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SUBJ/QUICK START INSTRUCTIONS//

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Congratulations on your new command, the USS Lubbock (SSN-806). Unlike a normal command, the circumstances of your mission will be of your own choosing. Your basic workflow should proceed as follows:

1. The default map is titled “default\_map.kml”. You may also use ArcGIS or Google Earth (or any related KML editing program) to create your battlespace. Ensure any battlespace you create is saved in the same directory as the program files, replacing the “default\_map.kml” file with your new file under the same name.
2. Open any web browser to the following address:
   1. <http://127.0.0.1:8050/>
   2. This should load a blank internet screen.
3. Using your Python command prompt, navigate to the directory containing the program files. Enter the following command:
   1. python USS\_LUBBOCK.py
4. You are now underway with the following settings:
   1. CRS – 090
   2. SPD – 5 kts
   3. Depth – 150 ft
5. You may change course, speed, and depth by entering new values into the available boxes. I have put no limitations on speed and depth; those will be up to an intelligent operator to abide by real world constraints for training value. No simulation of acoustic-related limitations of your ship are modeled as well, for obvious reasons. Any depth at or above 65ft will allow the operator to see precise location data of nearby vessels. This will also expose you to the risk of counter detection.

GENTEXT/EXAMPLE

1. (U) Building the Operating Area (OA).
   1. Merchants
      1. Merchants need three placed points titled ‘A’, ‘B’, and ‘C’. Fifty merchants will spawn evenly between ‘A’ and ‘C’. One merchant will be released from one of those points at random every 120 seconds. Merchants from ‘A’ will drive to ‘B’, and having reached ‘B’, will drive to ‘C’. Merchants spawning at ‘C’ will drive to ‘A’ through ‘B’ in a similar fashion. Merchants move at 16kts and do not exhibit any other behavior.
   2. Fishing Vessels
      1. Ten fishing vessels will spawn at each point titled “Fishing Spot”. After spawning randomly over a small area, they will drive in small circles. Fishing vessels do not exhibit any other behavior.
   3. Warships
      1. Two warships will spawn at each point titled “Warship Spawn”. They are looking for you and will move in random directions at high speed. They will attempt to stay within 50kyds of point ‘B’. #need to plot red iff < whatever range or pd detect
   4. Land
      1. Yeah I gotta figure that shit out
   5. Goal
      1. Stuff about goal
   6. Default Map
      1. Stuff about how default it is

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| --- | --- | --- |
| **Counter-Detection Threat** | Periscope Depth (depth65ft) | Deep (depth > 65ft) |
| 20kyds < Range 30kyds | 10% | NA |
| 10kyds < Range  20kyds | 30% | 10% |
| Range  10kyds | 90% | 30% |

Fig 1.

1. (U) Playing the Game
   1. For our example scenario, the operator is given the following task:
      1. PENETRATE THE MERCHANT TRANSIT LANES, FISHING AREAS, AND WARSHIP SCREENS TO THE INTERIOR OF MONTEREY BAY FOR A TLAM STRIKE AGAINST AN INSURGENT TRAINING COMPOUND LOCATED NEAR DEL MONTE BEACH.
   2. Your display:
      1. Do a big display picture here with cool stuff wow cool
      2. Ranges to targets given if they are within idk 20kyds
      3. Explain stuff
   3. You must make the risk decisions to drive your ship to the goal. Remember that a warship should behave much differently than a normal merchant or fishing vessel. In addition, a warship’s trace and/or ranging information will turn red to assist in differentiation in the following circumstances.
      1. If you spot a warship at periscope depth (Range < 30kyds)
      2. If you close within 20kyds submerged to a warship

DECL/04JAN2026