

Strategic Transit

Only available in the "Red Storm Rising" Scenario

Map Color Key

Dark Blue: Deep water.
Light Blue: Shallow water.
Green: NATO-controlled land areas.
Red: Warsaw Pact-controlled land areas.
White: Mountains and polar ice pack.
White Dots on Blue: Drifting ice.
Black Dot: US Submarine base at Holy Loch, Scotland.

Map Symbols



SOSUS Seabed Sensors (flashing white): Enemy ships and submarines passing over a "SOSUS line" will be detected.



Your Submarine (yellow): The current location of your boat.



Enemy Surface Force: This force may also include one or more submarines.



Enemy Submarine Force: This force is entirely submarines (no surface ships).

Enemy Force Color indicates how recently it was detected:

Flashing Red & Black means the contact is accurate to this instant.

Red means contact is not correct, but less than 3 hours old.

Bright gray means the contact is 3 to 6 hours old.

Faint gray means the contact is more than 6 hours old.



NATO P-3C "Orion" (yellow): This friendly aircraft will spot enemy forces which it flies over.

USSR Tu-142 "Bear-F" (red): This enemy aircraft can spot you if it flies close enough to your position.



NATO Military Recon Satellite (yellow): This satellite will spot enemy forces that pass under its orbital path.

USSR Military Recon Satellite (red): This satellite will spot you if you're under its orbital path.

Strategic Transit Controls

Sailing

Drifting — *Joystick Centered.*

Cruising (15 kts) — *Push Joystick (in one of eight directions).*

Flank Speed: (30 kts) — *Trigger Down & Push Joystick (in one of eight directions).*

Pause — *P or any other key on keyboard.*

Options

Controller — *Joystick.*

Selector — *Joystick trigger.*

Battle

Tactical Map Symbols



Your Submarine (turquoise rectangle)

Open side is your stern.



Enemy Vessel or Helicopter

Box: Course unknown.

Rectangle: Course known (open side is stern).

Bright Yellow: Enemy vessel "pinged" with active sonar.

Color change: Accuracy of position; very bright is very accurate, very dim is highly uncertain.

Helicopters: Enemy helos are invisible unless your periscope is above the surface.



Weapons

Light Blue Track: Your weapons.

Orange Track: Enemy weapons.

Flashing White Tip: Seeker activated.

Light Green Tip: Seeker not active.



Sonobuoy

Dropped by enemy helicopter.



Decoy

Appears on map as long as it is active.



Noisemaker

Appears on map as long as it is active.



Knuckle in Water

Appears on map as long as it is active.



Underwater Ice Ridge

Appears beneath pack ice. Depth of symbol indicates ridge descending to 50', 100', 150', or 200'.

Uncertainty Zone: This display feature is unavailable in the C-64/C-128 version.

Primary Displays

Tactical Display — *F1* key

Map Overlay (on/off toggle) — *2* key

Zoom Map — *Z* key

UnZoom Map — *X* key

Compare Sonar — *F2* key (*Shift* and *F1* key)

Change Enemy — *C* key (*View Contacts*)

Weapon Control — *F3* key

Map Overlay (on/off toggle) — *2* key

Zoom Map — *Z* key

UnZoom Map — *X* key

also see "Weapons"

Sea Conditions — *F4* key (*Shift* and *F3* key)

Defense Display — *F5* key

Map Overlay (on/off toggle) — *2 key*
Zoom Map — *Z key*
UnZoom Map — *X key*
also see "Countermeasures (Evasion)"
Periscope — *F6 key (Shift and F5 key)*
Manually rotate scope — *Joystick*
Snap scope to contact — *C key (View Contacts)*
Identify periscope image — *I key*
Acoustic Signature — *F7 key*
Vessel Signature Selection — *Shift and appropriate letter key*
Vessel Signature Confirmation — *Shift and * key*
Ship Data Base — *F8 key (Shift and F7 key)*
Select Ship — *appropriate letter key*

Secondary Displays

View Contacts — *C key*
press again to view another contact
if "CONTACT" *white*, tracking data is current
(data is improving)
if "CONTACT" *blue*, tracking is lost
(data is deteriorating)
Weapons Loadout — *V key*
Damage Report — *B key*
Torpedo Control — *N key*
press again to move to another torpedo
also see "Torpedo Controls"
Threat Weapons — *M key*
if threat text is *yellow*, threat is homing on you
if threat text is *green*, threat is not homing on you

Navigation Controls

Increase Speed — *+ key*
Decrease Speed — *- key*
Straight & Level — *£ key*
Set Depth — *CLR HOME key*
Enter depth as a three digit number
Set Course — *INST DEL key*
Enter course as three digit number or by key:
Course set to 000 — *W key*
Course set to 045 — *E key*
Course set to 090 — *D key*
Course set to 135 — *C key*
Course set to 180 — *X key*
Course set to 225 — *Z key*
Course set to 270 — *A key*
Course set to 315 — *Q key*

Emergency Navigation Controls

Left (Port) Rudder — *UP/DOWN CRSR key*
Right (Starboard) Rudder — *LEFT/RIGHT CRSR key*

Active Sensors Controls	Active Sonar (on/off toggle) — 9 key Active Radar (on/off toggle) — 0 key
Weapons Controls	Load Tube (or unload tube) — 4 key Fire (or load) Mk 48 Torpedo — 5 key Fire (or load) Sea Lance Missile — 6 key Fire (or load) Harpoon Missile — 7 key Fire (or load) Tomahawk TASM Missile — 8 key Fire Stinger SAM — 3 key
Torpedo Controls	Run Shallow (above the layer) — , [comma] key Run Deep (below the layer) — . [period] key L/ Search Pattern — < key (Shift and , key) R/ Search Pattern — > key (Shift and . key) Activate Torpedo — / key Drop Torpedo — ? key (Shift and / key)
Countermeasures (Evasion)	Decoy launched — < [left arrow] key Noisemaker dropped — 1 key
Other Controls	Pause (on/off toggle) — P key Action Track (on/off toggle) — A key Help from tactical computer — H key Replay Battle — R key

