Miltech Mission Hub

Ship

You can place landable moving ships in the world. You can choose the heading and speed. You can also use the ship as spawn point.

Caution
You can place a maximum of 64 ships in one mission

Attributes

Attribute	Description
Ship Model	Ship model to spawn. Can be: • USCG Cutter • LHD Juan Carlos I • HMAS Adelaide • HDMS Triton • Arleigh Burke Destroyer • Independence LCS • Ticonderoga Cruiser • Cruise Ship • Hospital Ship • Tanker Ship • Type 45 Destroyer • Type 23 Frigate
Orientation	Heading of the ship in true degrees north (not equal to magnetic north)
Ship Speed	Speed of the ship in knots (max. 40kts)
Ship Spawn	You can use the ship as spawn point. You can only set 1 spawn point in a mission. You can choose a 'Ready to go' or 'Shutdown' spawn.

Actions

Ship doesn't have any actions.

Events

Ship doesn't have any events.

See also

Supercarrier

Spawn