

## **Scenario Description**

Welcome to the Introduction to Basic Surface Operations Exam - Opposed Transit. This is the fifth in a series of tutorials designed to teach players the fundamentals of surface operations in Command, and the first 'Exam' of the series. In this tutorial, the following topics will be covered:

- Engage land targets with Naval Gunfire Support
- Conduct underway replenishment (UNREP)
- Setting group formations

The player will need to combine the above concepts with knowledge from previous tutorials in this series in order to successfully complete the mission, specifically:

- Control the heading and speed of your ships
- Operate surface search radar
- Engage surface targets with guns and missiles
- Conduct embarked aircraft operations
- Conduct embarked small boat operations
- Operate visual, electro-optical and infra-red sensors
- Operate air search radar
- Operate electronic support measures (ESM)
- Engage targets with anti-air gunnery
- Engage targets with surface-to-air missiles
- Engage targets with close-in weapons systems
- Deploy decoys and countermeasures
- Operate active and passive hull sonar
- Engage targets with anti-submarine rockets (ASROC)
- Engage targets with over-the-side torpedoes
- Utilize Sprint and Drift movement
- Perform combined ASW operations with embarked helicopters

Pop-ups will appear with important messages during this scenario. You can find a PDF of them in the documents folder that comes with these tutorials. The default location is: C:\Program Files (x86)\Command Modern Operations\Scenarios\Tutorials\Surface Warfare Tutorials\Documents.

For Steam users, they will be located at: C:\Program Files (x86)\Steam\steamapps\common\Command - Modern Operations\Scenarios\Tutorials\Surface Warfare Tutorials.

## **Scenario Briefing**

## Welcome to Basic Surface Operations 1.5

In this skills challenge you will have command of an Australian surface group. Using pop-up messages like this, you will be guided through the following topics:

- Engage land targets with Naval Gunfire Support
- Conduct underway replenishment (UNREP)
- Setting group formations

Following discussion on the above topics, you will be presented with a challenge to test the skills and knowledge you have gained so far.

Your mission is to engage designated targets with Naval Gunfire Support (NGS) before escorting a high-value unit (HVV)--HMAS Sirius--through a confined strait, defending against surface, air and submarine threats. Unlike previous tutorials, the opposition platforms faced in this evaluation pose a real threat to your units.

This tutorial is designed to stop time compression with pop-ups at important moments. Surface operations can be slow paced due to the speeds and distances involved, so feel free to use time compression in the tutorial knowing that any significant developments will be accompanied by a time-stopping pop-up.

To make use of this in your own gameplay, or fine-tune pop-up settings for this tutorial go to Game > Game Options > Message Log and select 'Raise Pop-Up' for any event that you wish. Useful pop-ups for Surface operations include 'Contact Change', 'New Contact', 'Special Messages' (this should always be on), 'Unit Damage', 'Unit Lost' and 'New Weapon Contact'.

In this scenario pop-ups will appear with important messages. You can find them in the documents that come with the tutorial. The default location is: C:\Program Files (x86)\Command Modern Operations\Scenarios\Tutorials\Surface Warfare Tutorials\Documents.

### **Message 1**

We are currently on station to the south of Pelee; HMAS Stuart has detached from the task group to complete a Naval Gunfire Support serial against shore targets on Pelee. HMAS Anzac has just completed a replenishment at sea (RAS, also known as underway replenishment--UNREP) with our high value unit (HVV) HMAS Sirius in preparation for transit of the Ceram Sea to RP Oscar.

Naval Gunfire Support (NGS) is often overlooked in the age of cruise missiles and air power, however naval gunfire has some advantages that missiles and aircraft lack. Aircraft and missiles are vulnerable to air defences, and while shells from naval gunfire

can be countered with specialized systems they remain relatively uncommon and do not maintain their effectiveness well in the face of sustained attack.

Your frigates are equipped with Harpoon II cruise missiles which can be used against land targets or surface ships, and their MH-60R multi-role helicopters can also be fitted with Hellfire missiles to attack land and surface targets. The Harpoon IIs and Hellfires are limited in supply, with your frigates carrying 8 of each as standard. Ammunition for your 127mm guns on the other hand, is plentiful--with 300 rounds of high explosive point detonating (HE-PD) ammunition that is extremely well suited to NGS. You may recall from Basic Surface Operations 1.3 that HE-CVT ammunition is loaded by default to defend against unexpected air threats; assigning HE-PD ammunition to a target means the crew will automatically reload the desired ammunition before firing.

Select HMAS Stuart and use the manual attack order (Shift+F1) to assign 127mm/54 HE-PD shells to each target in the NGS Target Field on Pelee. You can allocate a fixed number of shots to each target in the target list by first selecting the firing unit then pressing Shift+F1 to order manual weapon assignment, drag-selecting the target contacts, then using Ctrl+Click or Shift+Click to select multiple targets in the target list, and finally entering a number in the "Allocate weapons to selected target(s)" field and clicking the associated button. Since we have 300 rounds of HE-PD ammunition and six targets, we can allocate 50 rounds to each target using that method. Once a target is destroyed, any weapons allocated but not yet fired are de-allocated and available for use on other targets.

Once you have allocated your 127mm HE-PD ammunition to the 6 targets on Pelee, start time by pressing Space or clicking 'Close & Resume'.

## **Message 2**

Good work, the NGS targets have been destroyed.

It is easy to focus on air power and cruise missiles when considering options to attack shore targets; keeping NGS in mind as an option may allow you to remove threats to aircraft as well as engage targets without exposing your forces to return fire.

With our naval gunfire serial complete it is time for HMAS Stuart to rejoin the task group and commence the transit of the Ceram Sea to RP Oscar; however first we need to replenish fuel and ammunition to ensure we are ready for the upcoming anti-air, surface and submarine warfare serials.

Select HMAS Stuart and order it to replenish from HMAS Sirius by using the right-click unit context menu and selecting 'UNREP if possible' > 'Select Provider Manually' and then clicking on

HMAS Sirius. Once you have ordered HMAS Stuart to UNREP, resume time by pressing Space or clicking 'Close & Resume'.

### **Message 3**

HMAS Stuart is replenishing fuel and munitions. While Stuart replenishes, let's form up Anzac on Sirius and start the Task Group moving towards RP Oscar.

Select HMAS Sirius and HMAS Anzac by drag-selecting both units, or selecting one and then adding another to the selection by shift-clicking. Press the G key to Group the selected units together. By default the ship with the largest displacement will be set as the group lead, which is suitable in most cases. To change the lead for a group, select the group and bring up the Formation Editor (F4), then select the desired lead unit and click 'Set Group Lead'. For this exercise, leave Sirius as the group lead.

The purpose of forming groups is to keep units in defined areas to support each other. In this situation we have an essentially defenceless HVU and two escorts; and we have three potential threat sources--air, surface and submarine. The surface threat is most likely to manifest as a cruise missile attack, so it makes sense to configure our defence to protect against submarines and air threats.

Ships in a group can be assigned stations, which can (and should) be configured to optimize their effectiveness. We will set HMAS Anzac as a picket and keep HMAS Stuart in close to Sirius for point defence once its RAS is complete. HMAS Sirius will set the pace of transit as the slowest unit. Let's assign HMAS Anzac a suitable station while Stuart completes their RAS.

Select the group and bring up the Formation Editor (F4), select HMAS Anzac from the list of units and click 'Set Station (Relative Bearing)'. Now click the map near the new reference point that has appeared 25nm ahead of HMAS Sirius to set the station for HMAS Anzac. This position is just outside the first convergence zone, and still just within the maximum range of the frigates' air defences--providing an overlapping field of air defences immediately ahead of the HVU as well as screening well in advance for submarines. Because we have chosen a relative bearing, the station will move if HMAS Sirius changes course. This is useful on long straight transits, but can slow a task group down while units change stations if a lot of maneuvering is conducted. If you wish, you can change the station type to fixed bearing by selecting HMAS Anzac in the formation editor, and clicking 'Set Station (Fixed Bearing)'. It is recommended to set HMAS Anzac to sprint and drift by checking the 'Sprint and Drift' box in the Formation Editor. This means that Anzac will sprint and drift to keep pace with the lead unit while making the best use of its hull sonar.

Once you have assigned HMAS Anzac to its picket station, resume time by pressing Space or clicking 'Close & Resume'.

### **Message 4**

Excellent. HMAS Anzac is on station ahead of the task-group. If you haven't already, ensure that the task group has a course plotted to RP Oscar and has an appropriate speed set to reach the RP in time.

Once HMAS Stuart has completed its RAS, add it to the task group by selecting both the group and HMAS Stuart and then pressing the G key. It's important to remember that units assigned to a group will not automatically detach to perform RAS, you must manually detach them and assign them to RAS before re-assigning them. This is to ensure you are not caught off guard with your escorts performing RAS at a critical moment.

You may now set a station for HMAS Stuart in the same manner as you did for HMAS Anzac. A suggested station is 2nm east-south-east of HMAS Sirius on a fixed point, constant speed station. This ensures HMAS Stuart stays close to the HVU to defend with its missiles if required, without the possibility of being caught out of place on a sprint and drift station.

You may delete the generated reference points (select the relevant points with the mouse and press Ctrl+Delete) for task group stations and re-allocate your units as you see fit. To switch between unit and group view, press the V key.

**This concludes the training segment of our exercise. The evaluation phase commences now.**

Your mission is to escort HMAS Sirius to RP Oscar, arriving no later than 1200Z 18 AUG 2020. Weapons release, EMCON, formation, air and boat ops are at your discretion. There are no restrictions on ammunition expenditure; the only objectives you have are to preserve your command and reach RP Oscar within the allotted time.

**Air warning red** Any unidentified aircraft can be considered hostile if behaving in a threatening manner.

**Surface warning red** Any unidentified ship can be considered hostile if behaving in a threatening manner.

**Submarine warning red** Any unidentified submarine can be considered hostile if behaving in a threatening manner.

## **Win**

Congratulations, you have completed the assigned objective.

- A 'Triumph' indicates that the HVU reached the target undamaged and no escorts took damage, and is considered an excellent result.

- A 'Major victory' indicates that the HVU reached the objective and one unit took damage, and is considered an good result.
- A 'Minor victory' indicates that the HVU reached the objective despite significant casualties, and is considered an acceptable result.
- An 'Average' indicates that the HVU reached the objective despite major casualties, and is considered a borderline result.