



Attack Strategy

Revision: 6/11/2007

Introduction

Objective

This tutorial shows how MoBo can be used to plot an attack strategy.

This tutorial assumes you already have decent working knowledge of the MoBo application. If you're unfamiliar with MoBo please refer to the MoBo documentation before attempting this tutorial.

Suggested Mods

The methods described in this tutorial apply to both SH3 and SH4. For this tutorial, Lurker has "No Map Updates" set to "OFF"; however, to add to the realism, he also has the "No IFF Mod" installed (that is part of RFB 127). This mod brings a little more realism to the contact reporting and adds some 'fog of war' to the map updating which will make you work a little harder to identify and attack contacts.

Tutorial

You'll find that MoBo is a very flexible plotting tool. Once you learn how to use it, you'll develop your own methods for plotting attacks and how to best exploit any given tactical situation. In this tutorial, Lurker documents the steps of an attack approach in SH4 using MoBo; perhaps it will give you some ideas to get started.

This is an intermediate to entry level tutorial for players who are comfortable playing SH4 at either 100% realism or with map updates enabled. In this tutorial we are using MoBo as a dead reckoning tracker in conjunction with nav map screen captures from SH4.

Let's Begin...

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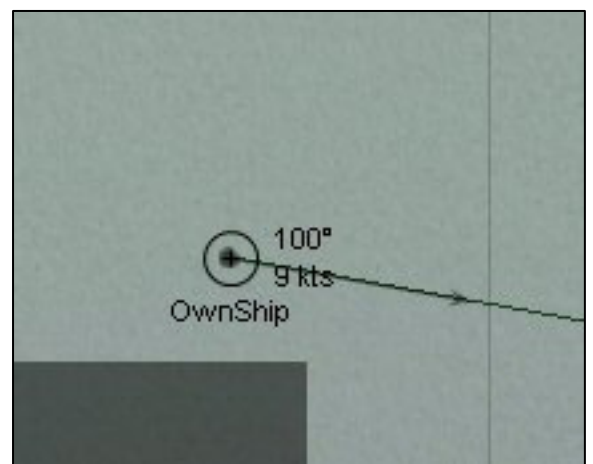


1. While on patrol, you gain radar contact
2. Mark contact on “chart display” with pencil tool and start stopwatch.
3. Mark contact with pencil tool every 5 minutes
4. Repeat step 3



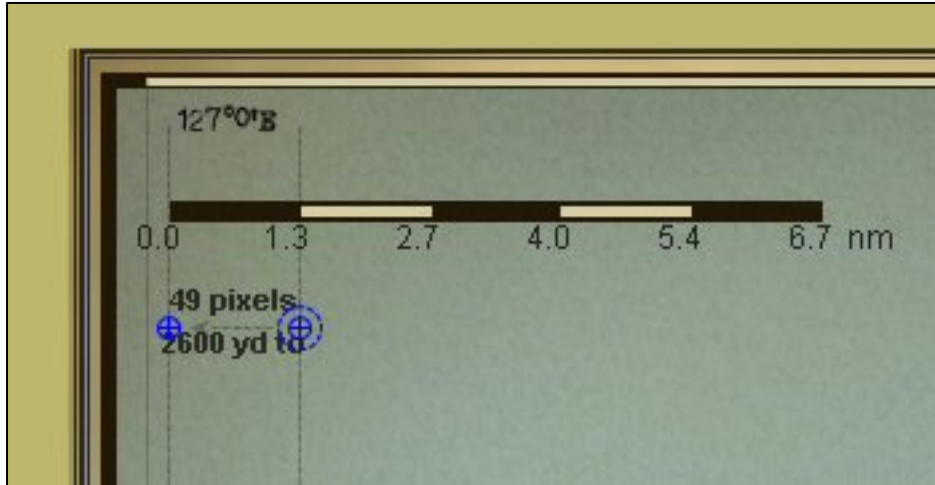
Steps 2-4: Marking the position of the contact at 5 minute intervals

5. Adjust Chart Display so that you have a good view of OwnShip's position and the plotted contacts
6. Press “Alt-PrtScr” on your keyboard to capture the map image
7. Alt-Tab out of SH3/4 and launch MoBo
8. Expand MoBo to “full” screen size and then press the “Insert” key to import the Chart Display
9. Place cursor over OwnShip and “left click” with mouse to add OwnShip
10. Without moving the mouse press the “v” key, then holding the left mouse key down move cursor until you create OwnShip’s course and speed



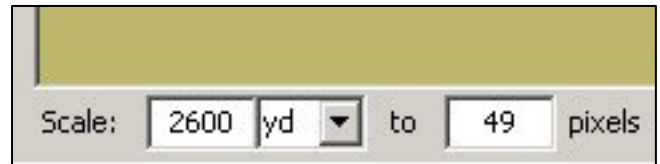
Step 10: Adjust OwnShip’s speed / heading vector

11. Note the scale in the upper left corner.
12. Place cursor over the 0.0 and press “n” to create a node.
13. Place cursor over the next section of the scale and press “n” to create a node.
14. Place cursor over node at 0.0 mark and left click to select. Then place cursor over second node and press the space bar to connect the two nodes.
15. Right click to “unselect” the 0.0 node and then place cursor over the other node until you see “select” and then “right click” to bring up the menu and select “scale”



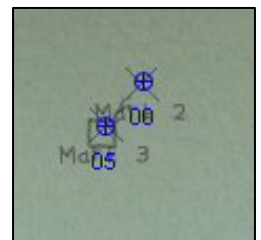
Steps 11-16: Adjust the MoBo scale to be in-synch with the game map

16. Note the number pixels between the two nodes, in this case there are 49 pixels between the two nodes and the scale is 1.3 nm.
17. Change the scale in the lower left of the MoBo display to 2600 yards and 49 pixels



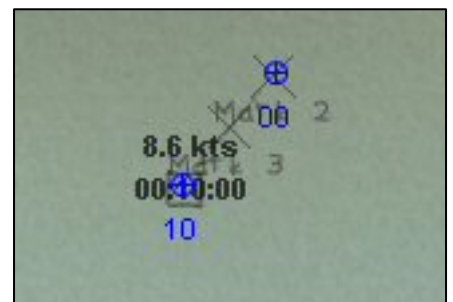
18. Using the cursor generate a “node” over each contact mark. (double-click)
19. Place cursor over each node and press the “t” key and enter the time of each node. (00 for the first and 05 for the second)
20. Do not exit MoBo, but return to SH4 and go another 5 minutes, then mark the contact again. Press “Alt-PrtScrn”, Alt-Tab out of SH4 and return to MoBo.

Step 17: MoBo scale settings



Steps 18-19

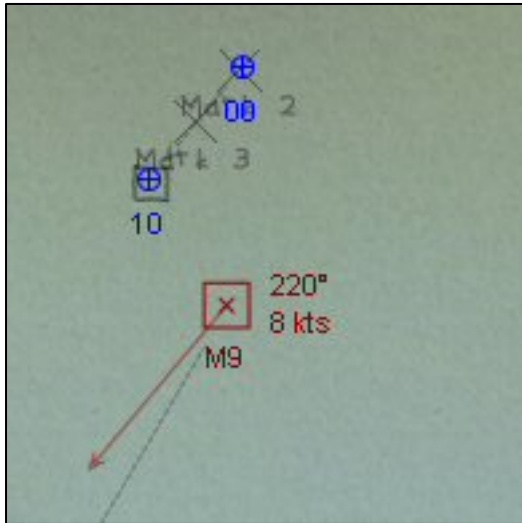
21. Select to 05 node and move it to the next contact mark on the chart. Press the “t” and update the time to 10
22. Place cursor over 00 node and “Select” then activate pop-up menu and select “connect”, place cursor over 10 node and complete. Ensure the “arrow” is pointing toward the 10 node
23. Then press the “y” key to generate TSD, in this case 8.6



Step 23: Display TSD to solve for speed

knots. Then press “y” to turn off TSD.

24. Press the “b” key to generate the bearing between the two nodes. This is also the course of the contact, in this case 220° T
25. Place cursor near the 10 node and press “c” key to generate a contact and the press “v” to generate cursor / speed of 220° T / 8 knots

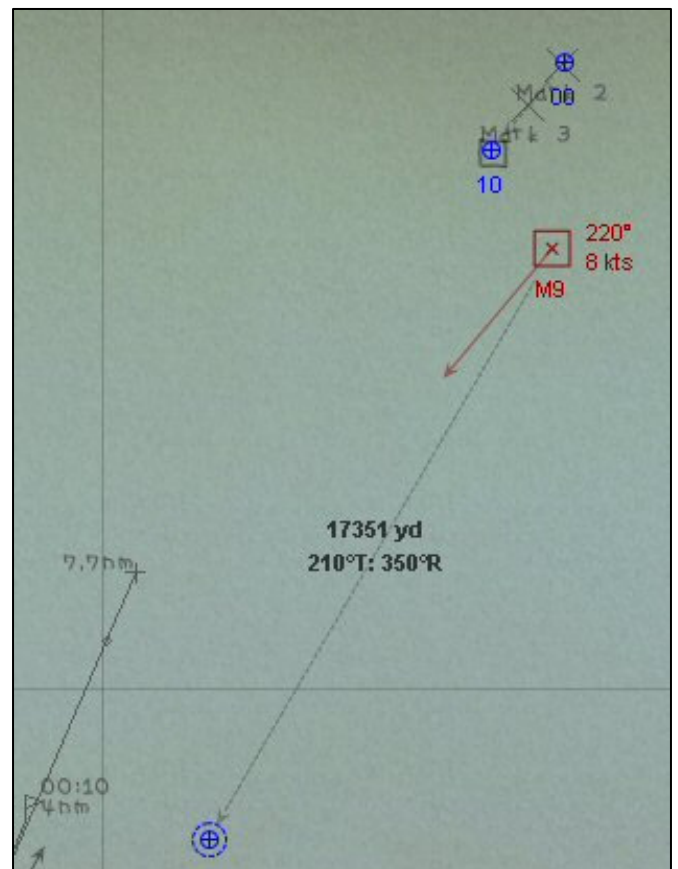


Steps 25-28: Create a contact unit based on your observations

somewhere between 16 to 20 thousand yards. Last, select the “R” key to set the node to “relative” mode.

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26. Place cursor over contact and the press space bar to connect to OwnShip.
27. Using the “n” key create a node between the contact and OwnShip.
28. Using the “connect” option linkup the node and the contact.
29. Activate Bearing (B key) and Distance (D key) and adjust the bearing to 10 degrees relative to the contacts base course. Set the range

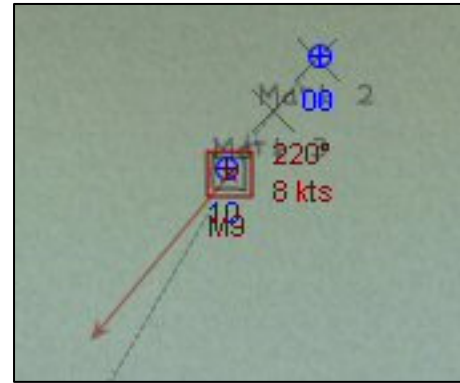


Step 29: Display bearing and set to 10° off contact’s base course

30. Place cursor over contact and move the contact “over” the 10 node

31. Create a second contact near the “Relative” node, select the newly created contact and activate the pop-up menu. Select the “Match” option and place it over the contact you’re tracking so it will inherit its course and speed.

32. Now using the “Connect” option, link it up with OwnShip



Step 30: Move contact over 10 node

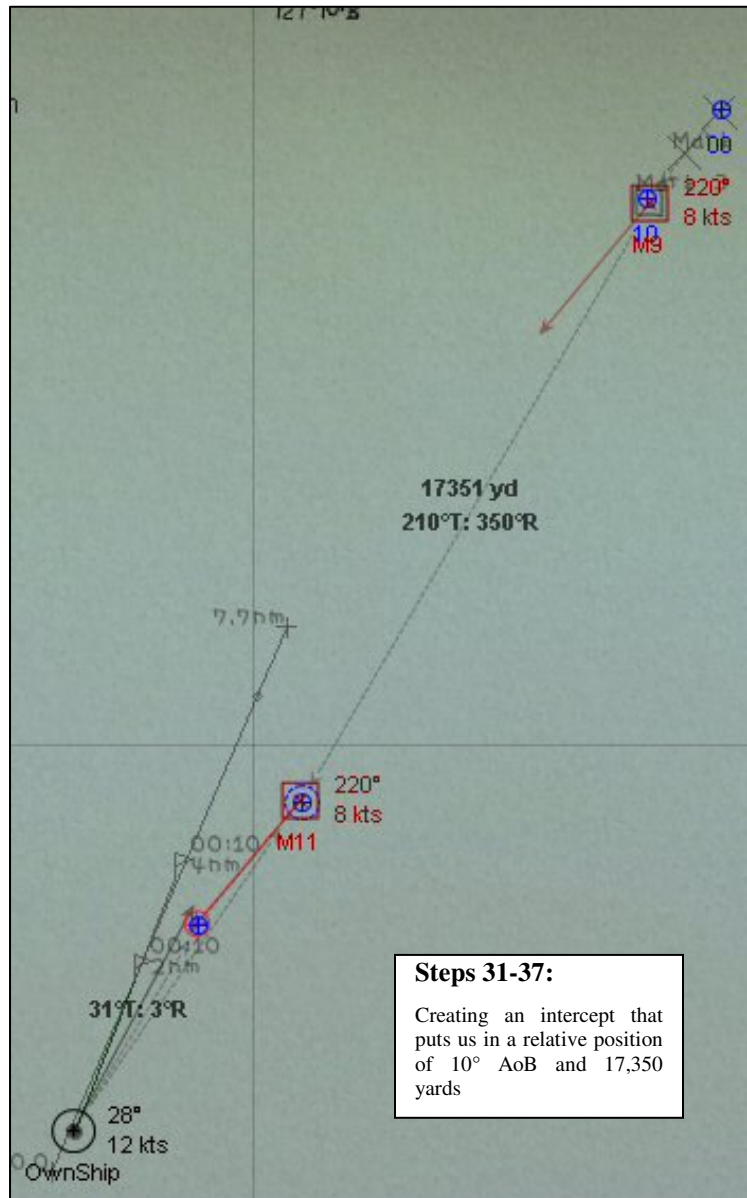
33. Determine the speed you want use to intercept the contact (in this case 12 knots)

34. Then press “I” key to generate an “Intercept”. Note the circle with the red X, this is your intercept point.

35. Place cursor over red X and press “N” to create a node.

36. Press space bar to connect to OwnShip to node

37. Press “B” to generate a bearing which is also your course to station, in this case 031° T



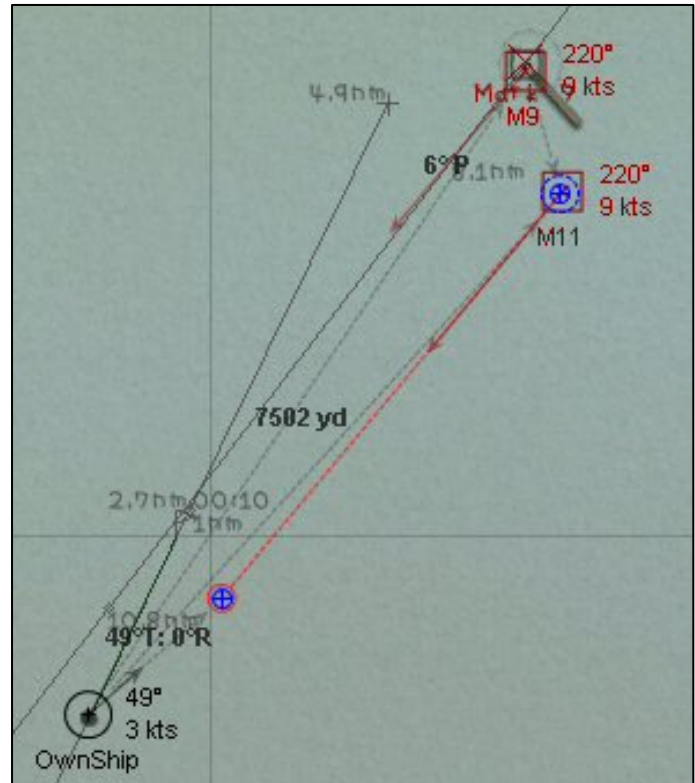
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-
- m
- 7.7nm
- 26°T: 358°R
- 28°
3 kts
- OwnShip
- Mark 2
- Mark 3
- Mark 4
- M19
- M11
- 220°
9 kts
- 220°
9 kts

42. Adjust “range scale” if needed
43. Move contact to updated position
44. Select the “relative” node and move it until it is about 045 degree relative to the contact’s base course and 2500 yard distance. Then move the second contact back over the “relative” node. Change OwnShips speed to 3kts. Move “intercept” node to new position.



45. Return to SH4, go to periscope depth and change speed to 3kts
46. Proceed toward intercept point and monitor the contact via hydrophones.
47. When you are at about 8000 yards, “up scope” and note if the contact is visible
48. If visible return to nav map and press “Alt-PrtScrn”, “down scope”, Alt-Tab out of SH4 and return to MoBo.
49. Press “insert” to update chart
50. Adjust “range scale” if needed
51. Move contact to updated position.
52. Select the “Target” Contact and “connect” it to OwnShip.
53. Using the “A” key to activate the AOB (in this case 6 degrees to Port)
54. Using the “D” key to activate range (in this case 7500 yards)
55. Return to SH4 and enter the information into the TDC and conduct your final approach until...



Steps 46-55: Final approach... a few last minute adjustments are made to zero-in on the contact.



...BOOM!!!

This concludes the “**Attack Strategy**” tutorial. In this tutorial, Lurker has provided you with all the steps necessary to:

1. Plot an initial course for a 12 knot surface intercept
2. Setup an initial relative position as a station for attack
3. Advance OwnShip toward attack station on surface at 12 knots
4. While still beyond visual range, submerge and continue the advance at 3 knots
5. Adjust attack station for a final 3 knot submerged attack

At this point, it is recommended that you create a few training missions of your own and practice with the concepts provided.

The steps listed in this tutorial should be viewed as a general “How To” guide but feel free to make adjustments, add or modify the steps as you see fit.



