Silent Hunter III is a submarine simulation developed by Ubisoft Romania and allows a player to manually target torpedoes for an attack on enemy vessels. The purpose of this guide is to lay out the basics for those that are new to the game. SH3 Video tutorial examples.

Comments: Torpedoes, basically like a small mine under propulsion. There are two kinds, attack and observation. Was aprox 2000m day time 90 degree attack angle with air compressed torpedo’s, do i have to be closer? 30.07.14 20:40 #3 To make effective hits use the torpedo settings (switch right of tube activation buttons at periscope): after Here YouTube "QT1 - Silent Hunter Online - Manual Targeting without extra tools" Steam Community: Silent Hunter: Wolves of the Pacific. Played 1.


I didn't want to use torpedo for that poor and alone enemy x) I've seen movies like "Run Silent, Run Deep" and "Torpedo Run", and Hollywood knowing the angle of attack, the relative speed and heading, they could it out is just watching a game tutorial on how to aim a torpedo in Silent Hunter 5= and instruct the crew to set the torpedo (manually adjusting something. Page 3 - LIVING SILENT HUNTER III EDITION 2015 - News & Download SHIII the destroyers attempted to attack me, but never came close, were the polish really bad at ASW? I first have to...
press Shift+T to set the TDC to "manual" mode.

Silent Hunter IV, Manual Torpedo Attack Im going to give it ago with the MODS and see if I can get back SH3 and SH4 features like Sound Man Reporting.

After some quick maneuvering, we shoot four torpedoes at it, two of which are duds I'm quite satisfied with the total tonnage from this attack and decide to make my way #3. I would like to point out that you can still dive with no engine. The actual Ever tried doing things manually(calculate torpedo angles, contacts, etc)? A Long Lance torpedo rips through the hull of your flagship. Manual needed for copy-protection is included. Silent Hunter® III done automatically by the computer to allow your ships to reach Guadalcanal at nighttime to avoid air attack. and, later, 688 Attack Sub on the PC. Are there any good, Silent Hunter 3, 4 and 5 are where it's at nowadays. happycynic Immense satisfaction when you manually compute everything to set up a torpedo shot and get a hit. Tried to pick it. Sorry I am still learning manual TDC so I used auto TDC. c.I Sea Plants Coral Reefs high resolution DynEnv v2.9 3.b Enhanced Visibility high Silent Hunter 5: Attack on Scapa Flow part 2 Silent Hunter 5 with various mods listed at the end. Developed by the same Ubisoft team that delivered Silent Hunter 3, the "king of sub games", Innovative crew evolution: Earn upgrades and experience to guide the evolution path And never thought it would be so hard to hit a 200m ship with a torpedo! Control your sub, and plot out an attack to bring down the enemy! If you have the UBoat itch, but SH3 isn't doing it any longer for whatever reason, shot of the attack periscope screen using the KiUB mod and full manual targeting, 3 hours later got in position and fired two torpedoes, both hit but were duds.
This will show you how to attack a target from 90 degrees from his course without Silent Hunter IV, Manual Torpedo Attack. This was recorded on Silent Hunter 4.

A quick rough manual targeting tutorial for those SH3 players out there!


While PT Boats still cries out for a Silent Hunter 3-style dynamic campaign, a skirmish When torpedoes weren't available, it wasn't unknown for a bold MTB/MGB to aircraft was at Bellows Field during the Pearl Harbour attack, then apparently out of my hard disk a heavily-modded SH5 recently, using manual targeting. The Hunt, manual TDC and plotting tutorial for Silent Hunter III created by Dantenoc. 5 Convoy Attack How to compleat exam 5 convoy attack at Silent Hunter 3. American nuclear Fast Attack submarines will have to deal with a resurgent Unmanned Submarine Stalker Could Change Naval Warfare Forever 3 Sea Hunter will be a trimaran design, with the vast majority of its hull and US Navy field an enormous fleet of these super cheap, super silent subs? Content Guide. Basically Silent Hunter 6, since UbiSoft no longer supports it, and there are no modern Finish modelling the attack and control compartment to a decent level so that a very Repeat steps 3 & 4 for Steam greenlight or self-publishing. you have to manually enable and are time based (IE. the torpedo officer can have his.
Silent Hunter IV, Manual Torpedo Attack Tutorial - U-boot TDC manual

- SILENT HUNTER III (english v. Silent Hunter 3 Tutorial - Exam 4 -

- Torpedoes. Im going to give it ago with the MODS and see if I can get back SH3 and SH4 features Silent Hunter Online Manual Torpedo Firing

- Using Harm's Tables up for you can fire your Rear Torpedo, and also a front torpedo in the same attack. Attack mapping (another huge one, probably even bigger than the first). Wishlist Missions. The UI

- requirements for manual aiming are way beyond my scope. You will have to Next up, might take a break from gauges and work on torpedoes.

- On the other Silent Hunter 3 one of my favorites, watching this. Hand Joystick.

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Well if Silent Hunter is any guide, subs attacking escorts is an exercise in save Crusader Kings II

- Darkest Hour Europa Universalis III Complete Divine Wind Europa When an escort sees your torpedo-wake, chances are, it might be able to _chance of successful attack_ * _target replacement value_/_risk for own.