



The Trident Times



Welcome to the first 'new look' edition of our Task Force Newsletter, we hope that you will find this enjoyable and informative.

Being the first of many issues to come, we will naturally see this publication go through a series of 'evolutions', with the help of you; our Task Force members, giving us input as to what you would like to see in future editions. One such idea currently under consideration is to attach this 'publication' to your email as an 'adobe acrobat' document, giving us much more freedom in how we publish documents with pictures / multimedia content.

The author would also be grateful of any contributions made by our Task Force members, be they stories, helpful hints, or even language translation to assist other members who may have more difficulty with English.

Our Task Force COC, wishes to use this newsletter as a vehicle to foster our members' enjoyment and gaming immersion, by providing you with advice, training hints, up and coming gaming news, interviews, stories, and the odd amusing anecdote.

We are all people from diverse cultures and backgrounds who have banded together and helped to transform a common interest into a living / breathing entity, which engenders fellowship and a team spirit, but most of all; we are all having fun in the process.

So without further ado, to quote a famous "Monty Python" movie; let's "Get on with it!"

...Task Force Operations...

...Hints, Techniques and Upcoming Training...

In this section we intend to put whatever useful hints members have, for instance, successful manoeuvres, a tactic that you have found helpful, or hints on how to make a player more effective in a particular game. We will also post links to sites that may be of training or 'extra-curriculum' value. Again we hope your participation will help to make this section bigger and better as the newsletter grows.

For now, I have provided a couple of links, which should provide some extra 'in depth' background information for DW players.

Understanding Oceanography: Readers of our Forum have probably already seen this link in the Naval Academy, however I found its contents extremely useful in assistance with translating what to expect from sonar based on the SSP graph.

<http://metocph.nmci.navy.mil/KBay/oceano.htm>

Fundamentals of Naval Weapons Systems: This is a little more 'hard core'. If you want an in depth explanation of how a system works you've got it. (That is within the bounds of secrecy laws). Its source is claimed to be the "Weapons and Systems Engineering Department - United States Naval Academy", so that should give you a fair clue of what to expect...

<http://www.fas.org/man/dod-101/navy/docs/fun/index.html>

...Games Information...

Flight Sim enthusiasts will soon be able to strap on an F16 and take to the skies in aerial combat, as the fleet's Research and Development are almost ready to announce the completion of map testing, establishing ROE and scoring system for the game "Falcon 4 - Allied Force".

Established players of this sim are already aware of it's capabilities in graphics, physics and overall realism. Those who haven't, but have often considered taking up a modern flight combat simulator game may be surprised to learn that its hardware requirements are not as demanding as more modern - day games such as 'lock-on' and other, more modern titles in this genre.

Having established that, be prepared to digest a games manual that will ease you into the cockpit and acquaint you with all the technical intricacies and passionate attention to detail incorporated into what has now become a benchmark game.

To quote a famous novelist, "What modern warfare lacks in humanity, it more than makes up for in intensity". The novice will soon come to realise why the term "fly by wire" is a blessing to modern pilots (with the relative ease of flight); considering that a good percentage of their time will be spent interacting with; avionics, fire-control, radar (air and ground), radio communications with ground control and E3 sentries, other aircraft (be they 'buddy spikes' or 'bogey's'), ESM, navigation, timing (for strike co-ordination), and threat avoidance, (read "SAM & AAA"), which when combined provide 'spatial awareness' of the combat picture. Oh and don't forget that hitting the ground is not good for persons who have or suffer from: weak backs or spinal disorders, motion sickness, mental sickness or pregnant women; (please keep your arms and legs inside the ride at all times!) ☺

As in "Dangerous Waters", there is a real 'reward' to be experienced when one comes away from a mission "shaken but not scathed". The fact that we are soon to experience this addition for our "Fleet Air Arm", is testament to the hard work and dedication shown by our few volunteers in the research and development branch. If we had but more of these people in our ranks, who could afford a small investment of their time, imagine the spectrum of games, and maps that would become available to us for our enjoyment as members of the World's best Virtual Navy.

System Requirements:

- Windows® 98 / ME / 2000 / XP
- Pentium® 4 1.5GHz or AMD Athlon® 1.2GHz CPU (recommend: Pentium® 4 2.4GHz or AMD Athlon® 1800)
- 384 MB of RAM
- 1.5 GB Free Hard Disk Space (plus 500 MB for Windows Swap File)
- 4x CD-ROM Drive, 100% Windows compatible mouse, keyboard and joystick
- 1024x768 resolution capable color monitor
- 3D accelerated DirectX® 9 .0c compatible Video Card with 64MB of memory (recommend 128MB)
- DirectX® version 9.0c or higher compatible sound card
- 56Kbps ("hardware") modem for multiplayer options (recommended: DSL/Broadband)
- DirectX version 9.0c (included) or higher.
- As a general rule of thumb, make sure you have the latest Windows updates (including Windows XP Service Pack 2 and following updates), and latest drivers for your other hardware (graphics card, sound card, joystick controller...)

...Player Interview...

This month's 'victim'☺, is a man who has played many times with quite a few of our members. At first, he found "Dangerous Waters", to be rather "muddy waters", but despite the setbacks and frustrations experienced by all new Dangerous Water's online players, he showed great determination and eventually sought out help. Many of us came to his 'rescue'; advising him, spending time in 'training dives' as many of us in TF-73 are only happy to do. Time and experience coupled with this assistance has helped to turn this diver's performance around, as it does with us all.

The only problem was... well, he was not in our Task Force, he was actually in TF74. Even so, this did not deter us from helping him further when asked. Eventually he decided that the fellowship and camaraderie were far superior to what he was experiencing on the 'other side of the ocean', and he requested for a Transfer to our ranks.

This man may not be a 'Player of the Month' yet, but his story is truly inspirational. I would like to introduce you to LTJG Robby...

Newsletter

So when did you first start playing dangerous waters?

LTJG Robby637 TF-73

May 9th 2006

Newsletter

Did you just jump into multiplayer or was there a 'honeymoon' in single player first? When you started multiplayer was it in Game spy? And how long did it take you to find out about the GNSF?

LTJG Robby637 TF-73

I did a few single player missions, but found the learning curve a little steep at first. So I looked in Game spy to find a multi-player game, that I could join, and try to get help, while stumbling around. They helped me some, but were having fun sinking me. Now, I hope that I don't hurt anyone's feelings, but I cannot remember exactly who helped me in those games, but they did, and I am grateful. Then I asked if there were any clans accepting new members to help learn, and I was directed to the G.N.S.F Website.

I was diving with LTJG Swimsalot, and CDR Apocalypse, at first, and then I began to dive regularly with LTJG Newt-iCop, and LT Drop-Bear, (then) LT Swordfish, and I was accepted as a Cadet. They helped me with whatever I needed, and before long, I was getting a bit better at staying alive. Then the G.N.S.F welcomed me in their ranks, and I began to seriously work on my sonar tracking.

I have stacks of notes from the help I have received, and am writing it up in a book, to make more sense to me (I had absolutely no training or experience in manual sonar before coming to the GNSF).

Newsletter:

Ok, what other games do you like to play?

LTJG Robby637 TF-73

I like online stock-car racing, and BF1942, Flight Sims, strategic action games, but I still like Dangerous Waters the most. I tried Navy Field, but it grew old quickly for me

Newsletter:

Who would be the hardest player that you have played against within the ranks of the GNSF... and looking at your replays, what do you think that person does that makes him such a hard player to kill?

LTJG Robby637 TF-73:

Wow it is difficult to say who was the hardest to kill. I only have 5 kills; LCDR Swordfish is very hard to find, LTJG Newt is very hard to hit once I find him. LT Drop-Bear is also hard to find. I would have to say, LTJG Newt-iCop was the hardest to kill because I played so many more games with him, and learned the hard way to fire, and then turn away.

Newsletter:

Ok, looking at your scores to date, you have a total of 495 points with a total win percentage of 5.88, and a total kill percentage of 4.2 (which is definitely more than 1 kill), out of 119 Games. Now, some people may 'sneer' at those stats, but what I see is sheer determination and strength of character shining through, you have made it to LTJG, AND you have won the Navy Achievement Medal "C", and GNSF 1st TF War Ribbon in the process. What would you say to players, who having just joined our ranks may be feeling a little 'downtrodden' having entered such a highly competitive environment, and are having difficulty adapting their diving skills?

LTJG Robby637 TF-73:

To new players, I would say - know that you will get sunk a lot, before things will begin to become clearer, learn all you can about sonar, and tracking, and don't feel bad if you get sunk, view it as a lesson from your competitors, and not a bad thing. They are trying to help you. Keep at it, and as it did for me...you will get better. Ask questions, and you will get good advice.

Newsletter:

Is there any Game that you would like to see adopted by the GNSF that isn't "on the menu" at present?

LTJG Robby637 TF-73:

I personally love a good flight sim. I had CFS3, but there is likely a better flight sim now

Newsletter:

Being in a Virtual Navy whose member's span the globe can be a little challenging to some divers as their time zones restrict them to playing with the same people. Are there any times when you are available for game play other than your normal play hours (say weekends and such)?

LTJG Robby637 TF-73:

Yes, on the weekend, I can go all day, but on weekdays, I'm limited to evenings. One thing is certain; I can always find a good competitor/S it seems.

Newsletter:

How would you rate the importance of Task Force training, such as "Trident's integrity", and tournaments for our advancement, and more importantly, having come from the "Dark - side" (TF-74) J, How much importance do they place on these kind of task-force activities?

LTJG Robby637 TF-73:

These Training exercises are very important. I wish there were more. I learn better in a structured training course, where you get the best information available.

Newsletter:

Finally, I understand that many members simply don't have the time to become more involved in Our Virtual Navy as a whole, but, do you see yourself as a person who can or does volunteer some of their spare time to help advance our enjoyment in what we do?

LTJG Robby637 TF-73:

Certainly I have lots of time to devote to our enjoyment. Let it be known that I stand ready to help in any way that I can possibly help G.N.S.F, and many thanks to all for help received. You know who you are.

Newsletter:

Many thanks for your time sir <S>

..Amusing Anecdotes..

Finally for those who share that strange, almost 'macabre' sense of humour, refined from days of hardship in Service, (and those interested to know), here are a couple of links to some old 'sea stories' that are bound to put a 'smile on the dial'...

Razor Blades and Ivory Soap: <http://submarinestore.com/stories/facts-razorblades.htm>

Thunder Mugs and Freckle Makers <http://submarinestore.com/stories/facts-thundermugs.htm>

So that's it for this Newsletter, please feel free to send your comments / suggestions / submissions to us, and be on the lookout... No-one in the Task-Force can evade an interview with countermeasures 😊....