

Interactor Training

**Module 07
Combat
vA13.000**

**FIGHT THE
FORCE**

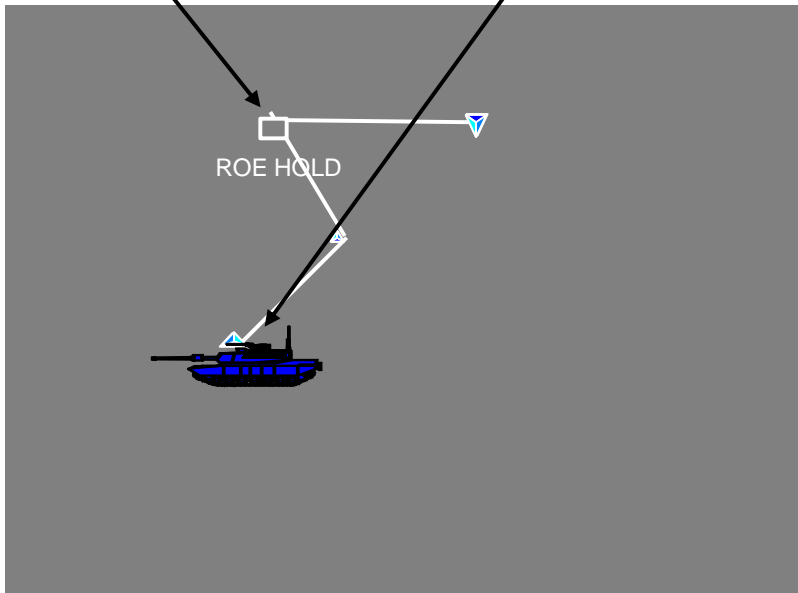
ROE

ACTIVITY NODE

ROE

B

Click on node.



Click on **ALT**

Y

Display route - Click on icon

Y

Select **ROE**, toggle option

Y

DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000 .00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I STOP/GO	HALT	GO			
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
Zm	Df	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLOS	FROG	ENTRY	HULK	OBJ	
CLEAR	UP	DN	PRINT		

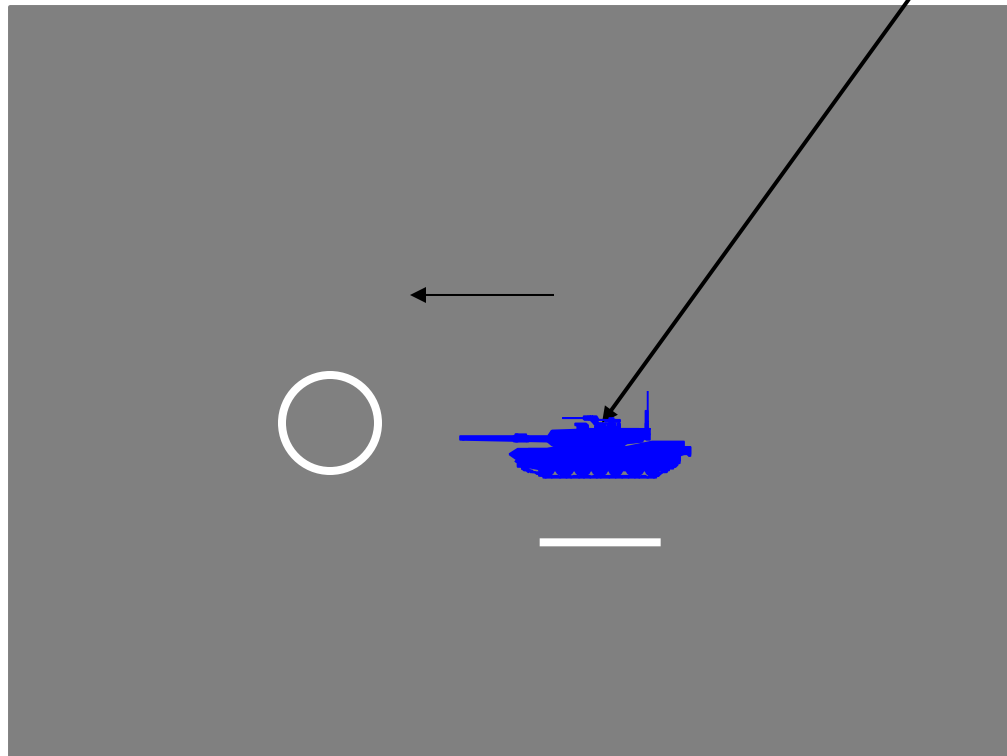
SMOKE

SMOKE Grenade

Click on Smoke, toggle **grenade**



Click on Icon



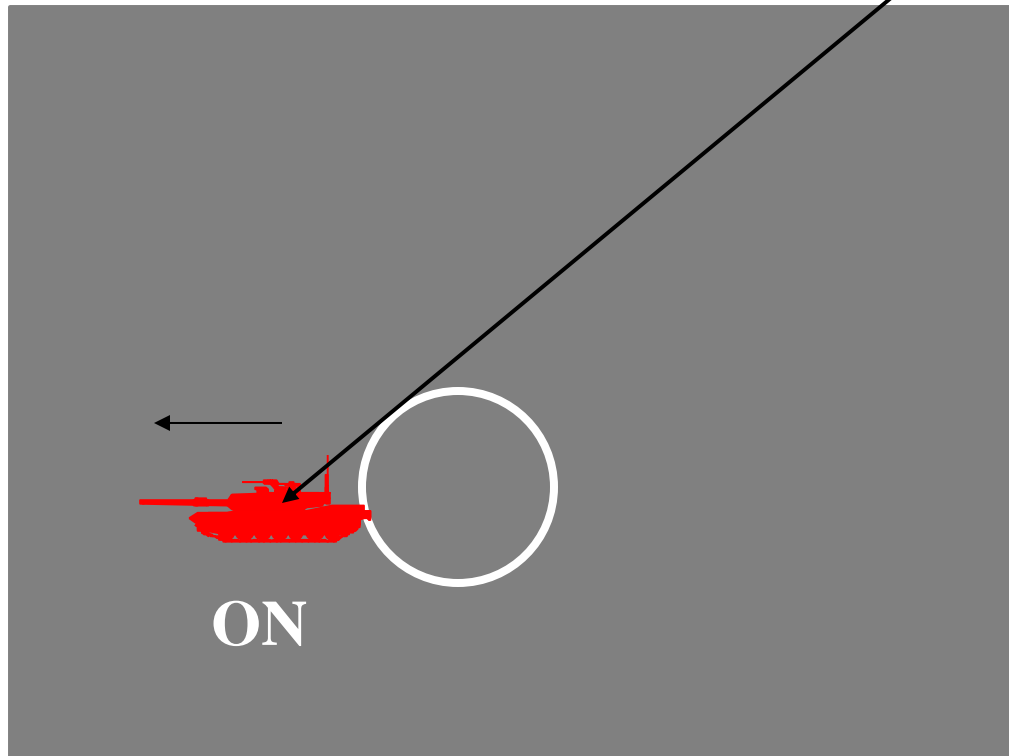
DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000	.00				
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
I STOP/GD	HALT		GO			
MOVE	SHOW	SPEED		MAXIMUM		
MOUNT		TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES		TRACKER	OPFOR			
INFO	DATA		DETECT			
	MISC	ISR				
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
ZM	DF	1	2	3	4	5
PREV	NEXT	PAN	GRID			
CLOS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

SMOKE Exhaust

Click on Smoke, toggle Exhaust



Toggle ON/OFF



DEPLOY	START	ADMIN																																																																																																					
GROUP	1 2 3 4 5																																																																																																						
	6 7 8 9 10																																																																																																						
RE-ORG	001	FORCE	001																																																																																																				
COUNTER	00000 .00																																																																																																						
TIMER	00:00:00:00																																																																																																						
GR99A	PP	02000	87001																																																																																																				
RTE	ALT	DEL	CAN	COPY																																																																																																			
I STOP/GO	HALT		Go																																																																																																				
MOVE	SHOW	SPEED	MAXIMUM																																																																																																				
MOUNT	TRANSFER		ASSIGN																																																																																																				
DISMNT	LINE-F	DEFL	PIT																																																																																																				
VIEW	FORWARD	LOS	FACE																																																																																																				
IC	GP	FM	FC	SD																																																																																																			
ROE	HOLD	SMOKE	EXHAUST																																																																																																				
LOGS	TRACKER		OPFOR																																																																																																				
INFO	DATA		DETECT																																																																																																				
	MISC		ISR																																																																																																				
DFIR	FORM	SOP	URBAN																																																																																																				
IFIR	AYN	ENG	LOG																																																																																																				
<table border="1"> <tr> <td>L</td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> <tr> <td>Zm</td> <td>DF</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td colspan="13"></td> </tr> <tr> <td>PREV</td> <td>NEXT</td> <td colspan="2">PAN</td> <td colspan="2">GRID</td> <td colspan="13"></td> </tr> <tr> <td>CLDS</td> <td>FRDS</td> <td colspan="2">ENMY</td> <td colspan="2">HULK</td> <td colspan="2">DBS</td> <td colspan="13"></td> </tr> <tr> <td>CLEAR</td> <td>UP</td> <td colspan="2">DN</td> <td colspan="2">PRINT</td> <td colspan="13"></td> </tr> </table>					L																				Zm	DF	1	2	3	4	5														PREV	NEXT	PAN		GRID															CLDS	FRDS	ENMY		HULK		DBS															CLEAR	UP	DN		PRINT														
L																																																																																																							
Zm	DF	1	2	3	4	5																																																																																																	
PREV	NEXT	PAN		GRID																																																																																																			
CLDS	FRDS	ENMY		HULK		DBS																																																																																																	
CLEAR	UP	DN		PRINT																																																																																																			

SOP

SOP Options

Select SOP.



DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000.00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GO	HALT		GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
CONTACT	Nothing					
ENGAGED	Nothing					
MINES	stop					
On trigger	Nothing					
Set trigger	01					
L						
Zm	DF	1	2	3	4	5
PREV	NEXT		PAN	GRID		
CLOS	FRDS	ENMY	HULK	Obs		
CLEAR	UP	DN	PRINT			

SOP Contact

Select **SOP**.



Select **Contact**, toggle option.



Click on icon



Nothing

Options:

Nothing
Stop

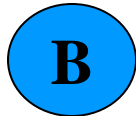
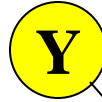
DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000.00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GO	HALT		GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
CONTACT	Nothing				
ENGAGED	Nothing				
MINES	stop				
On trigger	Nothing				
Set trigger	01				
L					
ZM	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLOS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

SOP Engaged

Select **SOP**.



Select **Engaged**, toggle option.



Click on icon



Nothing

Options:

- Nothing
- Stop
- Stop, dismount
- Stop, drop
- Stop, smoke
- Stop, face

DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GD	HALT		GD		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENAD		
LOSSES	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
CONTACT	Nothing				
ENGAGED	Nothing				
MINES	stop				
On trigger	Nothing				
Set trigger					
	01				
L					
Zm	Df	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

SOP

Mines detected

Select **SOP**.

Select **Mines**, toggle option

B

Click on icon



Stop

Y

Y

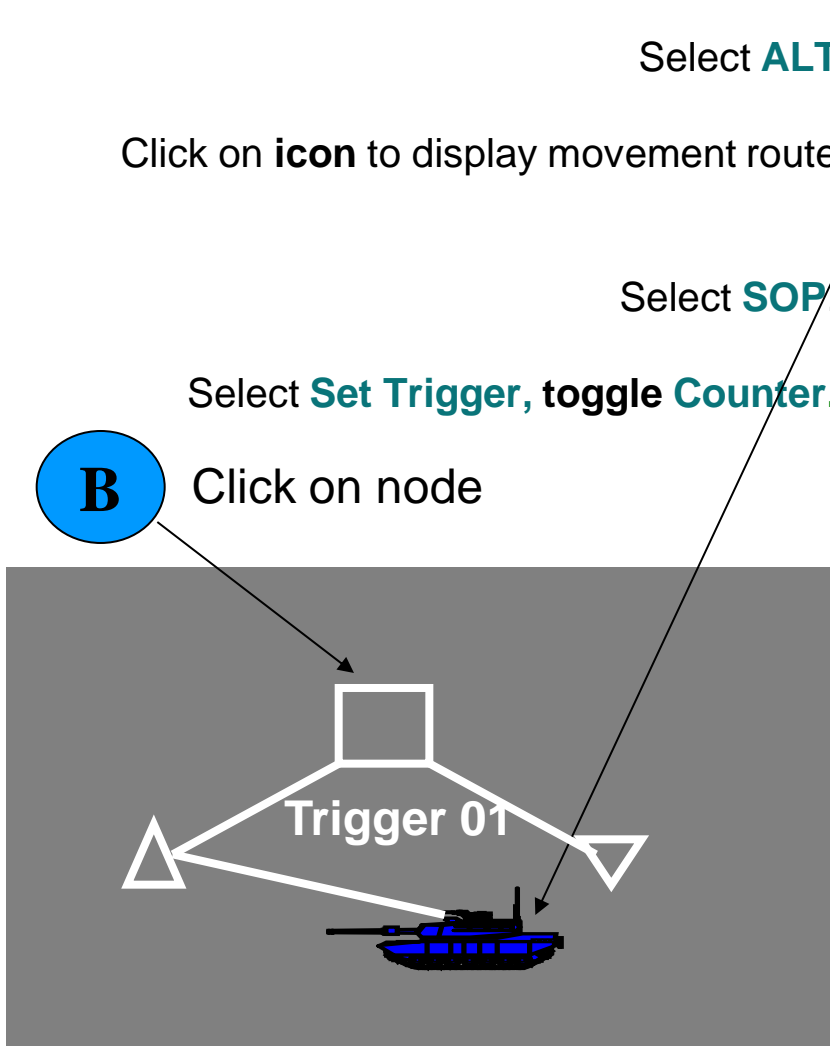
Options:

- Stop
- Breach
- No stop
- GP stop
- FC stop

DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000.00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GD	HALT		Go		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
CONTACT	Nothing				
ENGAGED	Nothing				
MINES	stop				
On trigger	Nothing				
Set trigger	01				
L					
Zm	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

SOP

Set Trigger

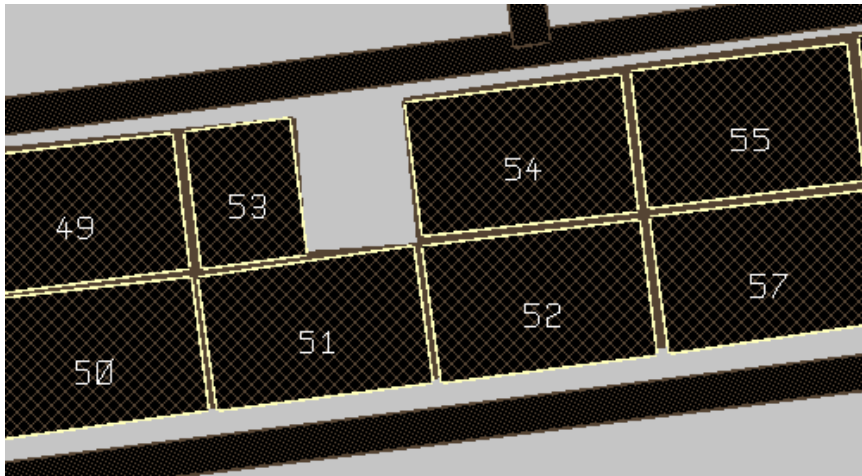


DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000	.00				
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
I	STOP/GO	HALT	Go			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER	ASSIGN				
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER	OPFOR				
INFO	DATA	DETECT				
	Misc	ISR				
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
CONTACT	Nothing					
ENGAGED	Nothing					
MINES	stop					
On trigger	Nothing					
Set trigger	01					
Zm	Df	1	2	3	4	5
PREV	NEXT	PAN	GRID			
CLOS	FROG	ENEMY	HULK	Obs		
CLEAR	UP	DN	PRINT			

URBAN

URBAN ID (Janus Building ID Number)

- Select **Zoom Level** **Y**
- Select **Urban.** **Y**
- Select **ID.** **Y**



Janus building ID numbers display

DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GO	HALT		Go		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSBS	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SQP	URBAN		
IFIR	AYN	ENS	LOG		
		IC	FLOORS		
FRRT					
UP	DOWN		FLOOR		
	FIND				
			FLR 00		
Zm	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	DBS	
CLEAR	UP	DN	PRINT		

URBAN

Find (a building)

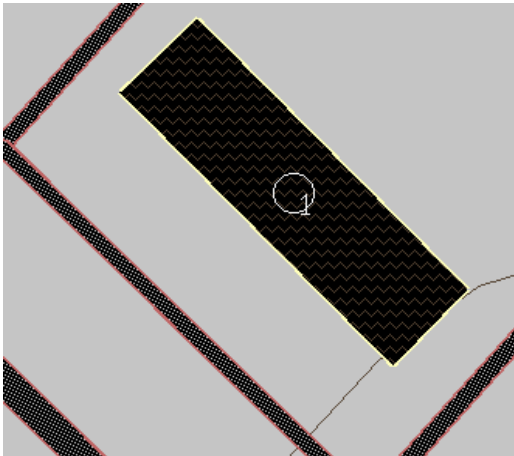
Set Counter to Building ID number.



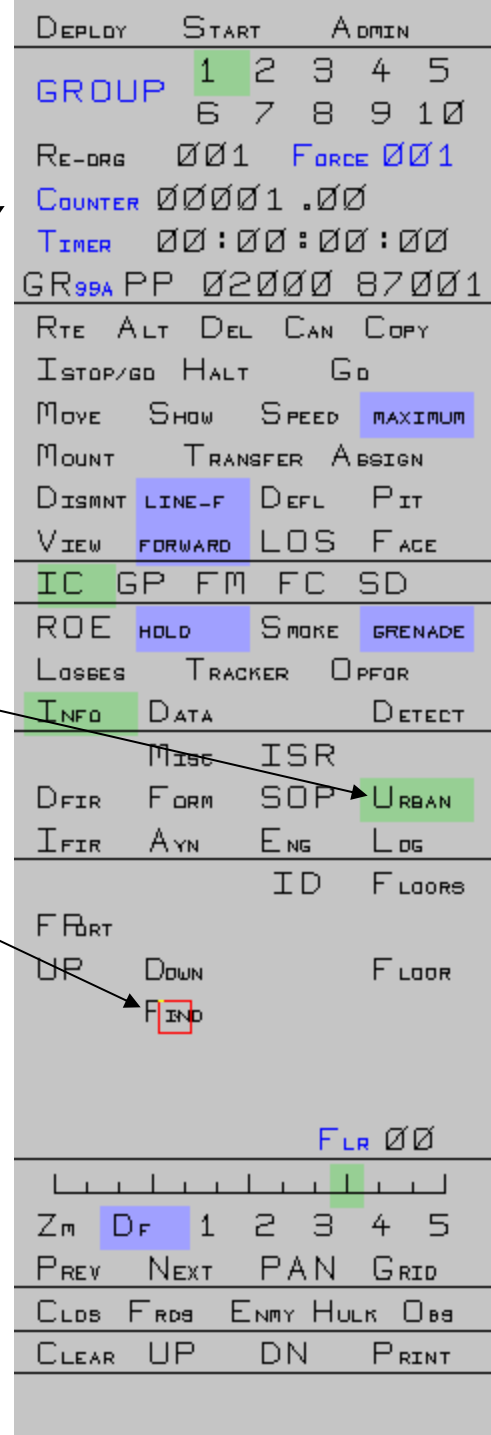
Select Urban.



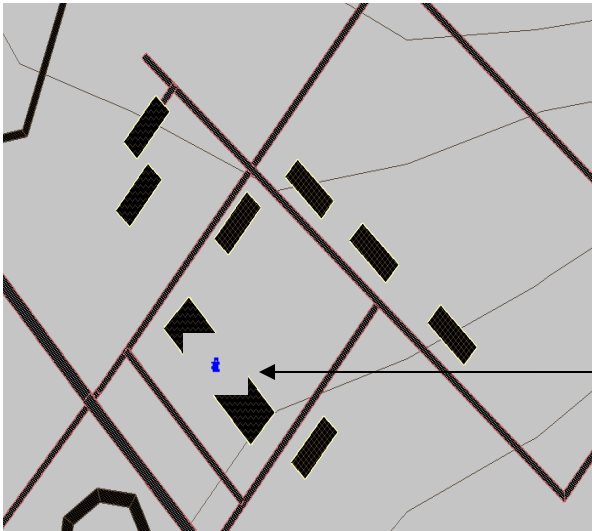
Select Find.



The Building ID number displays along with a white circle.



URBAN Up



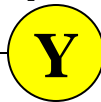
Select **Urban**.



Select **UP**.



Click icon to move
up one floor



DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000 .00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GO	HALT		GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSBS	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
		ID	FLOORS		
FRRT	UP		FLOOR		
	DOWN				
	FIND				
		FLR 00			
ZM	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

URBAN

Activity Node - Firing Port

Click icon

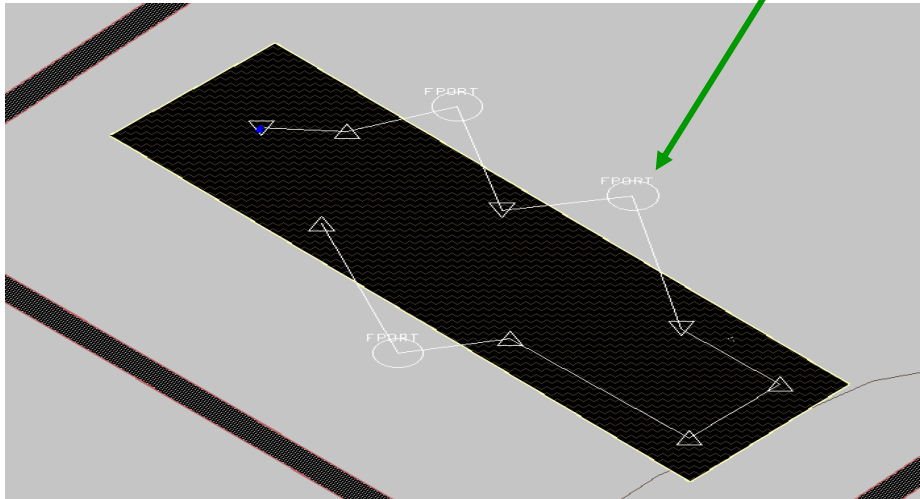
Select **Urban**.



Select **Firing Port**.



Click on **Movement Node**



DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000	.00				
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GD	HALT		GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
	ID		FLOORS			
FPORT						
UP	DOWN		FLOOR			
	FIND					
	FLR 00					
Zm	DF	1	2	3	4	
PREV	NEXT		PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			

SITUATIONAL AWARENESS

ALERT MESSAGES

Alert messages appear at the bottom of the screen display.

Some *sample* sources of alert messages are:

- **Low Fuel** status (25% remaining)
- **Contact**
- **Weapon Locating Radar** Detection
- **Radar Threat Warning** (active ground or air defence radar)

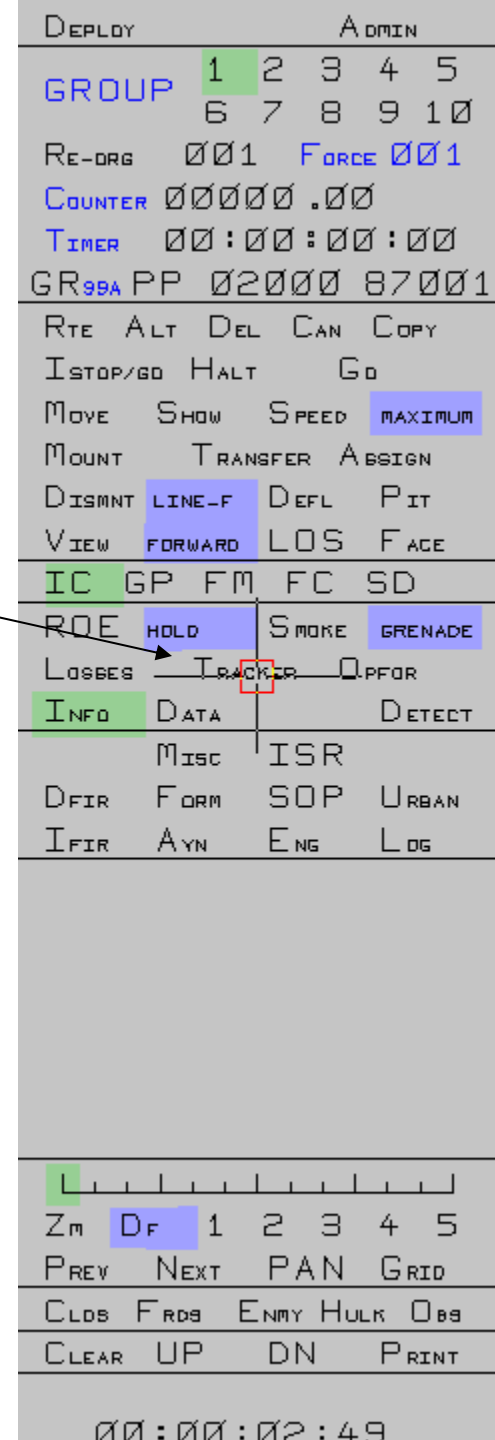
A circle appears around the icon to which the warning applies.

A Radar Threat Warning circle will also indicate the direction and nature of the radar.

TRACKER

Display own side icons

Click on TRACKER.



SITUATION AWARENESS GRAPHICS

ON YOUR WORKSTATION



Same side, not your force

TRACKER

Display previous detections

Click on **TRACKER**.

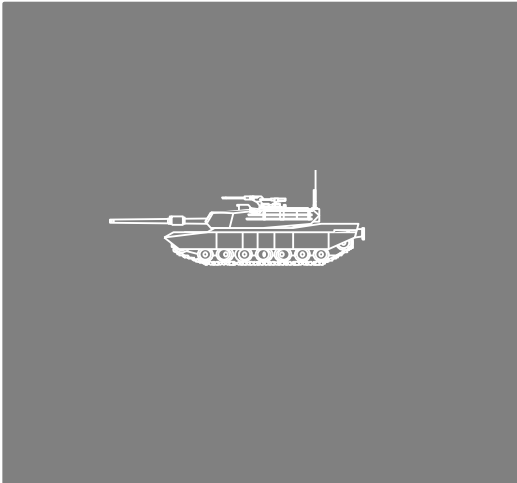


```
DEPLOY ADMIN
GROUP 1 2 3 4 5
      6 7 8 9 10
RE-ORG 001 FORCE 001
COUNTER 00000 .00
TIMER 00:00:00:00
GR99A PP 02000 87001

RTE ALT DEL CAN COPY
ISTOP/GO HALT Go
MOVE SHOW SPEED MAXIMUM
MOUNT TRANSFER ASSIGN
DISMNT LINE-F DEFL PIT
VIEW FORWARD LOS FACE
IC GP FM FC SD
ROE HOLD SMOKE GRENADE
LOSSES TRACKER OFFOR
INFO DATA DETECT
      MISC ISR
DFIR FORM SOP URBAN
IFIR AYN ENG LOG

L | | | | | | | | | |
Zm Df 1 2 3 4 5
PREV NEXT PAN GRID
CLDS FRDS ENRY HULK OBS
CLEAR UP DN PRINT

00:00:02:49
```



In Battle Mode:

The last **100** detection's of own side and unidentified icons appear in white.

OPFOR

Display other side detections

Click on **OPFOR**

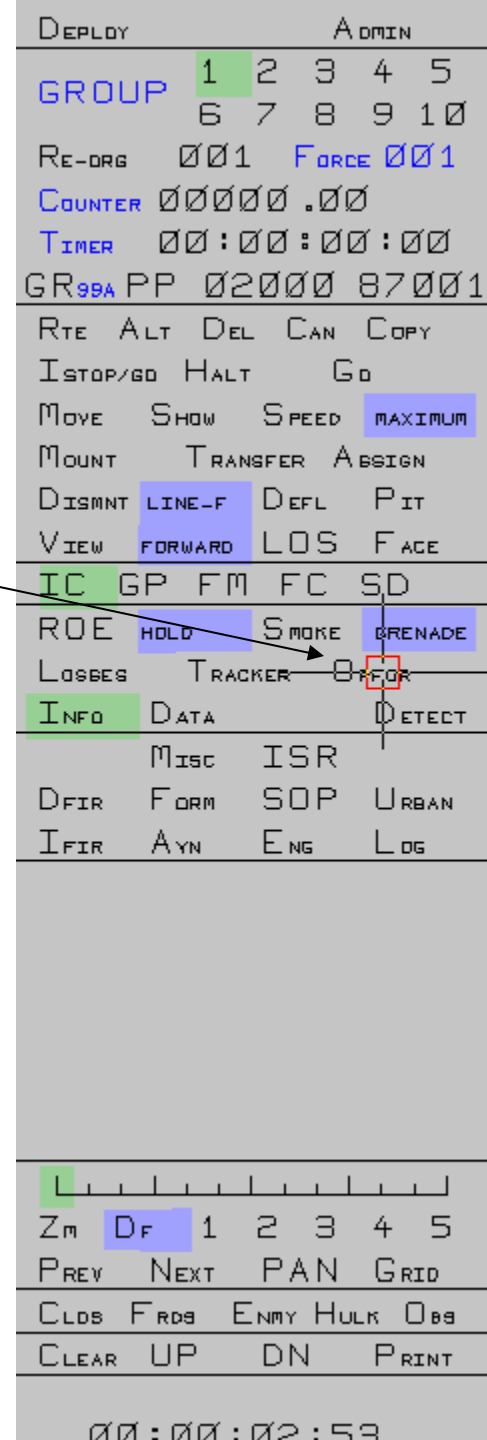


SITUATION AWARENESS GRAPHICS

ON YOUR WORKSTATION



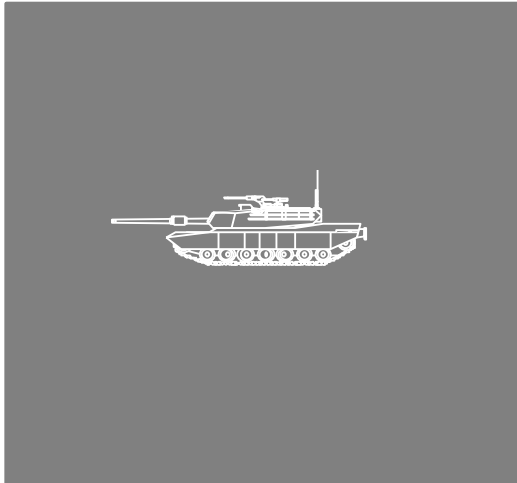
OPFOR or neutral



OPFOR

Display previous detections

Click on **OPFOR**



In **Battle Mode**:

The last **100** detection's of other side and unidentified icons appear in white.

```
DEPLOY ADMIN
GROUP 1 2 3 4 5
      6 7 8 9 10
RE-ORG 001 FORCE 001
COUNTER 00000 .00
TIMER 00:00:00:00
GR99A PP 02000 87001
RTE ALT DEL CAN COPY
ISTOP/GO HALT Go
MOVE SHOW SPEED MAXIMUM
MOUNT TRANSFER ASSIGN
DISMNT LINE-F DEFL PIT
VIEW FORWARD LOS FACE
IC GP FM FC SD
ROE HOLD SMOKE GRENADE
LOSSES TRACKER OPFOR
INFO DATA DETECT
      MISC ISR
DFIR FORM SOP URBAN
IFIR AYN ENG LOG
L | | | | | | | | | | | | | | | |
Zm Df 1 2 3 4 5
PREV NEXT PAN GRID
CLOS FRDS ENMY HULK OBS
CLEAR UP DN PRINT
00:00:02:53
```

DETECT

Click on **DETECT**:



Show those icons that can detect this icon



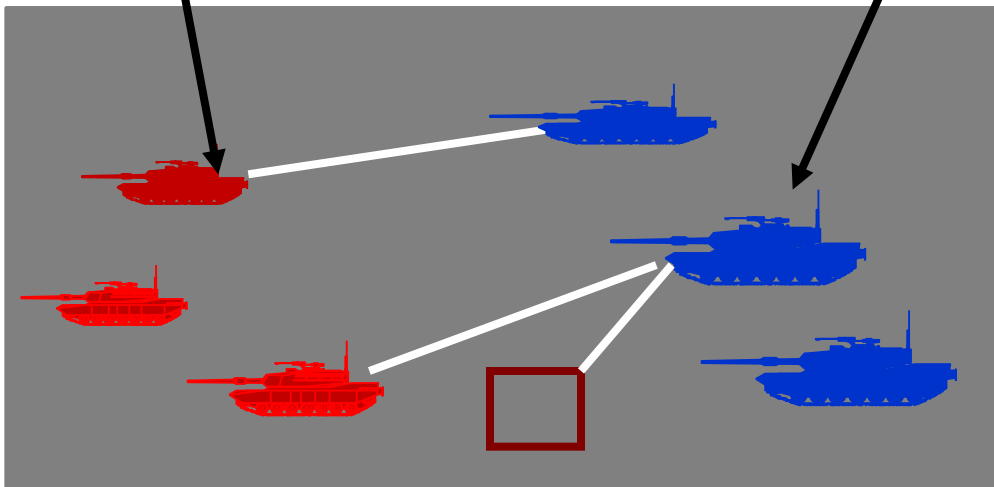
Show all icons this icon can detect, including hulks



or



Show all but exclude hulks



DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000.00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I STOP/GO	HALT		GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD		LOS	FACE	
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSBS	TRACKER		PFOR		
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
ZM	DF	1	2	3	4 5
PREV	NEXT		PAN	GRID	
CLSBS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

ENGR

Find obstacles, mine panels or pits

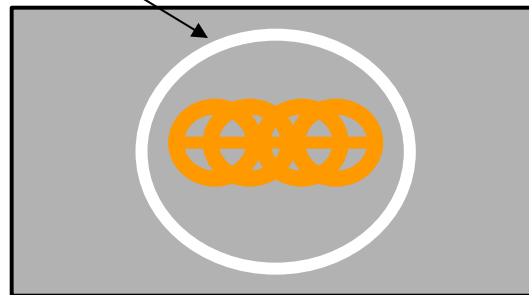
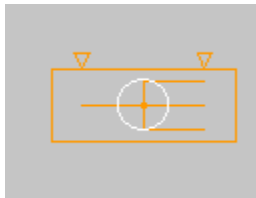
Click on **ENG**.



Click on **FIND**



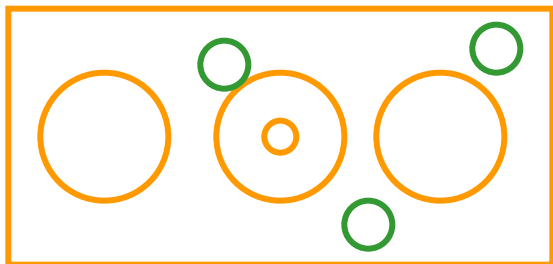
White circles are displayed around own force icons



DEPLOY	START	ADMIN				
GROUP	1 2 3 4 5					
	6 7 8 9 10					
RE-ORG	001	FORCE	001			
COUNTER	00000 .00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GO	HALT		GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSBS	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
ACT OBS	FIND	ORIENT				
DIS MINES			CMD DET MF			
MINES	NONE	WATER	FORD			
LINE CHG	NBC					
BRIDGE	RECOVER					
BREACH	DITCH	STOP				
CREATE	INF PIT	INFO				
L						
ZM	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			

ENGR

Find - individual mines



Click on **ENG**.

Click on **FIND**



displays detected mines

green - active; **blue** - inactive

DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000 .00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GO	HALT		Go		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
RDE	HOLD	SMOKE	GRENADE		
LOGSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
ACT	OBS	FIND	ORIENT		
DIS	MINES		CMD DET MF		
MINES	NONE	WATER	FORD		
LINE	CHG	NBC			
BRIDGE	RECOVER				
BREACH	DITCH	STOP			
CREATE	INF	PIT	INFO		
L					
ZM	DF	1	2	3	4 5
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

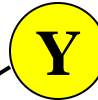
CUE TARGET

Cue an Icon

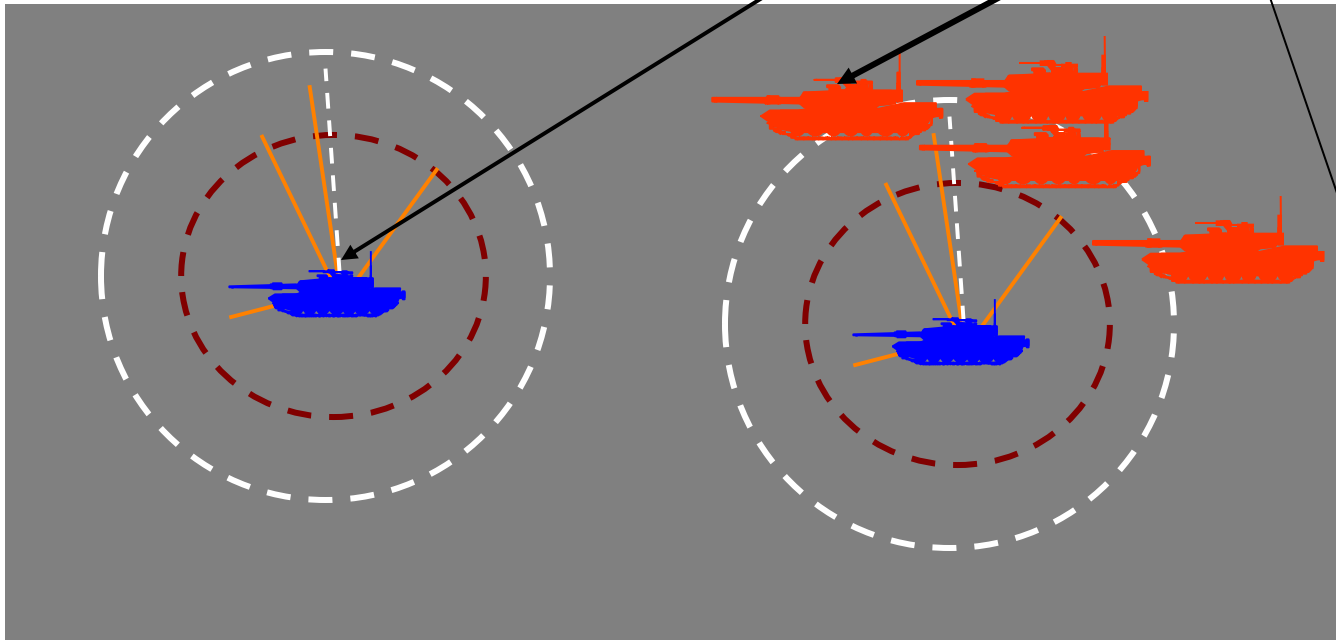
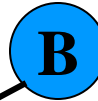
Select **ISR**, Click on **Cue TGT**



Click on non-detecting icon



Click on target icon



DEPLOY	ADMIN				
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GD	HALT		Go		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSES	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
WLR	ON/OFF	ANGLE			
	SETUP	REPORT			
MMR	FOOT	SAR	GMTI		
SENSOR					
DESIG					
CUE TGT					
					INFO
L					
ZM	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLOS	FRDS	ENMY	HULK	DBS	
CLEAR	UP	DN	PRINT		
					00:00:02:12

MISC Options

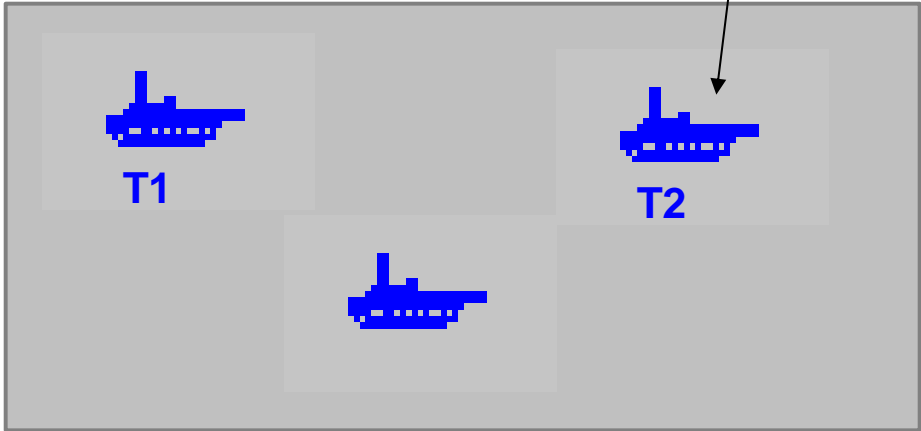
Select MISC.



DEPLOY	START	ADMIN				
GROUP	1 2 3 4 5					
	6 7 8 9 10					
RE-ORG	001	FORCE	001			
COUNTER	00000.00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GO	HALT		GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER		OPFOR			
INFO	DATA		DETECT			
	Misc	ISR				
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
CONTACT						
CALL SIGNS						
ZM	DF	1	2	3	4	5
PREV	NEXT		PAN		GRID	
CLOS	FROB	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			

MISC Callsigns

- Select **Gp** **Y**
- Set **Scope** **Y**
- Click on **MISC** **Y**
- Highlight **Call Signs** **Y**
- Click on **Icon** **B**



DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00	:00			
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I	STOP/GO	HALT		Go	
MOVE	SHOW	SPEED		MAXIMUM	
MOUNT		TRANSFER	ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSBS		TRACKER	OPFOR		
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
CONTACT					
CALL SIGNS					
Zm	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENEMY	HULK	DBS	
CLEAR	UP	DN	PRINT		

DIRECT FIRE

DIRECT FIRE ENGAGEMENTS

If target icon:-

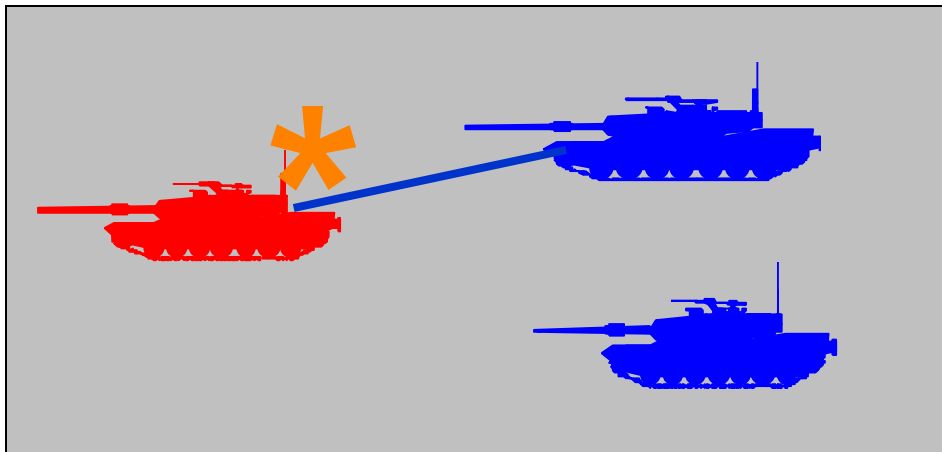
- is within weapon range,
- detection level is 'recognised',

and

If shooter icon:-

- probability of a hit (PH) is greater than 5%,
- ROE for weapons is free/tight,
- is not in Full Defilade,

SHOOTER ICON WILL ENGAGE.



WEAPON EFFECTS INDICATORS

A = Killed by artillery

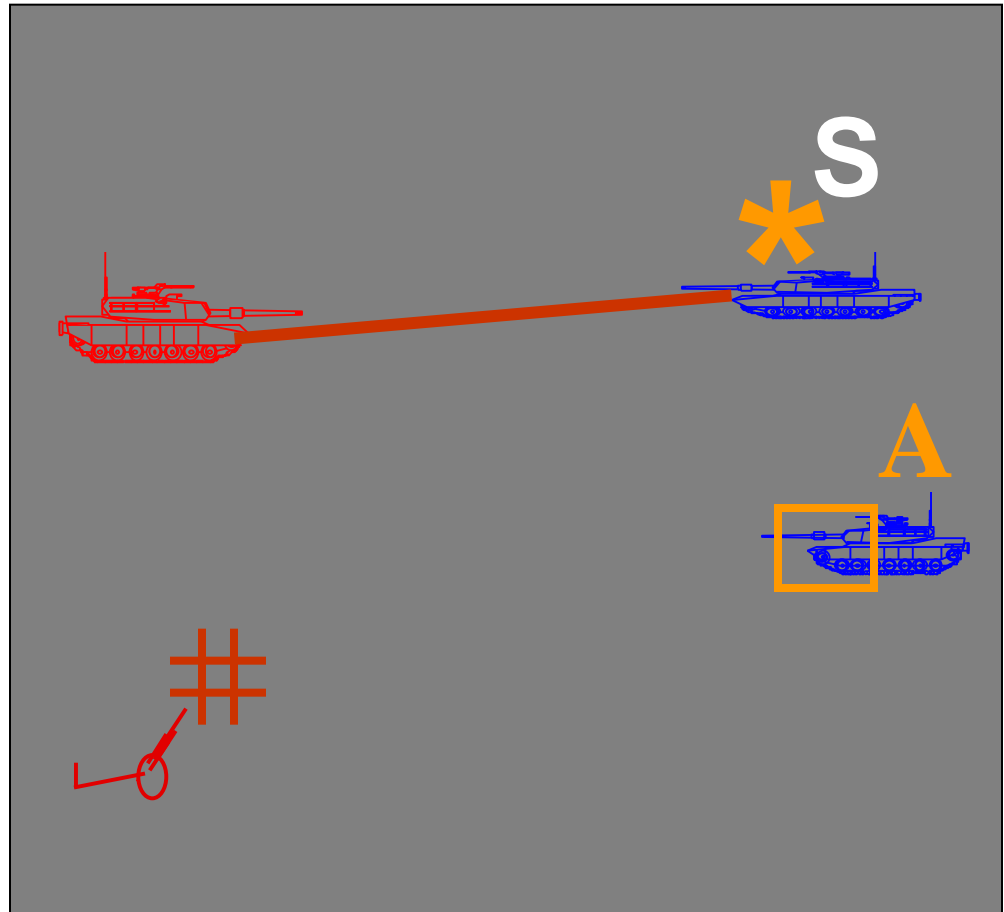
C = Casualty

S = Suppressed

M = Minefield casualty

B = Chemical kill

K = Killed by direct fire



COMBAT EFFECTS INDICATORS

The display colour indicates the combat effect:

The Shooter sees

The Target sees

A

Indirect Fire kill

A

C

Casualty

C

S

Suppressed

S

M

Mine detected

M

M

Mine detonated

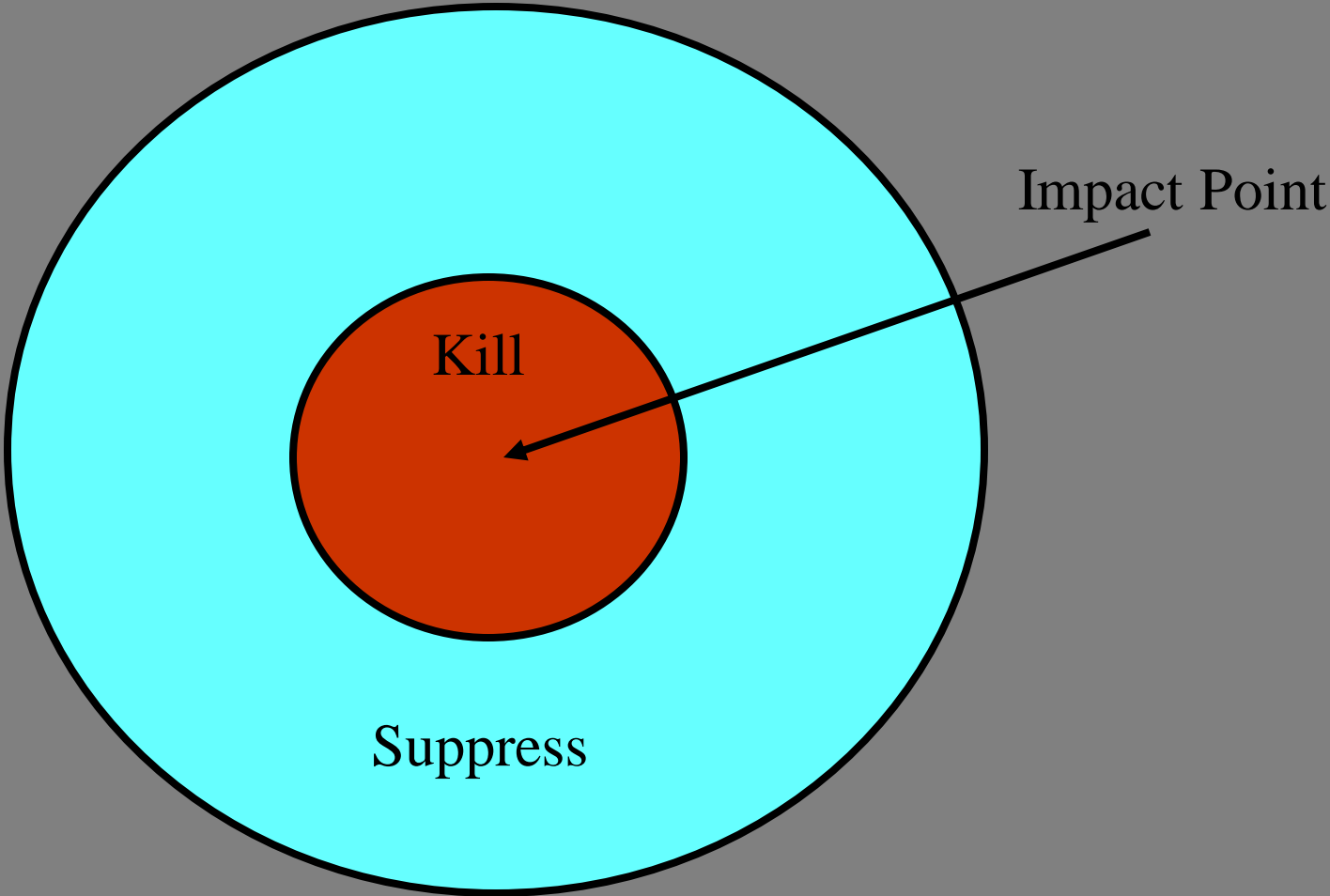
M

K

Direct fire kill
(veh only, not inf)

K

Area Weapon Effects



SUPPRESSION

S = Suppressed

Considerations:

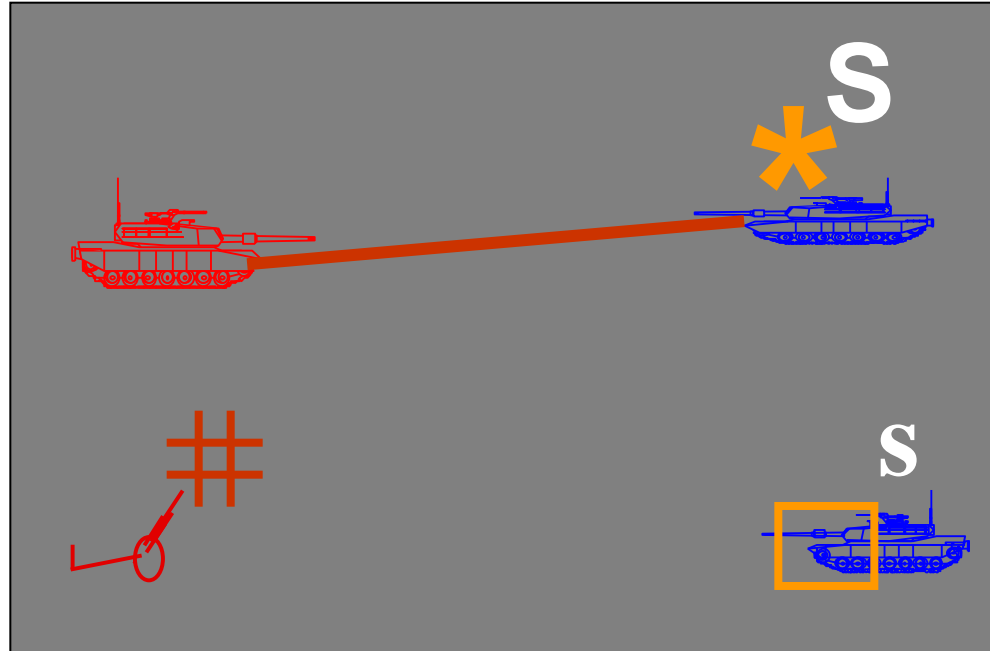
WEAPON TYPE

TARGET ICON TYPE

VOLUME OF FIRE

DURATION

IMPACT PROXIMITY



Suppression reduces the target icon's ability to:

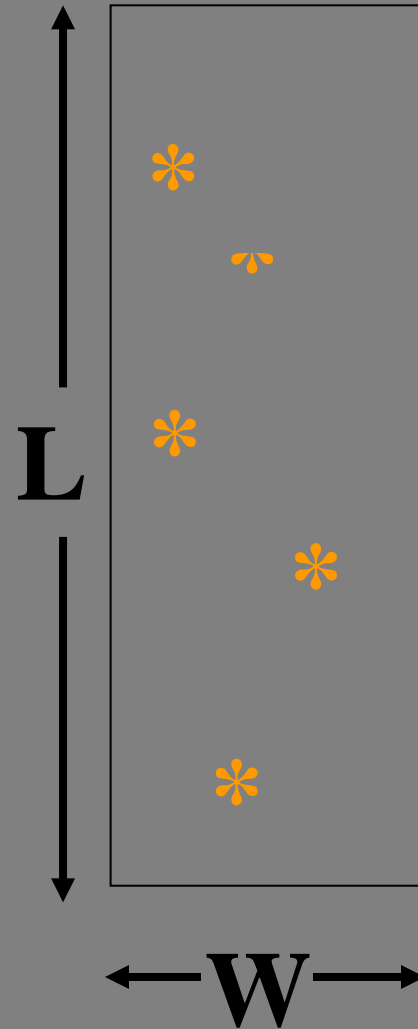
Detect, Engage and Move

INFO **Y** on
icon displays
the icon's
suppression
level as a %.

Direct Fire

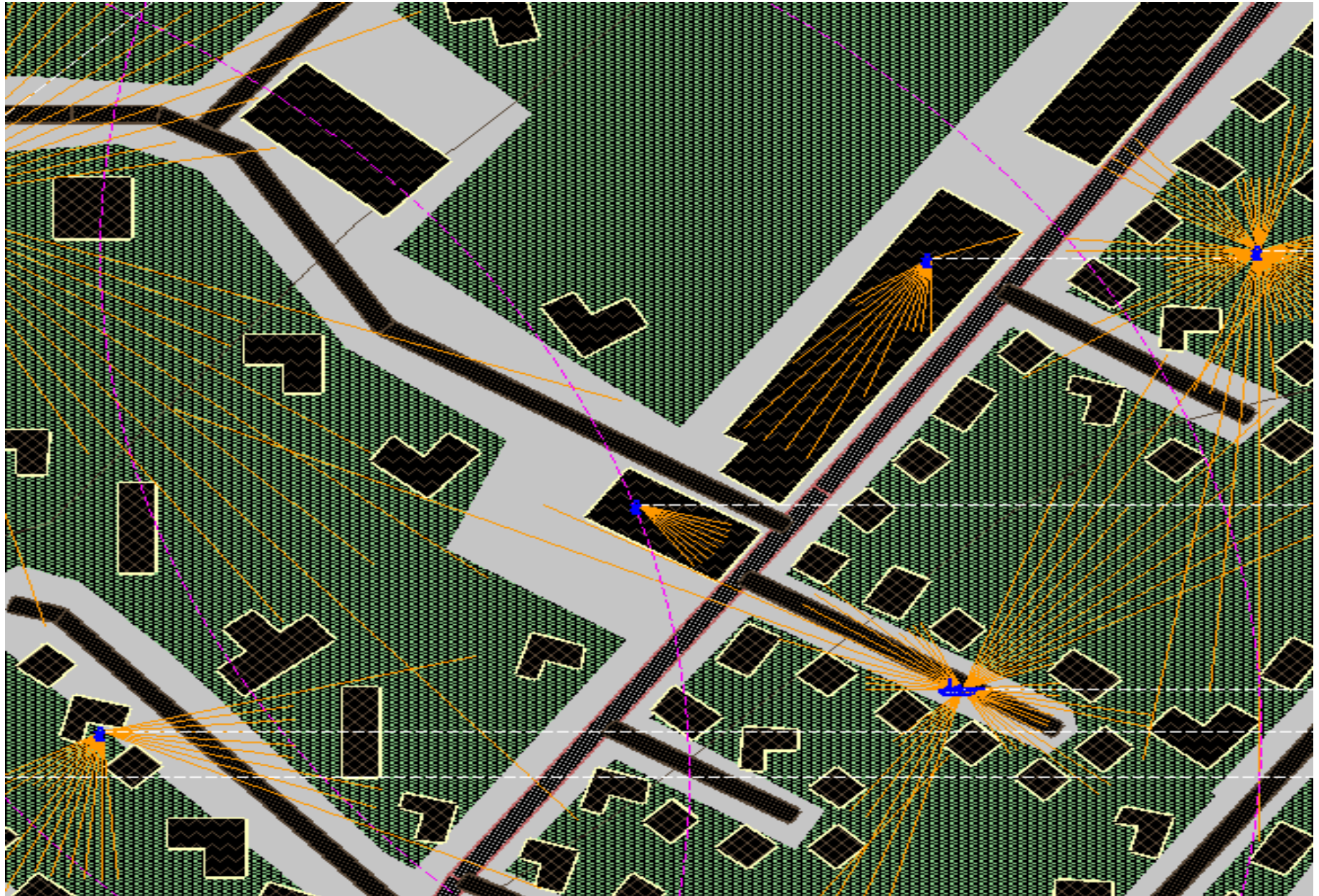
- * Command Fire 'fall of shot'

The size of the 'Beaten Zone' does not increase with range



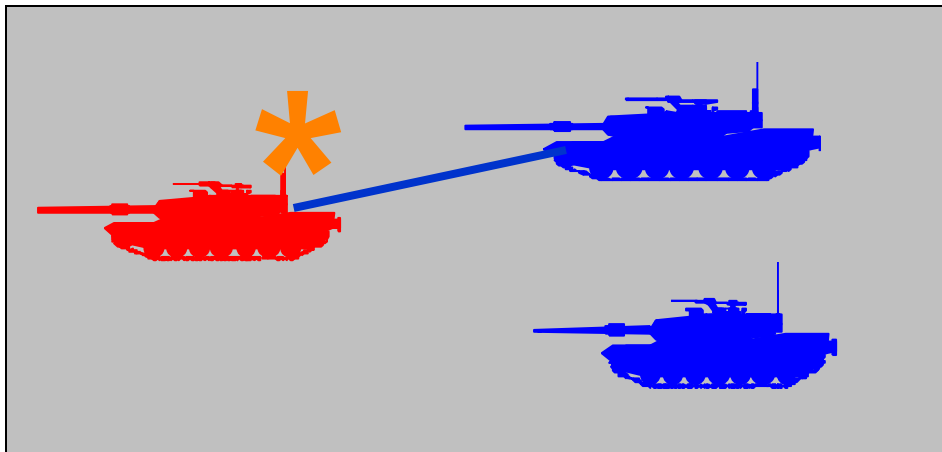
Command Fire Area Effects

FIGHTING IN THE URBAN ENVIRONMENT



DIRECT FIRE Options

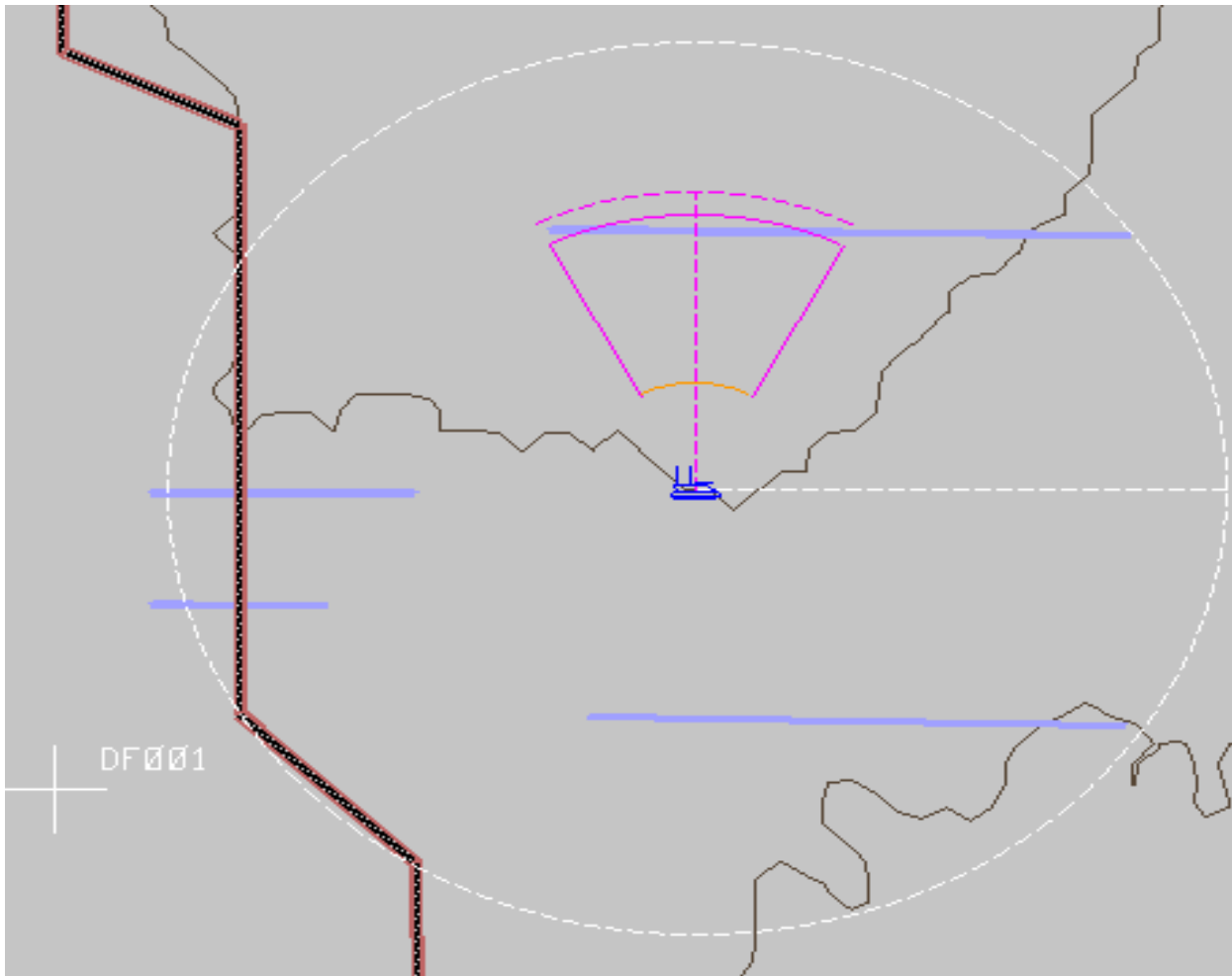
Y



DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000 .00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
	ISTOP/GD	HALT		GO		
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSBS	TRACKER		OPFOR			
INFO	DATA			DETECT		
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
WPN				RANGE		
COMD WPN				AREA WPN		
COMD FIRE				AREA FIRE		
	001			ROS		
				FLOOR 00		
ZM	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

DIRECT FIRE

Example Range Fan



white dashes-
observation

magenta
dashes-
weapon max
range

Magenta
unbroken- max
engagement, L&R
of arc

Orange
unbroken-
minimum
engagement
range

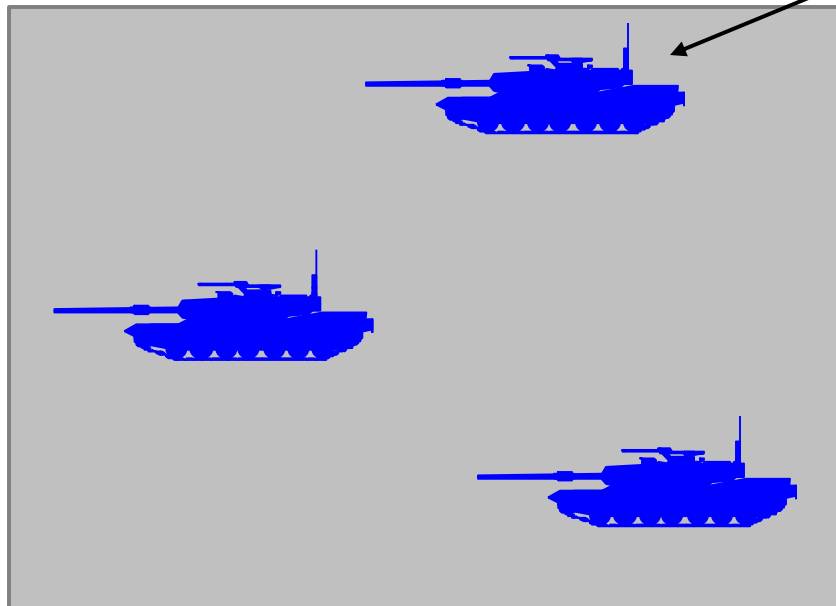
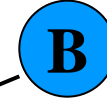
DIRECT FIRE

Multiple Range Fans

Click on **RANGE**.



Click on individual icons to simultaneously display each range fan.



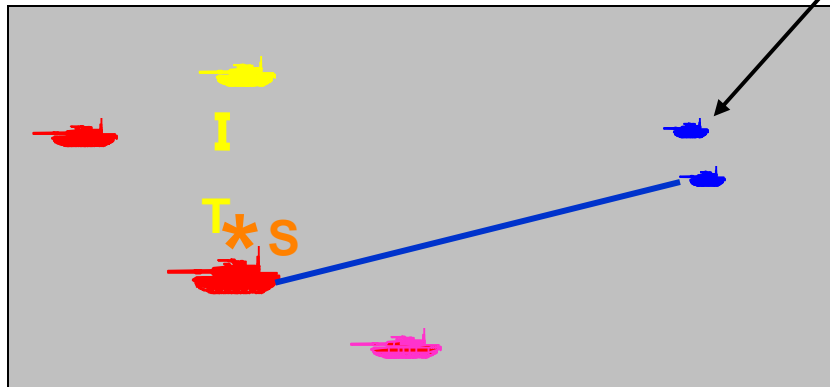
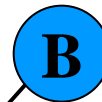
DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I	STOP/GO	HALT	GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
RQE	HOLD	SMOKE	GRENADE		
LOSSES	TRACKER	OPFOR			
INFO	DATA	DETECT			
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
WPN			RANGE		
COND	WPN		AREA	WPN	
COND	FIRE		AREA	FIRE	
	001RDS				
			FLOOR	00	
L					
Zm	DF	1	2	3	4
		5			
PREV	NEXT	PAN	GRID		
CLS	F RDS	ENRY	HULK	Obs	
CLEAR	UP	DN	PRINT		

DIRECT FIRE Command Weapon

Click on **COMD WPN**



Toggle firing icon to select appropriate weapon.

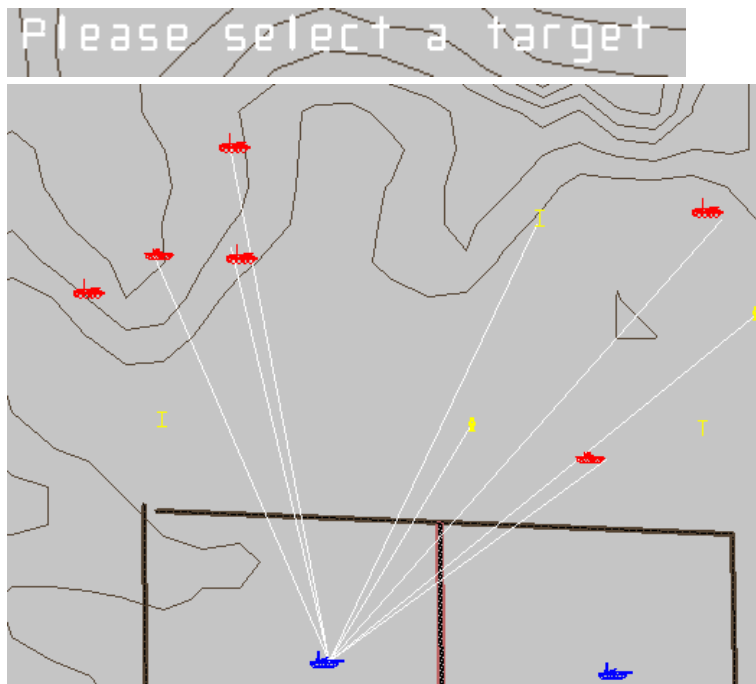


DEPLOY	START	ADMIN														
GROUP	1	2	3	4	5											
	6	7	8	9	10											
RE-ORG	001	FORCE	001													
COUNTER	00000 .00															
TIMER	00:00:00:00															
GR99A	PP	02000	87001													
RTE	ALT	DEL	CAN	COPY												
I STOP/GO		HALT		Go												
MOVE	SHOW	SPEED	MAXIMUM													
MOUNT	TRANSFER		ASSIGN													
DISMNT	LINE-F	DEFL	PIT													
VIEW	FORWARD	LOS	FACE													
IC	GP	FM	FC	SD												
ROE	HOLD	S MOKE	GRENADE													
LOGSBS	TRACKER		OPFOR													
INFO	DATA		DETECT													
	MISC		ISR													
DFIR	FORM	SOP	URBAN													
IFIR	AYN	ENG	LOG													
WPN			RANGE													
COMD WPN			AREA WPN													
COMD FIRE			AREA FIRE													
	001RDS															
			FLOOR 00													
<table border="1"> <tr> <td>L</td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </table>						L										
L																
Zm	DF	1	2	3	4	5										
PREV	NEXT	PAN		GRID												
CLDS	FRDS	ENMY	HULK	OBS												
CLEAR	UP	DN	PRINT													

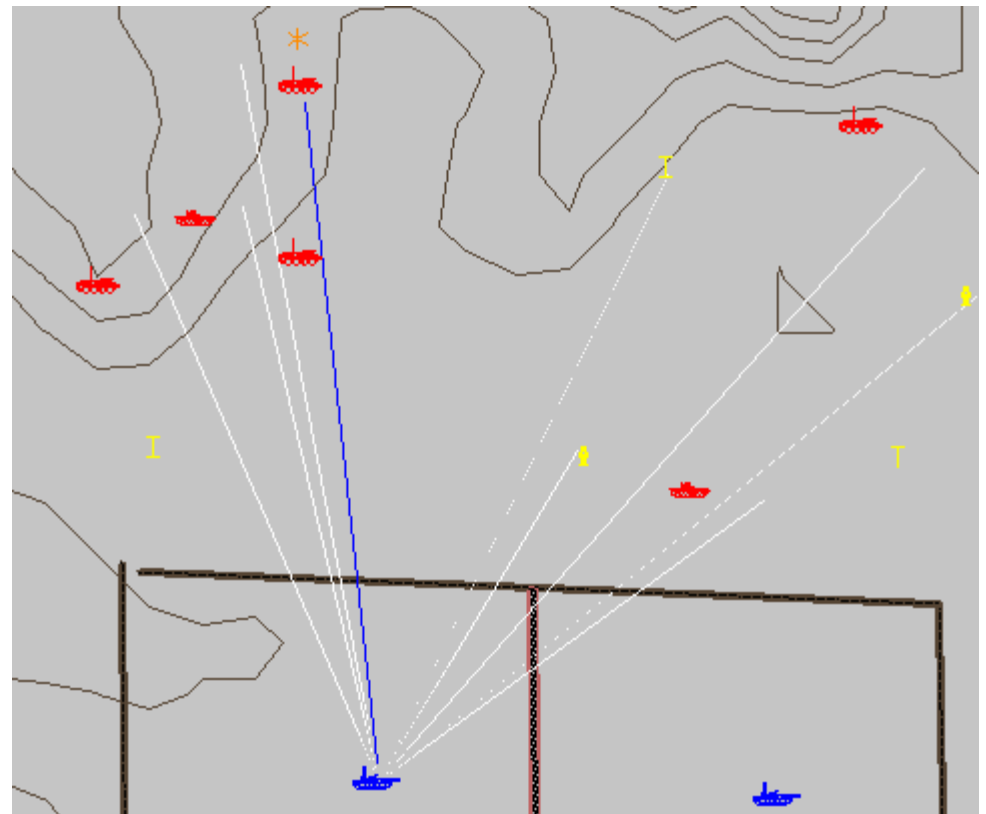
DIRECT FIRE

Command Fire - examples

00:00:03:40 M1A1D 2 Tk (2:1) GR 99APP 33115 14911
Command firing halted, rounds expended.



1



2

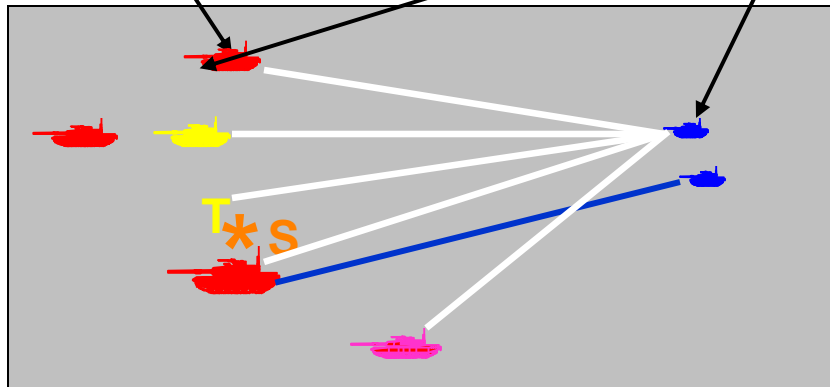
DIRECT FIRE Command Fire

Select **Comd Fire**, toggle **RDS counter**

Click on firing icon - white line to possible targets.

Y Click on selected target to fire single rounds/burst

or, number of rounds as displayed on counter.



Y

Y

W

B

Click on firing icon to cancel.

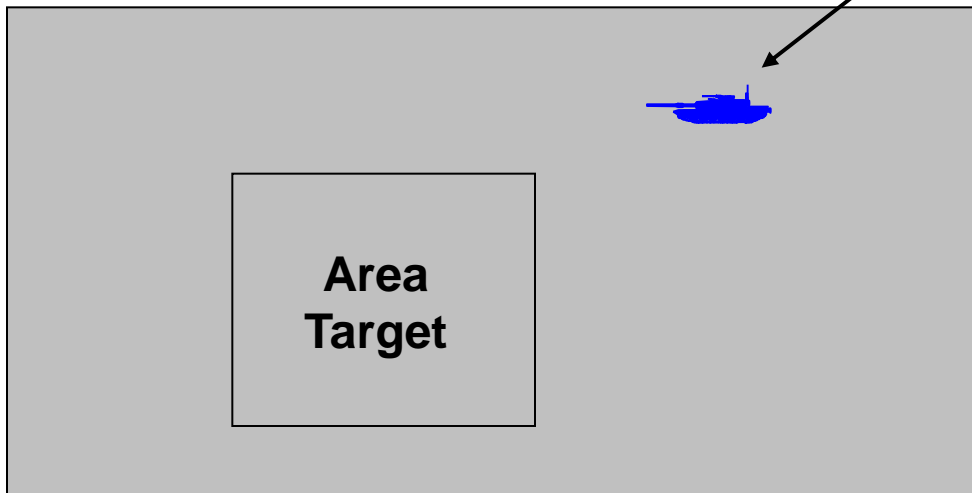
DEPLOY	ADMIN																																		
GROUP	1	2	3	4	5																														
	6	7	8	9	10																														
RE-ORG	001	FORCE		001																															
COUNTER	00000.00																																		
TIMER	00:00:00:00																																		
GR99A	PP	02000	87001																																
RTE	ALT	DEL	CAN	COPY																															
ISTOP/GD	HALT		GO																																
MOVE	SHOW	SPEED	MAXIMUM																																
MOUNT	TRANSFER		ASSIGN																																
DISMNT	LINE-F	DEFL	PIT																																
VIEW	FORWARD	LOS	FACE																																
IC	GP	FM	FC	SD																															
ROE	HOLD	SMOKE	GRENADE																																
LOGSES	TRACKER		OPFOR																																
INFO	DATA		DETECT																																
	MISC		ISR																																
DFIR	FORM	SOP	URBAN																																
IFIR	AYN	ENG	LOG																																
WPN	RANGE																																		
COMD WPN					AREA WPN																														
COMD FIRE					AREA FIRE																														
001	RDS																																		
	FLOOR 00																																		
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zm</td> <td>DF</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>PREV</td> <td>NEXT</td> <td colspan="2">PAN</td> <td colspan="2">GRID</td> </tr> <tr> <td>CLOS</td> <td>FRDS</td> <td>ENMY</td> <td>HULK</td> <td colspan="2">DBS</td> </tr> <tr> <td>CLEAR</td> <td>UP</td> <td>DN</td> <td colspan="3">PRINT</td> </tr> </table>												Zm	DF	1	2	3	4	PREV	NEXT	PAN		GRID		CLOS	FRDS	ENMY	HULK	DBS		CLEAR	UP	DN	PRINT		
Zm	DF	1	2	3	4																														
PREV	NEXT	PAN		GRID																															
CLOS	FRDS	ENMY	HULK	DBS																															
CLEAR	UP	DN	PRINT																																
00:00:03:21																																			

DIRECT FIRE Area Weapon

Click on **Area WPN**



Toggle firing icon to select appropriate weapon.

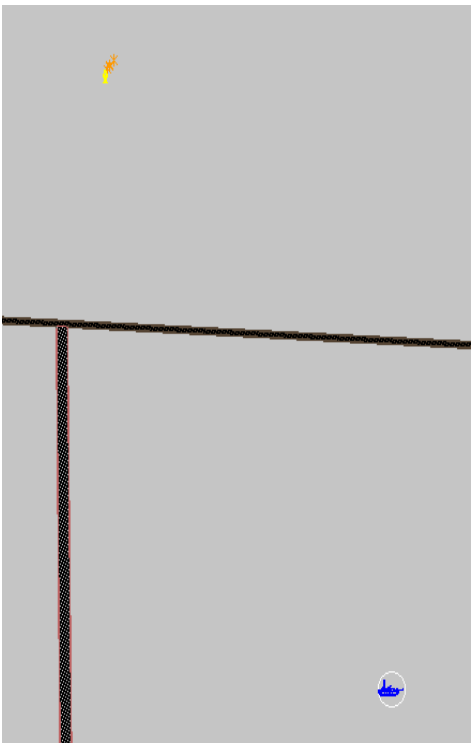


DEPLOY	START	ADMIN														
GROUP	1	2	3	4	5											
	6	7	8	9	10											
RE-ORG	001	FORCE	001													
COUNTER	00000 .00															
TIMER	00:00:00:00															
GR99A	PP	02000	87001													
RTE	ALT	DEL	CAN	COPY												
ISTOP/GO	HALT		GO													
MOVE	SHOW	SPEED	MAXIMUM													
MOUNT	TRANSFER		ASSIGN													
DISMNT	LINE-F	DEFL	PIT													
VIEW	FORWARD	LOS	FACE													
IC	GP	FM	FC	SD												
ROE	HOLD	SMOKE	GRENADE													
LOSSBS	TRACKER		OPFOR													
INFO	DATA		DETECT													
	MISC		ISR													
DFIR	FORM	SOP	URBAN													
IFIR	AYN	ENG	LOG													
WPN			RANGE													
COMD WPN			AREA WPN													
COMD FIRE			AREA FIRE													
	001RDS		FLOOR 00													
	<table border="1"> <tr> <td>L</td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </table>					L										
L																
ZM	DF	1	2	3	4	5										
PREV	NEXT	PAN		GRID												
CLDS	FRDS	ENMY	HULK	OBS												
CLEAR	UP	DN	PRINT													

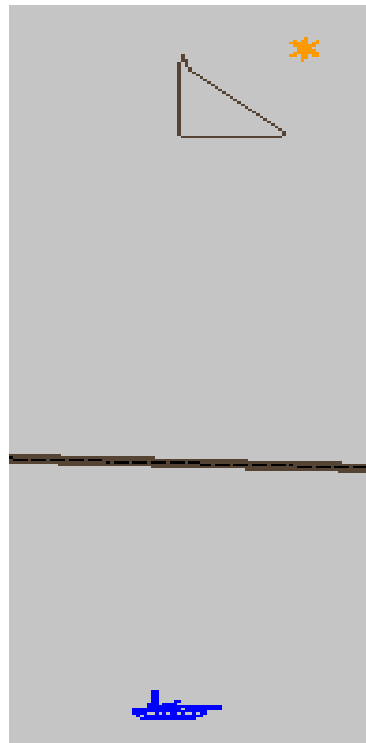
DIRECT FIRE

Area Fire - examples

Area fire
 Firing 10 rds at 33.586 115.773



1



2

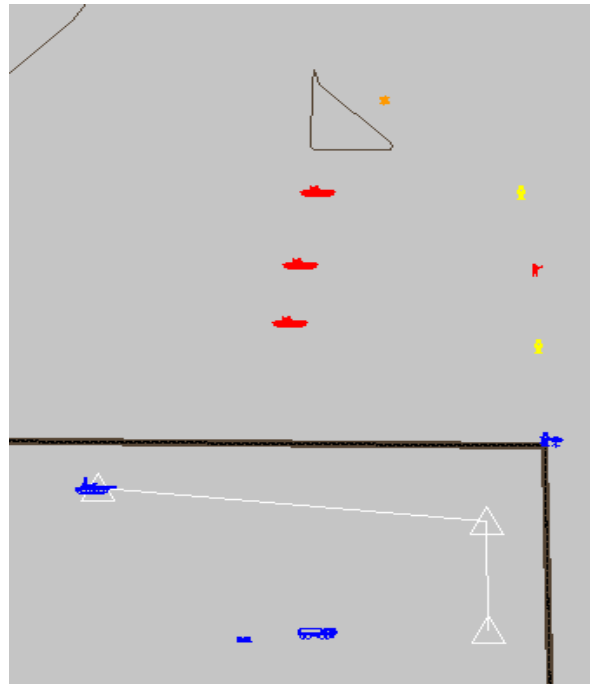
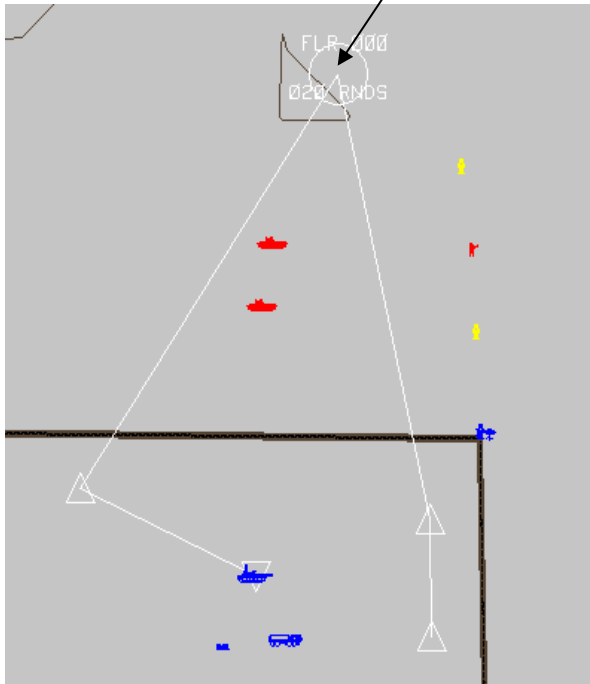
DEPLOY	ADMIN																																																						
GROUP	1	2	3	4	5																																																		
	6	7	8	9	10																																																		
RE-ORG	001	FORCE	001																																																				
COUNTER	00000	.00																																																					
TIMER	00:00:00:00																																																						
GR99A	PP	02000	87001																																																				
RTE	ALT	DEL	CAN	COPY																																																			
ISTOP/GO	HALT	Go																																																					
MOVE	SHOW	SPEED	MAXIMUM																																																				
MOUNT	TRANSFER	ASSIGN																																																					
DISMNT	LINE-F	DEFL	PIT																																																				
VIEW	FORWARD	LOS	FACE																																																				
IC	GP	FM	FC	SD																																																			
ROE	HOLD	SMOKE	GRENADE																																																				
LOSSES	TRACKER	OPFOR																																																					
INFO	DATA	DETECT																																																					
	MISC	ISR																																																					
DFIR	FORM	SOP	URBAN																																																				
IFIR	AYN	ENG	LOG																																																				
WPN		RANGE																																																					
COMD WPN		AREA WPN																																																					
COMD FIRE		AREA FIRE																																																					
	010	RDS																																																					
		FLOOR	00																																																				
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zm</td> <td>DF</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td></td> <td></td> <td></td> </tr> <tr> <td>PREV</td> <td>NEXT</td> <td>PAN</td> <td>GRID</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CLDS</td> <td>FRDS</td> <td>ENEMY</td> <td>HULK</td> <td>DBS</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CLEAR</td> <td>UP</td> <td>DN</td> <td>PRINT</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>																Zm	DF	1	2	3	4	5				PREV	NEXT	PAN	GRID							CLDS	FRDS	ENEMY	HULK	DBS						CLEAR	UP	DN	PRINT						
Zm	DF	1	2	3	4	5																																																	
PREV	NEXT	PAN	GRID																																																				
CLDS	FRDS	ENEMY	HULK	DBS																																																			
CLEAR	UP	DN	PRINT																																																				
00:00:01:48																																																							

DIRECT FIRE

Activity Node - Area Fire

Highlight **Area Fire**, toggle **RDS counter**,
Click on **Movement Node** at target location

Y



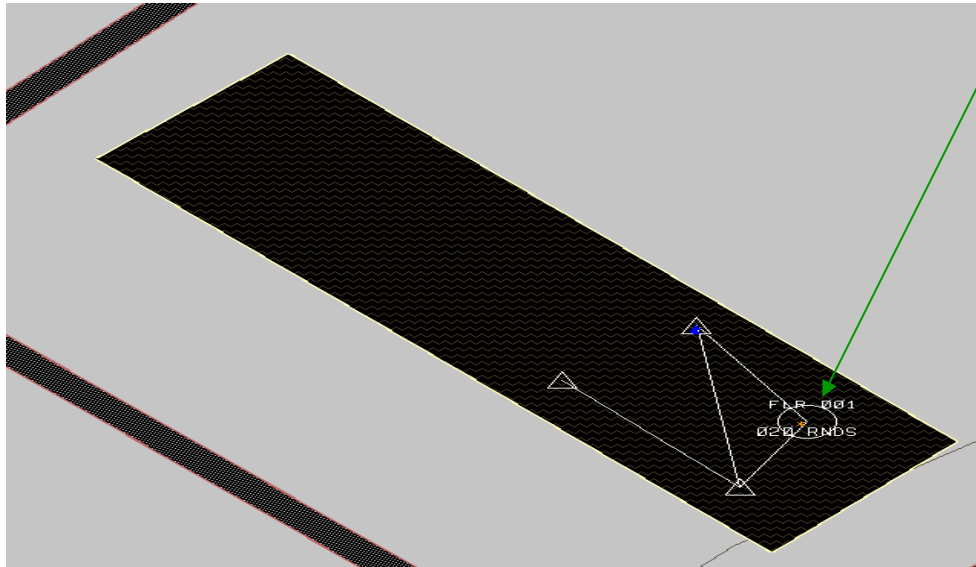
DEPLOY	ADMIN																																		
GROUP	1	2	3	4	5																														
	6	7	8	9	10																														
RE-ORG	001	FORCE	001																																
COUNTER	00000 .00																																		
TIMER	00:00:00:00																																		
GR99A	PP	02000	87001																																
RTE	ALT	DEL	CAN	COPY																															
ISTOP/GO	HALT		GO																																
MOVE	SHOW	SPEED	MAXIMUM																																
MOUNT	TRANSFER		ASSIGN																																
DISMNT	LINE-F	DEFL	PIT																																
VIEW	FORWARD	LOS	FACE																																
IC	GP	FM	FC	SD																															
ROE	HOLD	SMOKE	GRENADE																																
LOSSBS	TRACKER		OPFOR																																
INFO	DATA		DETECT																																
	MISC		ISR																																
DFIR	FORM	SOP	URBAN																																
IFIR	AYN	ENG	LOG																																
WPN			RANGE																																
COMD WPN			AREA WPN																																
COMD FIRE			AREA FIRE																																
	020 RDS																																		
			FLOOR 00																																
<table border="1"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Zm</td> <td>DF</td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>PREV</td> <td>NEXT</td> <td>PAN</td> <td colspan="3">GRID</td> </tr> <tr> <td>CLDS</td> <td>FRDS</td> <td>ENEMY</td> <td>HULK</td> <td colspan="2">DBS</td> </tr> <tr> <td>CLEAR</td> <td>UP</td> <td>DN</td> <td colspan="3">PRINT</td> </tr> </table>												Zm	DF	1	2	3	4	PREV	NEXT	PAN	GRID			CLDS	FRDS	ENEMY	HULK	DBS		CLEAR	UP	DN	PRINT		
Zm	DF	1	2	3	4																														
PREV	NEXT	PAN	GRID																																
CLDS	FRDS	ENEMY	HULK	DBS																															
CLEAR	UP	DN	PRINT																																

00:00:53:23

DIRECT FIRE

Activity Node - Area Fire to a Building Floor

Highlight **Area Fire**, toggle **RDS counter**,
toggle **Floor counter**
Click on **Movement Node** at target location



The shooter icon can also be located outside the building

DEPLOY	ADMIN					
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000	.00				
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GO	HALT		GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER	ASSIGN				
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER	OPFOR				
INFO	DATA		DETECT			
	MISC	ISR				
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
WPN			RANGE			
COMD WPN			AREA WPN			
COMD FIRE			AREA FIRE			
	020	RDS				
			FLOOR	01		
Zm	DF	1	2	3	4	5
PREV	NEXT	PAN	GRID			
CLOS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

QUESTIONS?

**FINAL
QUESTIONS?**