

Welcome to the deep blue sea jumper. Or should I say, Captain Jumper? For the next ten years you'll be in command of a nuclear attack submarine in the United States Navy. Assuming you aren't sent to a watery grave before the decade is up. Here, this should help you avoid drowning.

+ 1000 CP

Theatre of War
North Atlantic - 1984
NATO's worst fear has been realised as the Warsaw Pact rushes through the Fulda gap in Germany. Your job will be to sink Soviet ships in the North Atlantic and Norwegian Sea.

North Atlantic - 1968
NATO's worst fear has been realised as the unchecked Soviet suppression of Czechoslovakia and the American military's commitment in Vietnam miring them down has led to a full blown invasion of West Germany. Your job will not only be to sink Soviet ships in the North Atlantic and Norwegian Sea, as the support of American convoys to Europe will be paramount.

South China Sea - 2000
NATO's worst fear has - wait no. A major economic crisis has made China desperate and now it is looking to take Hong Kong, Taiwan and the Spratly Islands. With the Ruble falling, Russia has taken to lending out its military to the Chinese, specifically their navy, more specifically their submarines and crew. Your job will be to stymie China's aggression in the shallow waters of the South China Sea, whether it is by sinking their ships or attacking land targets.

Submarine
Now that the sitrep is over, let me introduce you to the craft you'll be assigned to. If you already have a submarine or boat you can import them into your purchase here, merging their functionalities.

Skipjack - Only available in North Atlantic theatres
The oldest attack submarine you can command, having been used since the 50s, they were the first to adopt the teardrop hull. Though they have been refitted to be quieter, they are built with speed in mind and are lacking in sensory and stealth capabilities compared to later classes. They also only have one wire.

Permit - Only available in North Atlantic theatres
Having been in service since the early '60s, they were the first to mount noise absorbent materials and use low frequency sonars. Though stealth by Soviet standard, later designs would render them inferior.

Sturgeon - Available in all theatres
Having been in service since the late '60s, the Sturgeon is old but reliable. Its small size makes it maneuverable and stealthy but it only has two torpedo tubes and is relatively slow.

Narwhal - Only available in the 1984 North Atlantic theatre
Based on the Sturgeon class but only having a sonar and fire control system in common, this unique submarine uses the very quiet natural circulation S5G plant achieving levels of quiet unheard of until the emergence of the Seawolf.

Los Angeles - Only available in the 1984 North Atlantic theatre and the South China Sea theatre
Serving since the '70s they possess high speed and powerful sonars. In the South China Sea theatre the FIt-2 and FIt-3 upgrades grant them more missile carrying capacity in the form of 12 VLS (Vertical Launching System) tubes, improved combat control systems and under-ice capabilities. The Los Angeles' large size makes them more expensive and less maneuverable and less capable of deep dives than prior submarine classes.

Seawolf - Only available in the South China Sea Theatre
The most advanced SSN, with 8 wires, better sensors and quieting abilities along with a greater payload and diving depth than the rest. It was designed to thrive behind Soviet lines but its expensiveness meant only three were built and it's also the heaviest submarine available for you to command.

Perks - Two perks per price tier are discounted, discounting a 100 CP perk makes it free.

Swimming Sailor - 100 CP
A nuclear submarine is an exorbitant expensive piece of kit but the most important part of it might be the man inside controlling it. That's why you are so good at abandoning ship and swimming your way to safety, even if you're in the middle of the icy cold ocean.

Damage Control Controller - 100 CP
The compact size of a submarine means that the damage of a hit, direct or otherwise, isn't going to be localized to a single subsystem. The frantic management of the repair crew's time and attention might make less cool captains sink but not you. Your ability to keep calm under pressure, assess damage reports and understand which parts of your craft are too badly damaged to repair and which parts the repair of are vital to survival is superb.

Ballast King - 100 CP
One of the unique qualities of a submarine is its capability to adjust its depth. Whether it's to surface and deploy sensory equipment like ESM and radar masts or a periscope, hide under the layer of a thermal duct or simply even to pursue another diving submarine, you are a master of being at the right depth at the right time.

Hunter's Patience - 100 CP
In the dark depths of the ocean, the only sensors you can truly rely on is your submarine's sonar and turning it onto active is a sure fire way to attract enemy torpedoes and depth charges, along with accelerating excessively and causing cavitation. Thus patience is necessary to detect contacts, to identify them and to get in the right position to nail them with your torpedoes. This patience you now have in abundance.

Killer's Instinct - 200 CP
Once you get close enough to fire your torpedoes there are still things left up to chance. Will the contact turn left or right, will they slow down and try to hide or speed up to evade, dive or surface. With the sheer volume of water separating you and your target and the only data collectable being an abstract representation of bouncy sound, it seems impossible to predict their next move but you can. Call it luck, or intuition but your aim is quite the impeccable thing.

Wire Master - 200 CP
Modern torpedoes are connected to the submarine that fired them via an umbilical wire, allowing them to use the submarine's computing ability. As much as the control and accuracy granted by the wire improves the torpedoes efficacy, they are not indestructible. Thus, firing torpedoes while turning too quickly will end with a broken wire and an uncontrolled torpedo which is rather problematic. Not for you though as managing fire control systems is a breeze for you acting less like machinery and more like an extension of your body.

Noisemaker - 200 CP
The torpedoes track enemies via sonar, bouncing sound waves. Thus submarines are armed with deployable noisemakers to disrupt their tracking. Not only that but by reaching maximum speed and turning to the extremes in quick succession a submarine performs the knuckle maneuver causing effects similar to a noise maker. Your skill at using these methods of torpedo evasion are impressive and will keep you alive when you get detected. Of course, using loud noises to avoid torpedoes is not very stealthy and will likely reveal your position so relying on them is not the best idea.

Aerial Sense - 200 CP
Far above you in the big blue sky the ASW (Anti Submarine Warfare) aircraft fly. Sending down buoys to detect you and depth charges to kill you, there's little you can do to detect them, let alone any means of recourse. The situation isn't as hopeless for you as you have a little knack, a sixth sense that lets you accurately guess the presence and actions of aerial threats in your current combat area.

Duelist - 400 CP
It's not uncommon for two opposing attack submarines to end up in the same area, alone and aware of each other yet unable to acquire a proper targeting solution. This deadly dance between captains may seem like a game of chance where the first one to find the other will always win. Not for you it seems, as whenever you engage in one on one ship to ship combat, your luck, instinct and perception skyrocket and turn what would be a coin flips into greatly favourable odds for you.

Diver - 400 CP
As far down as your submarine can go, there are limits to its hull that make going below certain depths a gamble at best and suicidal at worst. Braving these depths has become a lot safer for you as it seems your watercraft can withstand the crushing pressures of those depths with greater ease. Maybe you could get a job as a deep sea explorer after the war?

Seeker - 400 CP
The captain of a SSN won't just be hitting land targets with missiles, or ships with torpedoes. Ballistic submarines or boomers are high priority targets that only you can really seek and destroy. Of course, finding a submarine that's capable of hiding in a place as big as the ocean may seem impossible but to you it's just another day at work. Slipping past their sensors and escorts to put a torpedo in them isn't much harder for you.

Scourge - 400 CP
Sinking singular high-priority ships isn't the only way to turn the tides of a war. Sometimes the best option is to strike fear and wreak havoc among the grunts and other soft targets, an activity that you excel at now. Turning convoys and their escorts into rusted heaps resting at the bottom of the sea is child's play to you. Truly, you are a master of bullying the weak.

Leviathan Sinker - 600 CP
Whether it's a battlecruiser or an aircraft carrier, they're the pride of their nation, a grand beast made of steel, carrying inordinate amounts of firepower and escorted by an entire dedicated flotilla. In short, the dream target of any attack submarine captain. That dream of slinking past all its escorts and putting a torpedo or two under its waterline and slipping away is something you can realize. Whenever you're taking on such a foe, one that vastly outgun, outmasses and outnumbers you, your sheer ability spikes and luck takes your side, especially when you make your escape.

Grand Slam- 600 CP
The typical targets of an attack submarine dwell in the sea but that doesn't mean you've been slacking on how to use LAM (Land Attack Missiles). Whether they come from your torpedo tubes or VLS the missiles that you use are far more destructive and accurate than normal. The enemy's coastal troops will learn to fear the ocean with the devastation you can wreak.

The Long War - 600 CP
With the sheer industrial might both sides of this war possess, this conflict isn't going to end in a single decisive battle. Thus it's necessary to be prepared, mentally and doctrinally, to conduct an extended campaign. Preserving ammunition, finding engagements that provide the greatest risk to reward ratio and managing the combat fatigue of your crew and yourself are all valuable skills that you have mastered. With this, your involvement in a war will increase the attrition taken by your enemy, potentially turning the tide of the war, maybe even tipping a stalemate over to a narrow victory.

Behind Enemy Lines - 600 CP
Plane patrols, satellite scans, sonar buoy networks and fellow fast attacks make for a formidable defense against even the most quiet of submarines. Yet there's no such thing as a perfect defense, something that you can attest to. Your experience and skill at sneaking past enemy defenses has made it so that you are nigh undetectable, even in the shallows of the coast and the perilous ice of the north. Even your regular operations make it seem like your submarine has been rigged up for silent running. Of course, once you make yourself known, stealth becomes useless until you've made a clean break.

Drawbacks
No limit to how many points you can get.

Single Missions + 0 CP
Perhaps you don't have the patience to stalk fleets for months on end and traverse the seas in a cramped submarine. If so, you can instead be dropped into a series mini scenarios with your targets already in reach. After the successful completion of one you'll be sent to the next and after the completion of a few more the jump will end. If you take this drawback, you can not take other drawbacks.

To See It Through To The End + 0CP - North Atlantic 1968 only
Oh, don't want to miss out on the action then? Very well, instead of 10 years you will spend at least 32 here. A naval conflict will occur in the North Atlantic again in 16 years time and in another 16 years one will pop up in the South China Sea and you'll end up serving in them. Don't worry about your submarine becoming obsolete, refits and upgrades will continue well past when they normally should.

Another Nation + 0 CP
If serving under the USN is too much to bear for you then you're free to join up with another navy with SSNs. Not that there are too many of them.

Special Babysitter + 100 CP
What's this? It seems like your submarine has been refitted to carry a team of spec-ops soldiers. In order to make room for them and your supplies, the number of torpedoes it carries has been reduced and the missions you undergo will now typically consist of ferrying them to and from beaches. They'll follow you after this jump at least.

Whale Population Boom + 100 CP
Historically, due to whaling and their poor fecundity, whales are not that common place in the ocean. Now however, it seems like they're everywhere, or at least where you take your submarine. This might not seem like a problem until you realise that their large bodies make them show up as sonar contacts.

Claustrophobic + 100 CP
Well, perhaps not actually but everything in general, from your clothes to the submarine you're in seems a lot smaller and tighter.

Captain Must Go Down With Ship + 200 CP
Whether it's some baffling honour code or ridiculous over confidence, you now refuse to abandon your vessel, even in the direst of circumstances. You'd have to be dragged out if someone wanted you to leave involuntarily.

Technological Downgrade + 200 CP
Well, it appears that the submarine you're assigned to is one era older than it should be. Don't think you can get around this by picking the Sturgeon as that and other cross generational submarines will lose their missiles and will still use the same old primitive torpedoes they would back in the day.

Hated By Bears + 200 CP
The Tupolev Tu-142 is the primary Soviet ASW plane, based on the venerable Tu-95 "Bear" bomber and it is attracted to you like a bear is to honey. Though it won't stray too close to your allied airspaces, expect near unending harassment in hostile waters.

Just a Sailor + 300 CP
No otherworldly powers, items or friends.

Gone Hot! + 300 CP
In spite of the fact that these conflicts take place between nuclear powers, the threat of atomic weaponry does not materialize. Now, it seems like escalation to a global thermonuclear war is inevitable

Gone Rogue! + 300 CP
It seems for whatever reason your government has branded you a traitor and now considers you hostis humani generis. The threat (perceived or otherwise) that you and your submarine now poses to international shipping and other such things will likely lead to the creation of a global task force for the mere purpose of preemptively hunting you down.

Now that your time at sea has come to end, for now, you have a choice.

Retirement - Go home to your native Earth.

Continued Service - Your service as captain will continue in this world.

Onwards! - You continue your journey with your submarine being manned by a follower crew.

Notes:
In the South China Sea scenario, the Hong Kong handover never happened.
>Another Nation
Soviets/Russia, UK, France, China and India.