



Single- and Multi-Player-Missions

for LSH3 Edition 2022

_LSH3-2022_Single-&OnlineMultiMissions_NoCareer

Contents

Foreword	2
Changes made by this MOD	3
Online-Gaming-MOD	3
Crew_Config.....	3
Basic.cfg	3
GameplaySettings.cfg.....	3
Compatibility	4
Information for nomenclature.....	4
Thanks for great support	4

Foreword

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.

Changes made by this MOD

Online-Gaming-MOD

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! Furthermore the messages_de.txt and messages_en.txt are replaced by 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 Convoys in MultiPlayer-Mode!!!

When the Online-Gaming-MOD is activated you only should play the missions named with “BD...”!

Crew_Config

Because of the Player having no influence on the quality and strength of his crew in Single- and MultiPlayer-Missions I exchanged all Crew_Config_xx.txt files for all U-Boats by files carrying an “Elite-Crew”. Only a few relocations of crew members have to be done.

Basic.cfg

The following changes were made in Basic.cfg which seemed to make sense for me in MultiPlayer-Missions:

[Renown]

NEUTRAL=1;

Neutral Units in convoys are evaluated like Allied ships (Cling together, sink together 😊).

[FATIGUE_COEF]

For the crew, the No-fatigue-MOD was included here

[AMMO_TYPEX]

The amount of bullets for the guns and flak was increased.

GameplaySettings.cfg

The event camera was turned off and some settings concerning weapon officers assistance and sensors were corrected.

A hint for some missions:

Provided that in the briefing or in radio messages submarine numbers are mentioned, check the captain's log (button K) to examine the exact one. The number allocated by the mission is only there shown correctly.

Compatibility

These Missions can no longer be used with LSH3 V4 and LSH3 V5.

The new Missions have been built with the new units of LSH3 Edition 2022 and even the older Missions have been changed.

Information for nomenclature

The Missions (Single- and Multiplayer) now are named with the year in the first position, followed by the name of the Mission and the Sea area in brackets.

The key for the Sea area:

AT – Atlantic Ocean

CA – Caribbean Sea

ME – Mediterranean Sea

BA – Baltic Sea (in German: „Ostsee“)

BS – Black Sea (in German: „Schwarzes Meer“)

Thanks for great support

I would like to thank Prien1981 who reworked all Missions concerning the new units of LSH3 Edition 2022. Furthermore I would like to thank the LSH-team who helped with testing the new missions and whose suggestions have been included.

Regards Prien1981 / Blueduck

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