black Sea Fleet forces as well as any detachments from the Northern Fleet, using their copious helicopters to mass-sanitize an area. Although it would be possible for them to be used in their original anti-SSGN/SSBN role (as depicted, for example, in the recent scenario "Polaris Hunters"), it is more likely that they would offer their ASW and AAW capabilities to other high-value units (flagships, tenders, amphibians etc.) that would need them.



Game Stats:

Maximum Speed: 31 knts.
 Displacement: 14000 Tons
 Damage Points: 310 DP
 Length: 189 meters
 Crew: 840
 Aviation: Typically 14x Ka-25 helicopters. Yak-38 fighters can also be embarked.

Equipment – PK Moskva (1980s) - DB2000 v6.3.2

Radars

Type & Quantity	Max Range	Abilities	Notes
Don series (2)	25nm	Surface Search, Range Information, Bearing Information	Navigational radar
Head Net C	70nm	Surface Search, Air Search, Range Information, Bearing Information, Altitude Information, IFF Information	Secondary surveillance radar
Top Sail	300nm	Surface Search, Air Search, Range Information, Bearing Information, Altitude Information, IFF Information	Primary surveillance radar
Head Light A (2)	25nm	Surface Search, Air Search, Range Information, Bearing Information, Altitude Information	Illuminator for SA-N-3 SAM
Muff Cobb (2)	15nm	Surface Search, Range Information, Bearing Information, IFF Information	Fire-control for 57mm guns

Electronic Warfare

Type & Quantity	Max Range	Abilities	Notes
Bell Clout (2)	550nm	Surface Search, Air Search, Bearing Information, Classification	ESM system
Bell Slam (2)	550nm	Surface Search, Air Search, Bearing Information,	ESM system

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		Classification	
Bell Tap (4)	550nm	Surface Search, Air Search, Bearing Information, Classification	ESM system
Side Globe ESM (8)	220nm	Surface Search, Air Search, Bearing Information, Classification	ESM system
Side Globe ECM (8)	N/A		Defensive Jammer

IR/EO Sensors:

Type and Quantity	Max Range	Abilities	Notes
Tee Plinth (2)	10 nm	Surface Search, Air Search, Bearing Information, IFF Information, Classification	EO device

Sonars

Type & Quantity	Max Range	Abilities	Notes
Moose Jaw (Orion)	10nm	Sub Search, Range Information, Bearing Information	Bow-mounted sonar. Active-passive.
Mare Tail (MG-325 Vega)	5nm	Sub Search, Bearing Information, Range Information	Variable-depth sonar. Active-on

Mounts

Type & Quantity	ROF	Capacity	Weapon (Service Date)
SA-N-3A (2)	15	24	SA-N-3A Goblet (1967?)
RBU-6000 (2)	1	1 (salvo)	RBU-6000 ASW/Anti-torpedo rocket
SUW-N-1	30	18	FRAS-1B rocket-propelled DC FRAS-1A Nuclear DC
AK-725 57mm/80 Twin (2)	1	75 (burst)	AK-725 57mm/80 Twin DP
Chaff/Flare launcher	1	8	Chaff, Flare

Versions (H3-DB2000)

- **PK Moskva (1980s)**: As described.

Current service

Both Moskva (1996) and Leningrad (1991) have been retired and scrapped.

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