



# *Cold War Scenarios: Methodology & Resources*

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# Outline

- ◆ **What was the Cold War?**
- ◆ **Cold War Naval Leadership**
- ◆ **NATO and Warsaw Pact Navies**
- ◆ **Cold War Naval Doctrine**
- ◆ **Technological Developments**
- ◆ **Preparing a Scenario**
- ◆ **Cold War Sources**
- ◆ **Conclusions**





# What was the Cold War?

- ◆ **A war in which the primary opponents did not openly engage in large-scale hostilities**
- ◆ **Period: 4 April 1949 through 27 December 1991**
  - **Things began cooling down between the summer of 1945 and the summer of 1948**
    - **July 1945: Recognition of the Polish communist government**
    - **February 1946: Stalin's speech during Soviet elections**
    - **July 1946: U.S. military strategy directed against USSR**
    - **June 1947: U.S. Marshall Plan for Europe**
    - **June 1948 - May 1949: Soviet Blockade of Berlin**
  - **NATO Treaty signed on 4 April 1949**
  - **Soviet Union detonates first atomic bomb on 25 August 1949**
  - **Soviet flag lowered over the Kremlin at 1935 on 27 Dec 1991**



# What was the Cold War?

- ◆ **Largely an economic conflict**
  - Some instances of weapons fire directly on opposing forces
  - Lots of provocative posturing (e.g. Cuban Missile Crisis)
  - Mostly a military and technical arms race
  - U.S. and NATO forced the USSR to spend more on their military than its economy could support
    - USSR spent between 33% and 50% of their GNP on arms
    - Russia still trying to get over the damage done to their economy
- ◆ **“Real” hostilities between the U.S. and USSR was fought through proxy wars**
  - Korean War
  - Vietnam War
  - Arab - Israeli conflicts



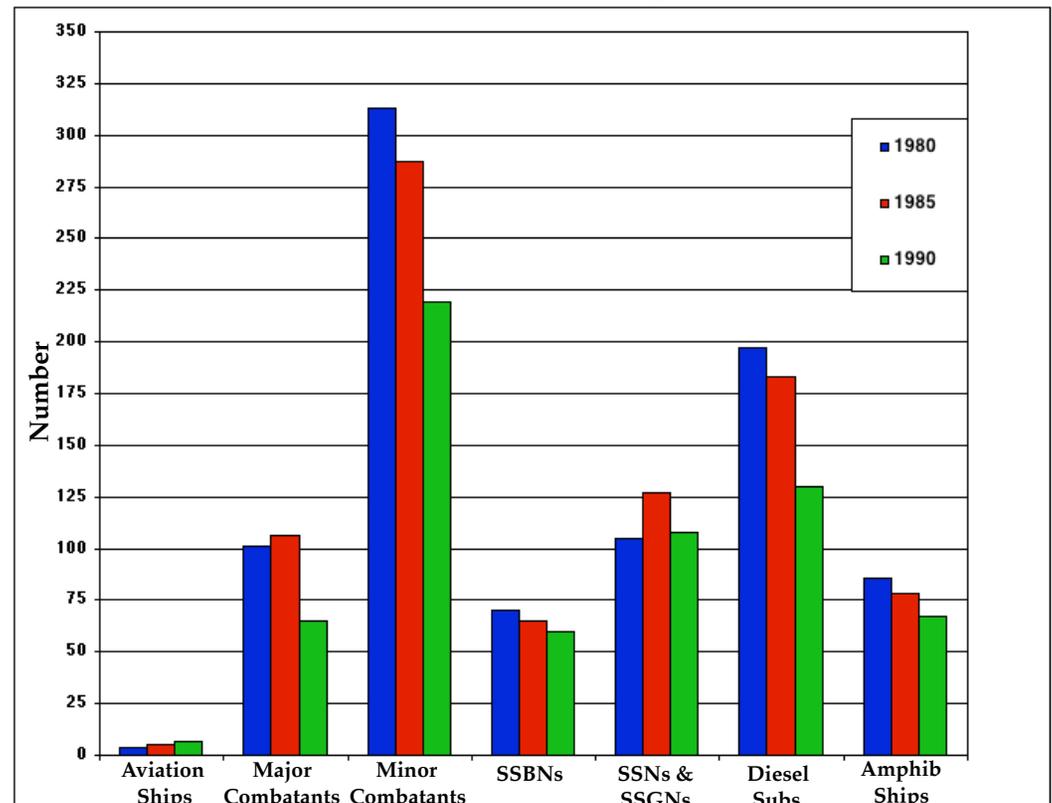
# What was the Cold War?

## ◆ High Tide of the Cold War was the decade of the 1980s

- Largest outlay of military spending on both sides
- Reportedly the closest the USSR came to launching a nuclear strike

## ◆ Soviet Navy

- High point
- Quiet 3rd gen sub
  - Akula & Sierra SSNs
  - Oscar I/II SSGNs
  - Typhoon SSBNs
- New surface ships
  - *Kirov* class CGN
  - *Slava* class CG





# High Tide Naval Leadership

## ◆ Admiral of the Fleet Sergei N. Gorshkov

- Born: 1910, Died: 1988
- WWII: Commander, Azov Flotilla
- Deputy Minister of Defense and CINC of the Soviet Navy: 1956-1985
- Responsible for the rapid build up of the Soviet Navy



## ◆ Admiral of the Fleet Vladimir N. Chernavin

- Born: 1928
- Commanded early November SSN
- 1977: Commander, Northern Fleet
- Deputy Minister of Defense and CINC of the Soviet Navy: 1985-1992
- Witnessed the decline of the Russian Navy

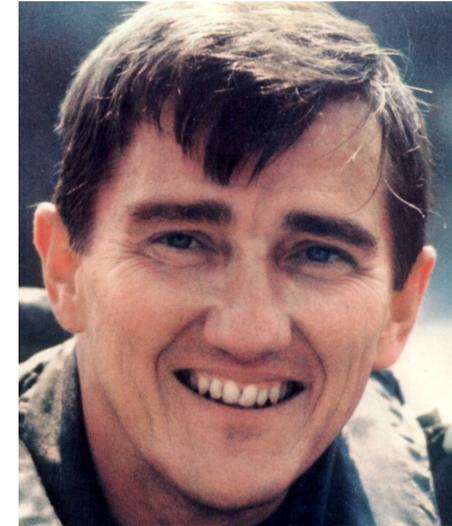




# High Tide Naval Leadership

## ◆ Dr. John F. Lehman, Jr

- Born: 1942
- A-6 B/N (Active duty & Reserves)
- Secretary of the Navy: 1981-1987
- Championed the "600 -Ship" Navy
- Popularized the U.S. Maritime Strategy



*"Power corrupts. Absolute power is kind of neat."*

## ◆ Admiral James D. Watkins, USN

- Born: 1927
- Commander, 6th Fleet
- Commander, Pacific Fleet
- Chief of Naval Operations: 1982-1986
- "Official" drafter of the Maritime Strategy





# NATO and Warsaw Pact Navies

- ◆ Allied navies of both the U.S. and the USSR could not match all roles and missions - fiscally impossible
- ◆ Allied navies assumed niche missions
  - Mine warfare
  - Convoy escort
  - Littoral or coastal warfare
- ◆ Also provided forces in areas with lower U.S. and Soviet presence
  - Baltic Sea
  - Mediterranean Sea
- ◆ Only UK and France had independent nuclear strike capabilities





# Soviet Naval Doctrine

- ◆ Naval doctrine was largely defensive in nature
  - Strategic strike: Nuclear deterrence
  - Defense of strategic assets (Bastions)
  - Defense of the homeland
    - Anti-SSBN
    - Aerospace defense
  - Support of the Army
    - Defending the flanks
    - Logistics support
  - Interdict enemy SLOCs
- ◆ Support state policy in peacetime
  - Showing the flag





# U.S. Maritime Strategy

- ◆ Recognizes U.S. dependence on the sea
- ◆ Traditionally a forward-presence, take the fight to the enemy type of strategy
  - Zumwalt era strategy rejected power projection, focused on sea control
- ◆ Goal was to deter war with the Soviet Union, but also was to bring an end to a conflict favorable to the U.S.
- ◆ Components of the Maritime Strategy
  - Peacetime Presence
  - Crisis Response
  - War Phase I: Deterrence/Transition to War
  - War Phase II: Seizing the Initiative
  - War Phase III: Carrying the Fight to the Enemy
  - War Phase IV: War Termination





# Technological Developments

- ◆ Soviet placed heavy emphasis on anti-ship cruise missiles
  - Started with the KSShCH [SS-N-1]
  - P-700 Granit was the zenith of ASCM development
    - Legenda satellite OTH system
- ◆ US Navy pushed area AAW defense
  - Development of the 3 T's and then the Standard missile family
  - Started working on Typhoon air defense system - too difficult and expensive
  - Aegis was born in the aftermath
- ◆ Both sides relied greatly on nuclear-powered submarines
  - US has had an edge on acoustic sensors and signature reduction
  - Very capable and quiet subs in both fleets



P-700 Granit [SS-N-19 Shipwreck]



US-A RORSAT

SSN 21 *Seawolf*





# Preparing a Cold War Scenario

- ◆ Give a lot of thought to the initial setting of a scenario
  - What warfare areas do you wish to emphasize?
    - ASuW, ASW, AAW, Mine, Strike, Amphibious
    - The more warfare areas that are emphasized, the harder the game
  - Where is the battle space?
    - Which oceanic area - Pacific, Atlantic, Baltic
    - Open ocean or littoral engagement
  - What are the goals that the two sides have to achieve?
    - Tactical, Operational, or Strategic goals
    - This is the essence of the Victory Conditions
  - What are the available forces to each side
    - Consistent with the difficulty of the goals
    - Consistent with the location and era
- ◆ Both historical and hypothetical scenarios should be treated the same in the development process



# Preparing a Cold War Scenario

- ◆ **Location.** Contains basic information for the scenario.
  - Geographic reference, either distance and bearing from known geographic location or latitude/longitude.
  - Date
  - Local time
- ◆ **Introduction.** Contains lead in to the scenario. Used to provide broad information or guidance on the purpose of the scenario, such as introducing new rules or expanded data, or providing the premise for a “what if” scenario.
- ◆ **Operational Situation.** Contains the background information of the conflict surrounding the preceding events or defining the scenario. This should clearly illustrate the nature of the conflict, especially if the scenario is part of campaign or larger theatre of operations.



# Preparing a Cold War Scenario

- ◆ **Tactical Situation.** Contains the immediate situation facing both forces at this location at this point in time. This includes the immediate concerns of the senior in command and any advance knowledge or intelligence about the enemy that is available (whether accurate or not is up to the scenario designer). Also make clear any special tactics currently employed, such as darken ship, radio silence, EMCON conditions, etc..
- ◆ **Environment.** Contains basic information about the location.
  - Visibility (given in percentage) Be sure to check visibility against set up ranges and ground scale. You need to be sure the units are not starting too close to one another
  - Wind (Direction from and speed)
  - Cloud cover (given in percentage), any precipitation, and ceiling (in meters)
  - Sea state (should correspond to wind and visibility) and any water depth
  - Sun/Moon conditions (including time for changes and impact on visibility)
  - Also include in any special conditions that apply such as sonar ducting, radar masking from a 'soft shore' of jungle, etc..



# Preparing a Cold War Scenario

- ◆ **Forces.** Contains identification of the units for that force
  - Unit identity (and class)
  - Any command structure (SAG, CVBG etc.)
  - Force commander(s) and in which unit embarked
- ◆ **Orders.** Clearly defines “what am I supposed to do.” State the objective of the force, which should be consistent with the tactical and operational situations. If the scenario is a historical recreation, then those orders should reflect what they were in history.
- ◆ **Victory Conditions.** This is perhaps the hardest portion of scenario design. Both victory conditions should reflect the orders given to each force to achieve. A Decisive Victory should match complete success with minimal losses. A Tactical Victory should reflect the intended success, but with variations allowed for a more costly win or partial accomplishments of the intended objectives. Victory conditions should be achievable within the *Admiralty Trilogy* rules or with scenario-unique special rules.



# Preparing a Cold War Scenario

- ◆ **Set Up.** Contains basic information for placement of miniatures or counters. The critical point here is that the player should never have any question about where does he place a unit.
  - Formation: Either by diagram showing bearing and range between units, text that describes the same information, (including any standard distances for formation placement), or statement that formation is left to player discretion.
  - Unit courses, speeds, altitudes, or depths
  - Steaming conditions (war time readiness, battle stations, etc.) This should include any indication of readiness at the start of scenario.)
  - Bearing and range between forces (necessary to determine detection chances at start of scenario)
  - If any aspects are left open to player discretion, state that clearly.
- ◆ **Special Rules.** Unique rules that apply to this scenario only. If at all possible, special rules should be avoided, but if the situation absolutely calls for them, be as clear as possible.



# Preparing a Cold War Scenario

- ◆ **Variations.** These are changes to some aspect of the scenario to introduce other units or change conditions of the scenario. Variations are provided to alter game play balance or add some “what if” elements to a historical setting. However, it is important to double check whether or not the changes alter the Victory Conditions and Set Up.
- ◆ **Historical Outcome.** This is a basic narrative of what really occurred and how the battle turned out. The outcome should provide some insight into how the battle was fought, key factors to victory, and the impact to history (if there was any). If this battle is part of a campaign or operation, explain what significance of the engagement was to the events that followed.
- ◆ **Notes.** This is an optional area that can be used for further discussion or clarification of the battle, mention any dispute of the accounts of the engagement, provide recommendations on books or sources, or offer a brief explanation of how and why the scenario was developed as presented.



# Preparing a Cold War Scenario

## ◆ Scenario Example: David & Goliath

- Warfare areas: ASuW, AAW (point defense), and some strike
- Battle Space: Norwegian Sea, littoral engagement
- Goals: Soviets destroy SOSUS station. NATO prevent this from occurring. Operational - theater - impact.
- Forces:
  - Soviet: Heavy strike formation with some ASW escort
  - NATO: STANAVFORLANT (SNFL)

## ◆ Scenario format in *High Tide*, pages 31 and 32





# Cold War Information Sources

## ◆ Good Books on the Cold War at Sea

- Bonner, Kit and Carolyn, *Cold War at Sea; An Illustrated History*, MBI Publishing, 2000
- Friedman, Norman, *The US Maritime Strategy*, Naval institute Press, 1988
- Friedman, Norman, *Seapower and Space*, Naval institute Press, 2000
- Friedman, Norman, *The Fifty-Year War*, Naval Institute Press, 2000
- Gorshkov, Admiral Sergei, *Red Star Rising at Sea*, Naval Institute Press, 1974
- Gorshkov, Admiral Sergei, *The Seapower of the State*, Pergamon Press, 1980
- Lehman, John F., *Command of the Seas*, Naval Institute Press, 1989
- Palmer, Michael A., *Origins of the Maritime Strategy*, Naval Historical Center, 1988
- Polmar, Norman, et. Al. *Chronology of the Cold War at Sea: 1945-1991*, Naval Institute Press, 1998
- Till, Geoffrey, et al, *Maritime Strategy and the Nuclear Age 2<sup>nd</sup> ed*, St. Martin's Press, 1984
- Till, Geoffrey and Bryan Ranft, *The Sea in Soviet Strategy 2<sup>nd</sup> ed*, Naval Institute Press, 1989
- Uhlig, Jr., Frank, *How Navies Fight: The U.S. Navy and Its Allies*, Naval Institute Press, 1994
- Vego, Milan, *Soviet Naval Tactics*, Naval Institute Press, 1992
- Wegener, Edward, *The Soviet Naval Offensive*, Naval Institute Press, 1975
- Winkler, David F., *Cold War at Sea*, Naval Institute Press, 2000



# Cold War Information Sources

## ◆ Good Websites

Center for Arms Control, Energy and Environmental Studies: [www.armscontrol.ru](http://www.armscontrol.ru)

Center for Global Security: [www.globalsecurity.org](http://www.globalsecurity.org)

Expedia: [www.expedia.com](http://www.expedia.com)

Federation of American Scientists: [www.fas.org](http://www.fas.org)

Haze Gray and Underway - Naval History and Photography: [www.hazegray.org](http://www.hazegray.org)

Mapquest: [www.mapquest.com](http://www.mapquest.com)

Naval Historical Center: [www.history.navy.mil](http://www.history.navy.mil)

Orders of Battle: [www.orbat.com](http://www.orbat.com)

US Naval Observatory Astronomical Application Department: [aa.usno.navy.mil](http://aa.usno.navy.mil)

Warships1 Web Page: [www.warships1.com](http://www.warships1.com)



# Conclusions

- ◆ **The Cold War was a unique period in our world's history**
- ◆ **A war in which the primary opponents did not openly engage in large-scale hostilities - Why??**
- ◆ **A rich period for naval scenarios**
  - Numerous historical battles
  - Even greater hypothetical possibilities
  - Large, balanced fleets on both sides. Lots of choices to pick from!
- ◆ **When developing scenarios, think about:**
  - Warfare areas, battle space, goals and available forces
  - Doing a little research goes a long way
  - Always use a checklist to make sure the scenario is complete and viable
- ◆ **Have fun killing those godless communists or those capitalist dogs!**