

OKHOTSK.



Introduction.

This is a Multiplayer LwAmi submarine scenario for two Teams (2 v 2) providing a number of challenging options and several modes of gameplay.

It is set in the Sea of Okhotsk, a gateway vital to the control of East Asia, where SSBNs lurk with Russia, China , Taiwan and Japan within easy missile range.

At the current time of year ice coverage is moderate to low, with patchy distribution reducing markedly from North to South. Commercial traffic is beginning to flow with the fishing industry returning to old haunts.

Akula divers will have great opportunities for exploiting the variable ice cover and their interests have been safeguarded in the careful choice of location.

Modality has been introduced in an attempt to make the scenario putty in the hands of gameplayers. You choose how you want to play it :

Mode 1. Real. - Each Team agrees either to attack or defend a SSBN with a strict 2 hour time limit.

Mode 2. Match. - Each Team both attacks the opponents SSBN and defends its own (2 hour limit)
If experience proves 2 hours to be too tight for some then a pre-match agreement can be made.

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Designed in and for LwAmi some starting positions may at first appear out of contention with opposing SSNs but remember all SSNs should be capable of closing to kill the opposing SSBN within 2 hours. There is a lot to track out there and newcomers have to be given time to settle down and get their bearings. Knife fights are unusual but not impossible !

I have resisted all temptations to introduce any unrealistic elements into the scenario. The improbable 'Match' situation/mode is there for your enjoyment. It provides some interesting options in Team Play and it might have well have been subtitled an Ice Hockey Match.

Other than that though, nothing exists, or subsists, which is not 'real'. There are no sudden manifestations or morphs, no surprise platforms, no aircraft and no threat surfs.

Many MP players fight shy of "ice" scenarios and that's a great pity. SeaQueens excellent Kara Seas SP scenario gave me an appetite for more 'cold drinks' and I have discovered that "ice" can be as much fun as seamounts.

Finally as I have pushed this product off my sluggish assembly line early for the holiday I do hope that anyone who has any positive ideas for improvement will drop me a note at:
bellmanukATmm.st

Have fun.

Bellman.