

Single- and Multi-Player-Missions

for LivingSilentHunter 3 V4.0

Since we founded our online flotilla (11.Flottille) last year (2008), I concerned myself step by step with the generation of new missions. Decisive for this decision was the term „Operation Pedestal“, which I heard or saw somewhere in the media, or in one of the naval forums.

After several hours of intense online-research, I decided to build this allied operation and make it my first MP-Mission for Living Silent Hunter.

The resources I found strengthened my decision to build all my missions as close as possible to historical events (well, most of them!) and to use the real ship names and even if possible the correct ship types (the ship names will only be visible in the final results of the MP-Mission). Surely sometimes history will have to turn a blind eye to the game because for example at Operation Pedestal there was only one German submarine active on this convoy. This would be no fun in a MP-Mission.

Summarized, most of my missions do have a historical background. This was only customized according the number of submarines (usually for 8 Players, except the two Missions in the Black Sea for there only were 6 submarines available).

The SinglePlayer-Missions were formed from the MP-Missions with slightly changes.

Generally the Mission-Briefing will inform you about your Mission-Orders. Apart from that further guidance will sometimes be given by radio messages. Even use the F8-Screen for your Orders.

Especially in the Black Sea, the Living Silent Hunter Team has scripted some ships, in particular in the harbour of Constanza. To get these units out of the way I have implemented the **Online-Gaming-Mod**. **This Mod replaces the Campaign.scr and the Campaign.rnd with empty files!** Therefore I use a special Loading-screen at the start of the game.

WARNING:

If my Mod „Single_MultiPlayer_Missionen_V1_LSH3_V4“ is active, you should not play in career mode: YOU WILL FIND NO SHIPS AT SEA!!!

If my Mod is active, you will not be able to generate Konvoys in MultiPlayer-Mode!!!

I would like to say a BIG THANK YOU to my comrades of the 11.Flottille: Matz, Bauer_U13, Versenker, Hardegen and Schiffsjunge, who helped testing the missions and their suggestions mostly could be implemented.

The End of Constanza: 23.08.1944



Background:

Within this mission, place and time are correct, but Constanza was conquered by land.
The reason for this and the following mission was the desire to use the Type II U-Boats.

Briefing SinglePlayer:

The End of Constanza: 23.08.1944

The U-Boats of the 30.Flottilla have split into three groups:

Gruppe Nord (U-18, U-24) has left port two hours ago, heading north along the coast on their way to Odessa.

Gruppe Süd (U-19, U-23) is on her way to the Dardanelles since 1 1/2 hours.

Gruppe Ost (U9, U-20) will set course to the Strait of Kertsch.

U-20 is already at sea. Your U-Boat is ready to leave the harbour and waiting for the radio message.

Sink every enemy ship you can find. Good Luck!

gez. Führer der 30. Flottille, Rosenbaum

Briefing MultiPlayer:

The End of Constanza: 23.08.1944

The U-Boats of the 30.Flottilla have split into three groups:

Gruppe Nord (U-18, U-24) has left port two hours ago, heading north along the coast on their way to Odessa.

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Sink every enemy ship you can find. Good Luck!

gez. Führer der 30. Flottille, Rosenbaum

Convoy in the Black Sea: 03. April 1943



Background:

Historically correct are the names of the ships in the Russian convoy. All those ships were sunk by the U-Boats of the 30. Flotilla in the Black Sea.

Of course, such big convoys will probably never have sailed in the Black Sea.

Briefing SinglePlayer:

Convoy in the Black Sea: 03. April 1943

All U-Boats of the 30. Flotilla have taken a position between the entrance to the Asowian Sea and Sevastopol. The challenge is to find the Russian convoy running with supplies for the town Sevastopol, which is enclosed by German troops.

Your submarine is the first U-Boat in this row, and your position is at the entrance to the Strait of Kertsch.

Send a radio message, when the convoy comes in sight, then attack. The convoy never shall reach the peninsula.

gez. Führer der 30. Flottille, Rosenbaum

Briefing MultiPlayer:

Convoy in the Black Sea: 03. April 1943

All U-Boats of the 30. Flotilla are concentrated at the entrance to the Asowian Sea. The challenge is to find the Russian convoy running with supplies for the town Sevastopol, which is enclosed by German troops.

Send a radio message, when the convoy comes in sight, then attack. The convoy never shall reach the peninsula.

gez. Führer der 30. Flottille, Rosenbaum

Escape from Poland: 20.10.1939



Background:

The names of the ships in this mission are historically correct (Ships totally sunk in the Baltic Sea).

A similar Mission is available for GWX, but in this case the British Torpedo boats are replaced by British submarines. Probably a mission for ambitious Sub-vs-Sub-Players!

Briefing SinglePlayer and MultiPlayer:

Escape of the Polish Fleet: 20.10.1939

The rest of the Polish Fleet tries to escape through the Baltic Sea to reach England.

Our Destroyers are involved in clashes at the Polish coast.

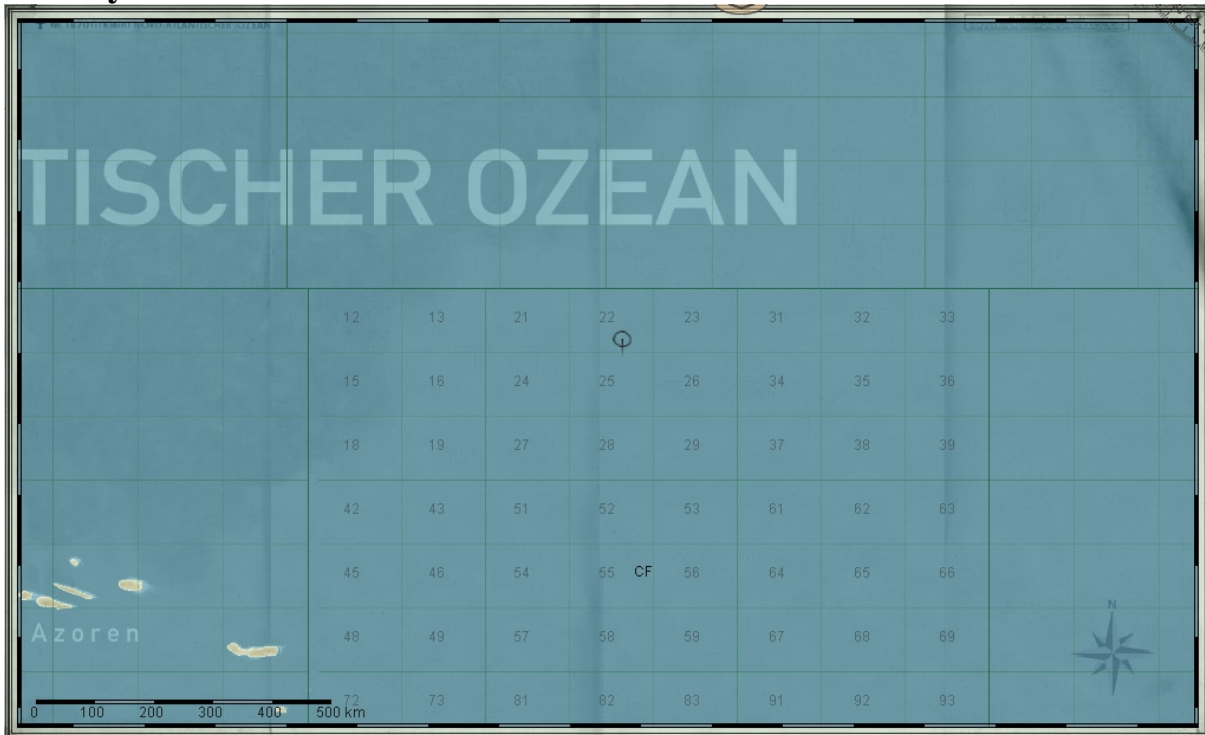
Your Wolfpack of the 11.Flotilla has taken up positions northern and southern of the estimated course.

You have to intercept this convoy, to prevent further support for the British Navy.

Your Navigation Map will contain the waypoints of the convoy route.

gez.: BdU

Convoy WS.5: 25.12.1940



Background:

The “Admiral Hipper” had already sighted the Convoy in the night of December 24th to 25th, 1940, but Commander Meisel did not want to try a night attack due to the risk of torpedo raids from the escorting destroyers.

Suddenly at dawn, the heavy cruiser HMS Berwick came in sight and was attacked. Hipper scored some heavy hits on HMS Berwick and the Troop transport “Empire Trooper”, before the older cruiser HMS Dunedin mistakenly was addressed as a destroyer and “Admiral Hipper” quit the attack. The convoy scattered and was reassembled on December 28 in Freetown.

The two aircraft carriers, HMS Argus and HMS Furious, were running as transports in this convoy and were carrying aircrafts for Egypt and Western Africa. On HMS Argus only 2 Swordfish and on HMS Furious only 3 Skua Divebombers were available – but in both cases, their bombs and torpedoes were stored on the other carrier. The Skua started unarmed with reconnaissance orders, while the Swordfish flew over to the HMS Furious to get loaded with torpedoes, while the two carriers were following the Hipper into the haze. Short time ago the Admiralty stopped this suicidal search.

Although this Convoy never saw an U-Boat-Attack this story was so interesting that I decided to make a Mission out of it.

In SP-Mode there are two special Orders for becoming destroyer killers.

Briefing SinglePlayer and MultiPlayer:

Convoy WS.5: 25.12.1940

The German Heavy Cruiser Admiral Hipper has spotted the Convoy WS.5 and has leaded your Wolfsrudel into attack position.

It is a Troop Convoy heading to Gibraltar and Egypt.

WS.5 consists of 31 Ships, 2 Aircraft Carriers, 3 Cruiser and 4 Corvettes. When the Admiral Hipper has done her job your Wolfsrudel will gather the harvest.

Sink as many Ships out of the Convoy as possible!

gez.: BdU

Operation Pedestal 1 – Attack the Supplygroup: 10.08.1942



Background:

As mentioned before, this was the first MP-Mission I made.

After scripting the ships of Convoy WS.21S and of the escorting groups Force R, Force W and Force Z with "MissionEditor" and having read the whole story of Operation Pedestal it seemed to be a good idea to create 5 MP-Missions concerning to this "story".

Historically, there was no attack on the convoy due to the closeness to Gibraltar.

Briefing SinglePlayer and MultiPlayer:

British Admiralty has contracted a heavily guarded Convoy to bring desperately needed supplies to Malta.

The reserve group "Force W" (5 Destroyer, 2 Corvettes, 1 large Tanker) is sailing in front of WS.21S.

Yesterday, "Force R" (1 Aircraft carrier, 4 Corvettes, 2 Trawler, 2 Large Tanker) left Gibraltar heading to the Mediterranean Sea to refuel the Task Force and the Escorts.

Defeat Force R, this will provide some time for our Italian Forces to bring their Big Battleships in position to attack the Convoy.

Furthermore, sink the tanker out of Force W.

This would stop Convoy WS.21S, if it is not even forced to return to Gibraltar.

Gez.: FdUM KAdm. Kreisch

Operation Pedestal 2 – The engagement of Convoy WS.21: 11.08.1942



Background:

Historically: U-73, Kptlt. Helmut Rosenbaum, sighted "Force Z" at 0800, but had no chance to get close enough for a torpedo attack. Out of the succeeding Convoy WS.21S, U-73 sunk the HMS Eagle (at 1315) with a salvo of 4 torpedoes. I was not able to locate the position where Force W was located at this time; the engine breakdown of HMS Keppel is fictitious.

Briefing SinglePlayer und MultiPlayer:

3 hours ago "Force Z" has up-steamed at 26 knots and by now has a position 50 kilometres in Front of the Convoy.

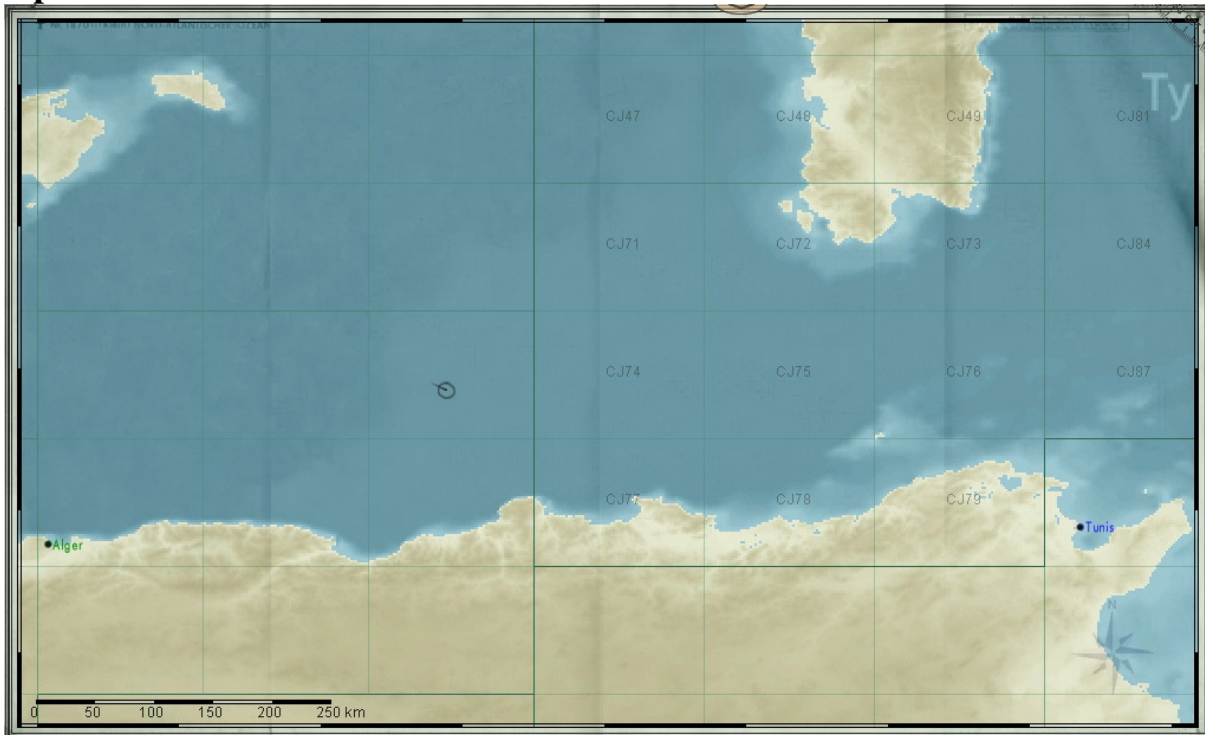
Force W has fallen back 60 kilometres behind the Convoy due to an engine breakdown at HMS Keppel.

The convoy WS21.S, build of 14 Merchants and Force X (1 Carrier: HMS Eagle, 15 escorts) is now "absolutely vulnerable".

Take advantage of the favourable situation! Attack the convoy and sink as many ships as you can.

Gez.: FdUM KAdm. Kreisch

Operation Pedestal 3 - Attack Force W: 11.08.1942



Background:

Historically: HMS Wolverine rams and sinks the Italian U-boat Dagabur, whereupon she was damaged and returned to Gibraltar one day after HMS Furious.

Briefing SinglePlayer und MultiPlayer:

HMS Furious has launched 36 Spitfire to Malta and at the moment is running back to Gibraltar.

Thereby she was successfully able to complete "Operation Burrows".

She is escorted by Force W (5 Destroyer, 2 Corvettes and 1 Large Tanker).

Attack the combat group, sink the Aircraft Carrier and the Large Tanker.

Even if this attack does not have any effects on the outcome of Operation Pedestal, it is always worth some Torpedoes to reduce the number of Carriers in the Mediterranean Sea.

Gez.: FdUM KAdm. Kreisch

Operation Pedestal 4 - Attack Force Z: 12.08.1942



Background:

Historically: In those days “Force Z” was not attacked, because the main target, Convoy WS.21S was still heading to Malta.

Briefing SinglePlayer und MultiPlayer:

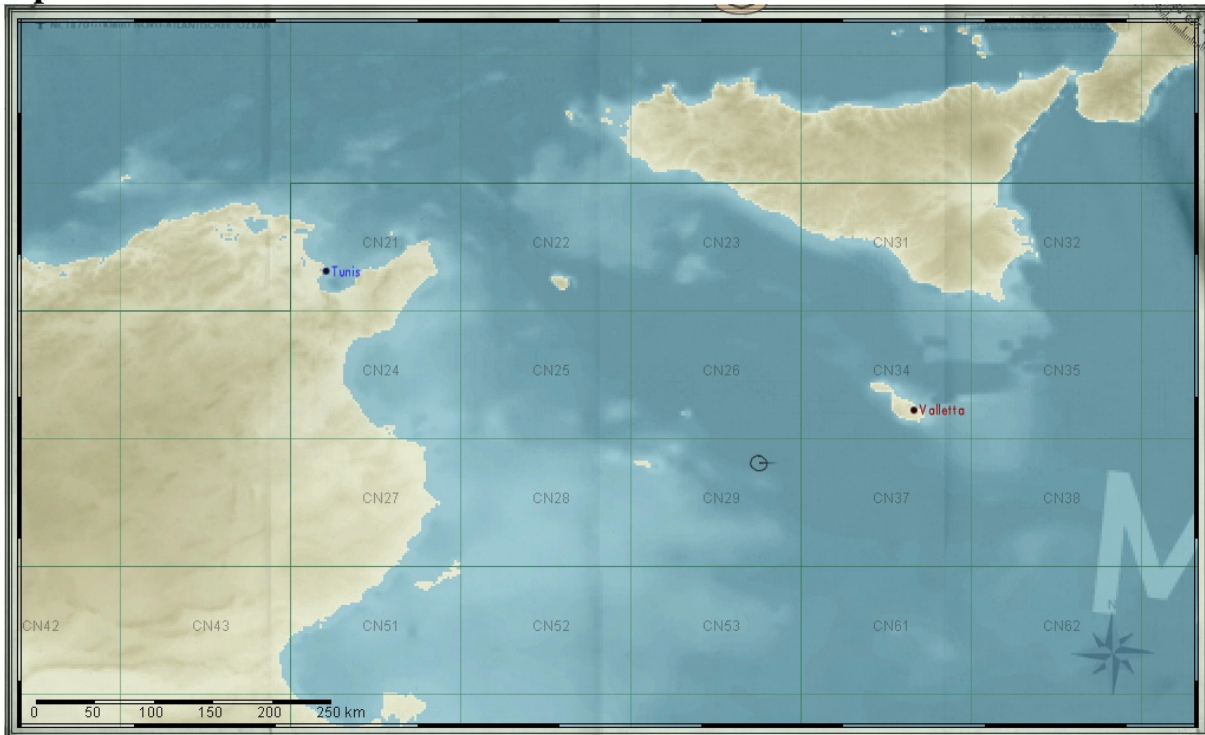
The Task force “Force Z” (2 Aircraft Carriers, 2 Battleships, 3 Cruisers, 15 Destroyers) has left Convoy WS21.S and is heading north-east to leave air coverage of German and Italian Forces at Sardinia.

Attack the Task force and sink the “capital ships”.

German and Italian Air force will try to ease your workload.

Gez.: FdUM KAdm. Kreisch

Operation Pedestal 5 - Konvoi WS.21 S FINAL: 0500: 13.08.1942



Background:

Historically: Out of the convoy, build of 14 Merchants, only “Melbourne Star” and “Port Chalmers” reached Malta without any damage.

“Brisbane Star”, “Rochster Castle” and “SS Ohio”, the last one unfit to drive on her own and tied up between two destroyers, entered the harbour heavily damaged.

85.000 tons of mercantile goods and fuel left Gibraltar harbour - lately 32.000 tons achieved the port of Malta..

Briefing SinglePlayer und MultiPlayer:

“Force Z” has returned to Gibraltar, the convoy is sailing without any additional coverage on his way to Malta. Attack the convoy and sink all Merchant ships.

German and Italian Air force is steadily attacking the Convoy from Bases in Sicily.

Gez.: FdUM KAdm. Kreisch

Unternehmen Merkur: 22.05.1942



Background:

The first Support Convoy with 2.300 mountain troopers was successfully defended by the Italian torpedo boat “Lupo” and prevented from total destruction by Force D.

For the second Support Convoy with 4.000 mountain troopers, the German Air force and torpedo boat “Sagittario” saved the ships of the Convoy.

Briefing SinglePlayer und MultiPlayer:

The Conquest of Crete – Third Day

Your Wolfpack is placed as a defence line in front of the Support Convoy for Maleme und Chania at Crete. Protect our Convoy from being destroyed by British Forces.

Gez.: FdUM KAdm. Kreisch