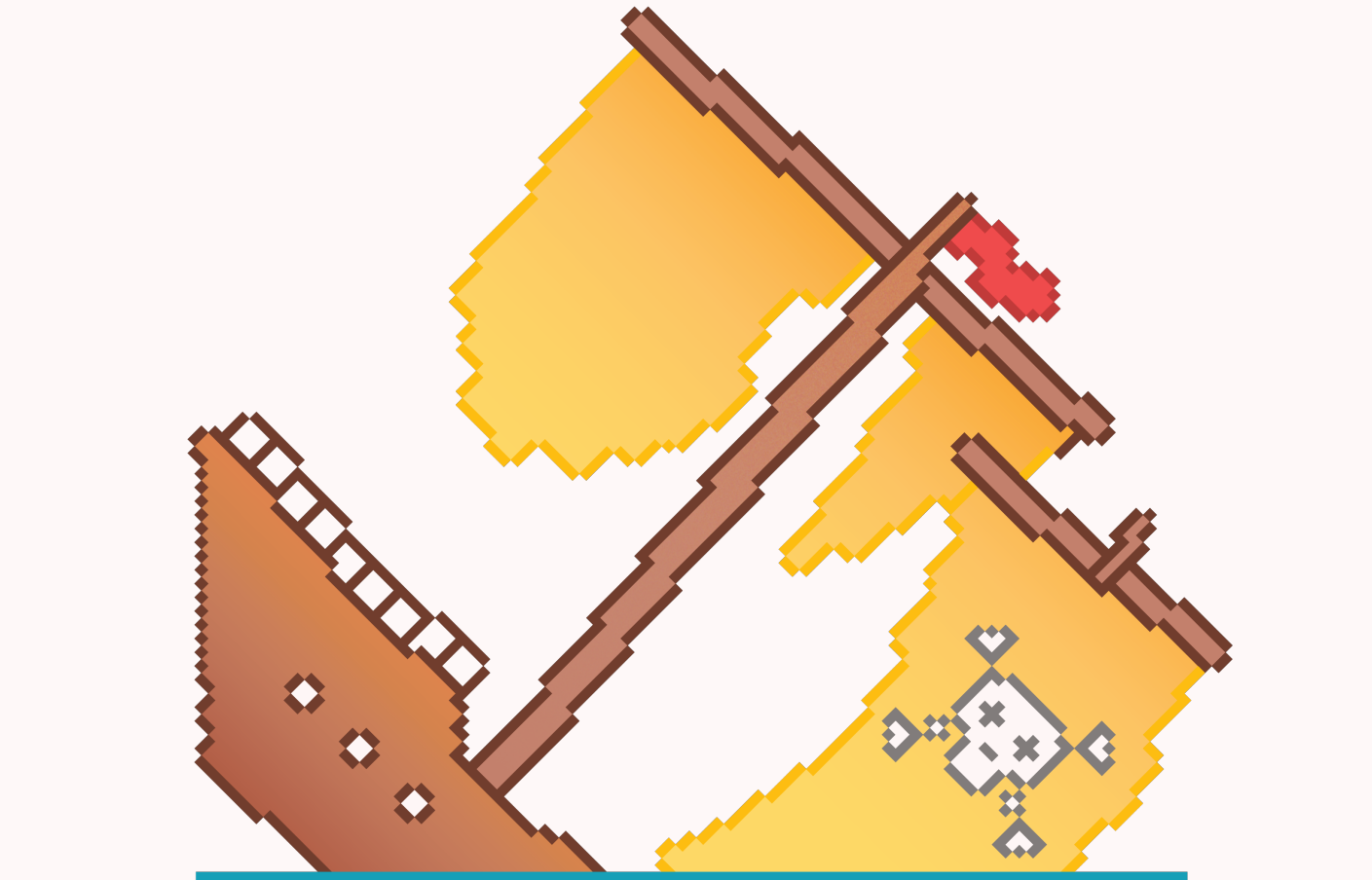

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CYBER SINKEX

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SEA to F

CYBER SINKEX

NAVIGATION

Flag Name	Description	Validation	Points
Autopilot Engaged	Demonstrate that the Autopilot can be engaged over NMEA2000	Visual inspection that the Autopilot has been engaged on a heading	**150**
And Away We Go	Demostrate that the Player can set the commanded Heading	Visual inspection that the Autopilot heading setpoint has been changed	**195**
Off Course	Demostrate that the Player can set the commanded Heading to value between 265° and 285°	Visual inspection that the Autopilot heading setpoint has been changed	**100**
Drifting	Demostrate that the Player can set the commanded Heading to value between 5° and 25°	Visual inspection that the Autopilot heading setpoint has been changed	**100**
Major Listing	Affect the Pitch and Roll Data as Displayed on the ECDIS	Visual inspection of the Pitch and Roll values displayed on the ECDIS	**100**
Massive Waves	Affect the Pitch Data as Displayed on the ECDIS where Pitch is between 80° and 100°	Visual inspection of the Pitch values displayed on the ECDIS	**100**
Flipped Over	Affect the Roll Data as Displayed on the ECDIS where Roll is between 40° and 60°	Visual inspection of the Roll values displayed on the ECDIS	**100**

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CYBER SINKEX

NAVIGATION

Flag Name	Description	Validation	Points
A little bit of Speeding	Demonstrate arbitrary control over the Speed through Water sensor	Visual inspection of the Speed Thru Water value displayed on the ECDIS	155
Break neck speed	Demonstrate arbitrary control over the Speed through Water sensor to show a value between 50kn and 100kn	Visual inspection of the Speed Thru Water value displayed on the ECDIS	100
Capsizing Speeds	Demonstrate arbitrary control over the Speed through Water sensor to show a value of or above Mach 1	Visual inspection of the Speed Thru Water value displayed on the ECDIS	155
Teleporting	Affect the Position Data as Displayed on the ECDIS	Visual inspection of the Position displayed on the ECDIS	185
Remote Identification	Create a spoofed AIS contact that is displayed on the ECDIS	Visual inspection that an AIS contact is being reported	250
Tossed Overboard	Create a MOB message to be displayed on the ECDIS	Visual inspection that a MOB alert has been triggered	300
Never seen this Before	Create a spoofed sensor not found on the Grace Navigation Console and have the ECDIS being report its data	Visual inspection of a “new” sensor on the ECDIS and data is being shown	350

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FATHOM5

SEATF

CYBER SINKEX

STEERING

Flag Name	Description	Validation	Points
Hard Left	Override the Joystick and set the Rudder to Full Port	Visual Inspection of the Rudder	225
Hard Right	Override the Joystick and set the Rudder to Full Starboard	Visual Inspection of the Rudder	225
Watch out Ahead	Force the Rudder to the center	Visual Inspection of the Rudder	225
Spinning in Circles	Override the Joystick and set the Rudder to show value of +78	Visual inspection that the Joystick no longer has control, and the value reflects	250
This Again?	Override the Helm and set the Rudder to Full Port	Visual inspection that the Helm no longer has control, and the value reflects	225
Spin the wheel	Override the Helm and set the Rudder to Full Starboard	Visual inspection that the Helm no longer has control, and the value reflects	225
Slight Drift	Override the Helm and set the Rudder to show the value of -35	Visual inspection that the Helm no longer has control, and the value reflects	250
Spinning out	Override the Helm and set the Rudder to show the value of +64	Visual inspection that the Helm no longer has control, and the value reflects	250

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FATHOM5

SEATF

CYBER SINKEX

PROPULSION

Flag Name	Description	Validation	Points
Drop the Anchor	Override the Throttle to force the actuator into the IDLE throttle position	Visual inspection that the throttle stations no longer have control of the throttle actuator, and the actuator is in the IDLE position	**150**
Full Steam Ahead	Override the Throttle to force the actuator to the Full FWD or Full REV throttle position	Visual inspection that the throttle stations no longer have control of the throttle actuator, and the actuator is in the FULL position	**175**
Whatever Works	Demonstrate Arbitrary Throttle Control	Visual inspection that the throttle actuator is being commanded by the player	**210**
Half Mast	Override the Electronic Shift Controller to force the engine to FWD with a throttle value of 50%	Visual inspection that the throttle stations no longer have control, and the propulsion value reflects	**250**
Beep Beep Beep	Override the Electronic Shift Controller to force the engine to REV with a throttle value of 75%	Visual inspection that the throttle stations no longer have control, and the propulsion value reflects	**250**
The Other Throttle	Override the Electronic shift and place the Throttles into configuration mode	Visual inspection that the throttle stations no longer have control, and the status alarm is sounding off	**250**

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SEATF

CYBER SINKEX

BALLAST

Flag Name	Description	Validation	Points
Sink it	Ovveride the Ballast system by adding or removing water to any tank	Visual inspection that a Ballast tank water level is changing	**150**
Faking the Floating	Override the Ballast system by adding or removing water without the HMI reflecting value changes	Visual inspection that any ballast tank's water level is changing but HMI shows otherwise	**175**
Dumping Water	Override the Ballast system by Completely Draining tank 1 and tank 3	Visual inspection that Ballast tank 1 and tank 3 are empty	**150**
Fill it Up	Override the Ballast system by Completely filling tank 2 and tank 4	Visual inspection that Ballast tank 1 and tank 3 are at capacity	**150**
Flip the Ship	Override the Ballast system by Completely filling tank 1 and tank 2 and Draining tank 3 and tank 4	Visual inspection that Ballast tank 1 and tank 2 are at capacity and tank 3 and tank 4 are empty	**150**
Slight Adjustments	Override the Ballast system by making the water level of tank 2 and tank 4 between 30% and 70%. Also set the water level of tank 1 and tank 3 between 0% and 25%	Visual inspection that the Ballast tank water level is the specified values	**175**

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