Miltech Mission Hub

Submarine Attack

You can spawn a submarine in the world that the player will have to find, intercept, and disable.

Attributes

Attribute	Description
Active On Start	**Enabled:** as soon as the missions starts, the submarine will be spawned and the related objectives will be shown. **Disabled:** you need to activate this activity during the mission
Submarine Model	Can be: • American Sub • Russian Sub • Illegal Sub
Spawn Radius	Radius (meters) in which the submarine is randomly spawned (0 = exact location).
Orientation	Direction in which the submarine is traveling (true north degrees).
Speed	Speed of the sub in knots.
Show Direction	In the HUD, show the the exact direction to the submarine.

Actions

Action	Description
Activate	If it wasn't active yet, the submarine will be spawned and the objectives will be shown.
Deactivate	The submarine will be removed from the world, and the objectives will be deactivated.

Events

Event	Description
Attack Completed	Fires when the player intercepted the submarine and fired a missile or torpedo at the submarine.
Attack Failed	Fires when the player intercepted the submarine and fired a missile or torpedo, **but missed the submarine.**

See also

- For only intercept missions, use Submarine Intercept.
- You could start the mission on a Ship.