UUV Attack

Cost	Reliability	Limit	Strike Radius
2	70%	China x4, US x2	Shallow, Deep

Notes: Requires launch platform.

Descriptive Text: Use UUV's to cut cables.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	2	2	2	3	3	3	3	4	5

Maritime Militia[iv]

Cost	Reliability	Limit	Strike Radius
1	10%	China x3, China x5	Shallow

Notes: Simple anchor, grapple, and net attacks.

Descriptive Text: Use maritime militia to support anti-cable operations.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	1	1	1	1	1	2	2	3	4

Maritime Militia Anti-Cable Upgrades

Cost	Reliability	Limit	Strike Radius
2	90%	China x4	–

Notes: +80% Reliability for one maritime militia.

Descriptive Text: Outfit specific maritime militia units for anti-cable roles.

Deep Diving Sub[v,vi]

Cost	Reliability	Limit	Strike Radius
5	90%	US x1, China x2	Shallow, Deep

Notes: Can tap or cut cable.

Descriptive Text: Specialized sub designed to cut and tap cables.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
2	2	2	2	2	2	3	3	4	4

Cable Cutting Sub

Cost	Reliability	Limit	Strike Radius
2	90%	China x5	Shallow

Notes: High likelihood of being caught by ASW assets.

Descriptive Text: Old diesel subs outfitted with specialist equipment for cutting cables in shallow water.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
0	1	1	1	1	2	2	2	3	4

PLC Vulnerability

Cost	Reliability	Limit	Strike Radius
2	50%	∞	Cyber

Notes: Cyberattack. Check against reliability to see if capability is retained after use.

Descriptive Text: Exploit vulnerabilities in the cable's programable logic controllers to damage or destroy cables.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	2	2	2	3	3	3	4	4	5

Repeater Vulnerability[vii]

Cost	Reliability	Limit	Strike Radius
2	20%	∞	Cyber

Notes: Cyberattack. Highly destructive as it forces the re-laying of most of a cable. Check against reliability to see if capability is retained after use.

Descriptive Text: Exploit vulnerabilities in the optical repeaters in cables to destroy or damage large sections of the cables, forcing re-laying of the cable.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	2	2	3	3	4	5	6	7	8

Physical Access Attack

Cost	Reliability	Limit	Strike Radius
1	80%	∞	On land

Notes: Each attack after the first drops in reliability. Single Use.

Descriptive Text: Find ways to physically access cable infrastructure on land to destroy it or insert malicious code.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	1	1	1	1	1	1	1	2	2

Company Attack[viii]

Cost	Reliability	Limit	Strike Radius
1	70%	∞	Cyber

Notes: Cyberattack. Check against reliability to see if capability is retained after use.

Descriptive Text: Attack parent companies to gain access to digital cable infrastructure to attack it.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	1	1	1	1	1	1	2	2	3

National Cable Ship Purchase

Cost	Reliability	Limit	Strike Radius
4 *	90%	US x3, China x5	–

*+1 cost past 1st purchase

Notes: Homeport must be named.

Descriptive Text: Finance (directly or indirectly) the purchase of a cable ship.

Anti-Cable Focus

Cost	Reliability	Limit	Strike Radius
4	90%	US x1, China x1	–

Notes: Increase reliability of most other (generally offensive) capabilities by 10%. Also increase the number of enemy cable ships destroyed at start (or later) in conflict.

Descriptive Text: Create and refine doctrine, TTP, and plans relating to attacking cables and cable ships.

Escort Cable Ships

Cost	Reliability	Limit	Strike Radius
Any #	90%	US x1, China x1	–

Notes: More effective the more points are spent.

Descriptive Text: Decreases wait time required to get escorts for cable ships and means that they are more likely to have escorts.

Review Cable Security

Cost	Reliability	Limit	Strike Radius
1+	20%, +10% per extra point	US x1 China x1	–

Notes: Reduce attack reliability: Sabotage -20%, cyber -10%.

Descriptive Text: Conduct a comprehensive review of cable security and areas for improvement.

Cable Surveillance UUV's[ix,x]

Cost	Reliability	Limit	Strike Radius
1	90%	US x1 China x1	–

Notes: Decreases the time to find breaks in cables to repair them quicker. Very effective in shallow water, slightly effective in deep water.

Descriptive Text: Push commercial companies to invest in UUV's to find cable break faster for quicker repair times.

Physical Node Attack

Cost	Reliability	Limit	Strike Radius
2*	90%	∞	Shallow, Deep

*(+1 cost if out of home theater)

Notes: Single Use.

Descriptive Text: Plan and prepare to take out cables where they join at landing stations and splitters on land.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
2	2	3	3	3	4	4	4	4	5

Cable Landing Attack

Cost	Reliability	Limit	Strike Radius
1*	90%	∞	Shallow

*(+1 cost if out of home theater)

Notes: Single Use.

Descriptive Text: Cables are vulnerable when they come up from the ocean depths and before they transfer underground.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
1	1	2	2	2	2	3	3	3	3

SOE Cable Laying

Cost	Reliability	Limit	Strike Radius
1d2-1 (min 1)	90%	China x∞	–

Notes: Add one cable onto a map.

Descriptive Text: Use State Owned Enterprises to lay cables where directed.

Incentivize Cable Laying

Cost	Reliability	Limit	Strike Radius
2	70%	US x∞	–

Notes: Add one cable onto a map.

Descriptive Text: Use financial incentives or government contracts to try to get a cable laid to a location.

SOF Divers[xi]

Cost	Reliability	Limit	Strike Radius
1	70%	US x1, China x1	Shallow

Notes: Can cut or tap cable. 10% chance that capability is lost after use.

Descriptive Text: Train special forces divers for cable operations.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
0	0	1	1	1	1	1	2	2	2

Tap Enemy Cables

Cost	Reliability	Limit	Strike Radius
1	90%	US x5, China x4, Any x∞	Shallow

Descriptive Text: Using physical or cyber methods, tap into the information on cables to gain an advantage.

Cables Successfully Tapped (Pre-War)

1	2	3	4	5	6	7	8	9	10
1	1	2	2	2	3	4	5	6	7

Expand Satellite Access[xii]

Cost	Reliability	Limit	Strike Radius
3	90%	US x1, China x1	–

Notes: Ignore first cut cable.

Descriptive Text: Expand satellite communications (both military and commercial) to create more bandwidth.

Starlink[xiii]

Cost	Reliability	Limit	Strike Radius
1	90%	US x1	–

Notes: One area of operations only. Ignore first cut cable.

Descriptive Text: Purchase access to commercial satellite communications to blunt the effects of cable cutting.

Decoy Cables[xiv]

Cost	Reliability	Limit	Strike Radius
1	90%	Any x∞	–

Notes: Pick a specific area to deploy the capability (one of the maps). Reduce attack reliability: (most) shallow attacks -20%.

Descriptive Text: Lay decoy cables to reduce the effectiveness of attacks close to shore.

Hide Cables

Cost	Reliability	Limit	Strike Radius
1	40%	US x1, China x1	–

Notes: Reduce attack reliability: physical attacks, each cable has a 10% chance to be concealed, preventing cutting.

Descriptive Text: Try to hide the exact locations of cables, landings, etc. to complicate targeting.

Spy Ships[xv]

Cost	Reliability	Limit	Strike Radius
3	70%	US x1, China x2, US x2, China x2	Any

Notes: Can cut and/or tap cables. Easy to detect/destroy in a non-cluttered environment.

Descriptive Text: Procure oceanographic research vessels with specialist capabilities that can tamper with undersea cables.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
0	0	1	1	1	1	1	1	1	2

Diplomatic Closure

Cost + Reliability	Limit	Strike Radius
Situational	Any x∞	–

Notes: Pick a specific country to target.

Descriptive Text: Utilize diplomatic pressure to close cables to the enemy. In some cases, the enemy may be functionally cut off from cable.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
Depends on diplomatic ties.									

Lawfare

Cost + Reliability	Limit	Strike Radius
Situational	Any x∞	–

Notes: Pick a specific country to target.

Descriptive Text: Use diplomatic and commercial ties to exploit legal system to close access to enemy cables.

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10
Depends on commercial, economic, and diplomatic ties.									

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

_____

Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10

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Cost   Reliability   Limit   Strike Radius

Notes:

Descriptive Text:

Damaged Cables from Attack (d10)

1	2	3	4	5	6	7	8	9	10