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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.



SS-583 HARUSHIO

By Michael Mykytyn

General

Users: Japan

Roles & Mission: The Harushio is one of the best diesel submarines in the world today. The typical role of this class covers the range of diesel submarine missions but is primarily used as a patrol submarine tasked with monitoring Japanese waters and keeping an eye on the Russian Pacific Fleet, and the Chinese and North Korean fleets.

Strengths: Given the excellent sensor suite and ranged weapons the Harushio is an excellent anti shipping platform. It also has a fair anti submarine warfare capability and can successfully engage all known submarines with a good probability of success.

Weaknesses: Like most diesel submarines the Harushio has a limited endurance, depth and speed so great care must be taken to manage this asset. The submarine should not be tasked to "chase" any particular target but should be tasked to lie in wait ready to ambush a passing foe.



Game Stats:

Maximum Speed: 20knts
 Displacement: 2450 Tons
 Damage Points: 46DP
 Length: 77 Meters
 Crew: 74
 Max Depth: 350 Meters

Equipment: SS 583 Harushio (DB2000 v6.1.9)

Radars

Type & Quantity	Max Range	Abilities	Notes
ZPS-6 (1)	60nm	Surface Search, Range Information, Bearing Information	Primary surface search radar.

Electronic Warfare

Type & Quantity	Max Range	Abilities	Notes
ZLR-3-6 (1)	100nm	Surface Search, Air Search, Bearing Information	ESM Sensor

Sonars

Type and Quantity	Max Range	Abilities	Notes
ZQR-1	69nm	Sub Search, Bearing Information	Towed Array
ZQQ-5	3nm	Sub Search, Range Information, Bearing Information	Active Only Sonar, medium-high frequency

Mounts

Type and Quantity	ROF	Capacity	Weapons (Service Date)
(6) 533mm TT	5	1	G-11 Type 80 G-12 Type 89 UGM-84D Harpoon IC
(2) Signal Ejectors	1	2	Ensonification Bubbler White Noise Decoy

Current Service

Japan-Kure

- SS 583 Harushio (1990-present)
- SS 584 Natsushio (1991-present)
- SS 585 Hayashio (1992-present)
- SS 586 Arashio (1993-present)
- SS 588 Fuyushio (1995-present)

Japan-Yokosuka

- SS 587 Wakashio (1994-present)
- SS 589 Asashio (1997-2000, AIP trial submarine)

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