Mission:

* Player is Attacker
* Force Generation:
  + Attacker: 26,000t
  + Defender: 26,000t across 4 ships (4 x Luyang III) [25,200t]
* Enemy ships:
  + Speed: 28kts
  + Course: 010

| Time | Course/Speed | Depth | Weapons Fired | Fire Control Solution | Contacts | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 1200 | 190/5 kts | Int II |  | Ch1/0, Ch2/0 | (D)Ch1 - 229@6.9nm  (D)Ch2 - 189@4.75nm | Ch1: 010@28kts  Ch2: 010@28kts  Ch3: 010@28kts  Ch4: 010@28kts |
| 1203 | 190/5 kts | Int II |  | Ch1/8[g]  Ch2/8[g]  Ch4/7[g] | (D)Ch1 – 240@5.65nm  (D)Ch2 – 205@3.09nm  (U)Ch3 – 219@7.09nm  (D)Ch4 – 191@6.25nm | Ch1: 010@28kts, launched helo. H1 030@44kts  Ch2: 010@28kts, launched helo. H2 030@44kts  Ch3: 010@28kts, launched helo. H3 030@44kts  Ch4: 010@28kts, launched helo. H4 030@44kts |
| 1206 | 180/7(-1)kts, advance 300yds | Int II | T1 -> ch1 @40 kts  T2 -> ch2 (wire) @28 kts  T3 -> ch3 (wire) @40 kts  T4 -> ch4 @40 kts |  | ()Ch1 – xxx@xxxnm  ()Ch2 – xxx@xxxnm  ()Ch3 – xxx@xxxnm  ()Ch4 – xxx@xxxnm | Ch1: 010@28kts, detect  Ch2: 010@28kts, detect  Ch3: 010@28kts, detect  Ch4: 010@28kts, detect  H1: 036@100kts, detect  H2: 045@110kts, detect  H3: 225@81kts, detect  H4: 135@40kts, detect |

Need to execute detection phase