

Interactor Training

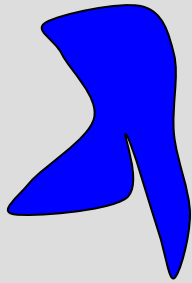
**Module 10
SURVIVABILITY & MOBILITY
vA13.000**

Survivability and Mobility

LEGEND

Obstacles

Water Obstacles

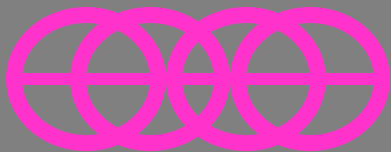


Area water obstacle



Linear water
obstacle

Inactive Obstacle



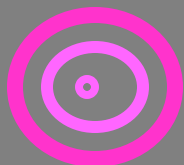
Wire



Barrier



Smoke pot



Rubble



Ditch



Natural feature

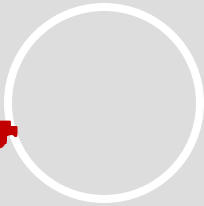
Active Obstacle



Obscuration



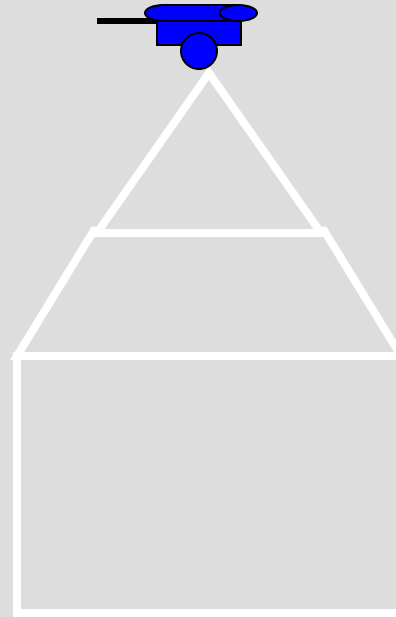
Vehicle launched
smoke grenades



Vehicle exhaust
smoke screen

Large Area Smoke Generation

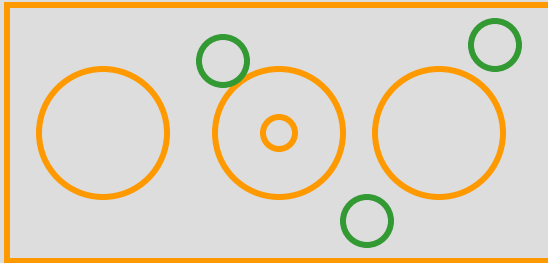
Wind



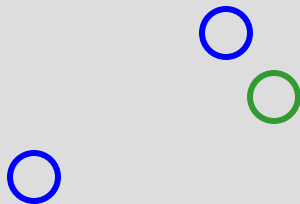
Mines



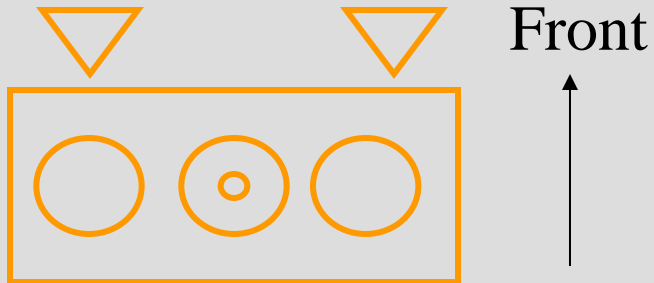
Minefield other side -
marked - no mines detected



Minefield other side -
marked - mines detected



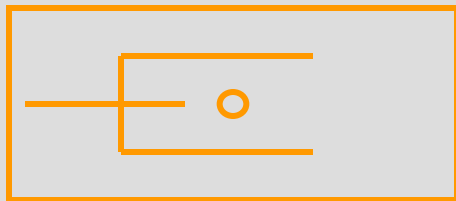
Minefield other side -
un marked - mines detected
green - active; blue - inactive



Minefield own Force -
random effects



Minefield same side - other
Force - random effects



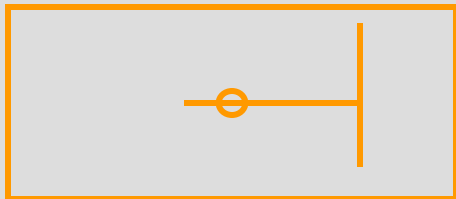
Minefield same side -
disrupt effect



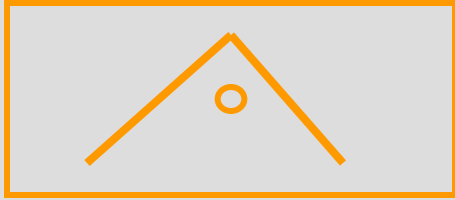
Minefield same side -
fix effect



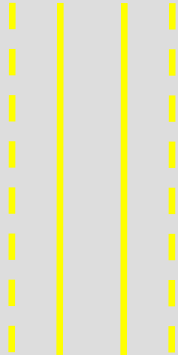
Minefield same side -
turn effect



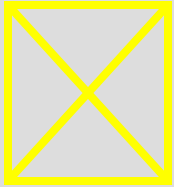
Minefield same side -
block effect



Minefield same side -
dummy



Minefield lane
(within the solid lines)



Mine (encountered)



Mine detected indicator



Mine casualty indicator



Symbols combined

MENU FUNCTIONS

ENG

ENG SUB-MENU

Select ENG



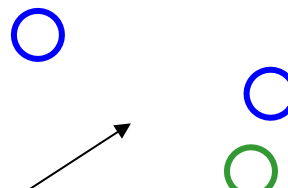
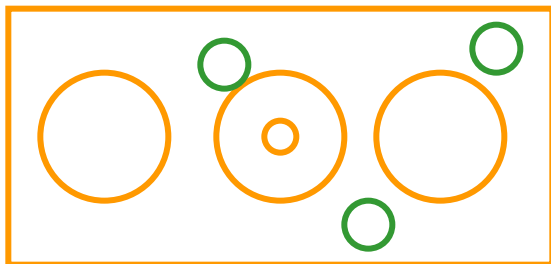
DEPLOY	START	ADMIN		
GROUP	1 2 3 4 5			
	6 7 8 9 10			
RE-ORG	001	FORCE	001	
COUNTER	00000 .00			
TIMER	00:00:00:00			
GR99A	PP	02000	87001	
RTE	ALT	DEL	CAN	COPY
ISTOP/GD	HALT		GD	
MOVE	SHOW	SPEED	MAXIMUM	
MOUNT	TRANSFER		ASSIGN	
DISMNT	LINE-F	DEFL	PIT	
VIEW	FORWARD	LOS	FACE	
IC	GP	FM	FC	SD
ROE	HOLD	SMOKE	GRENADE	
LOGSES	TRACKER		OPFOR	
INFO	DATA			DETECT
	MISC		ISR	
DFIR	FORM	SOP	URBAN	
IFIR	AYN	ENG	LOG	
ACT OBS	FIND		ORIENT	
DIS MINES				COMD 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**

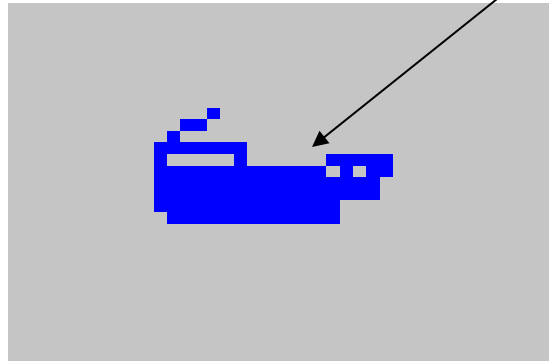


displays detected mines

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/GD	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	DBS	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			

ENG INFO



Click on icon

Select **INFO**

```
EMCD 1 EMCD ( 13:1)
Delay (secs) to breach obstacle
Ditch Wire Barrier
1200 30 5
Delay (secs) to cross obstacle
Ditch Wire Barrier
NA NA 5
Mine clearing device line charge
Number of devices remaining : 4
Mine clearing width = 20.000m
Charge length = 100.0m
```

**Does not apply to
obstacles or
minefields**

```
DEPLOY START ADMIN
GROUP 1 2 3 4 5
6 7 8 9 10
RE-DRG 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
ACT OBS FIND ORIENT
DIS MINES COMD 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
```

QUESTIONS?

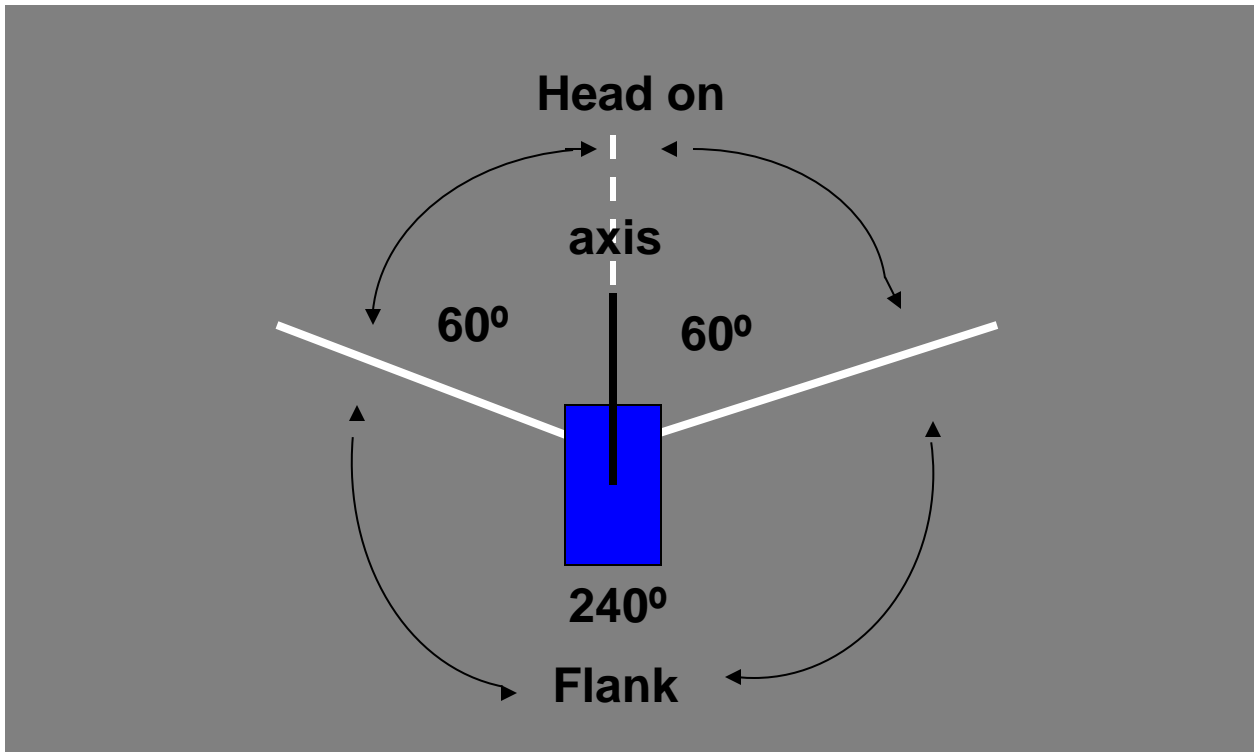
PROTECTION

FACING

FACING HEAD ON and FLANK

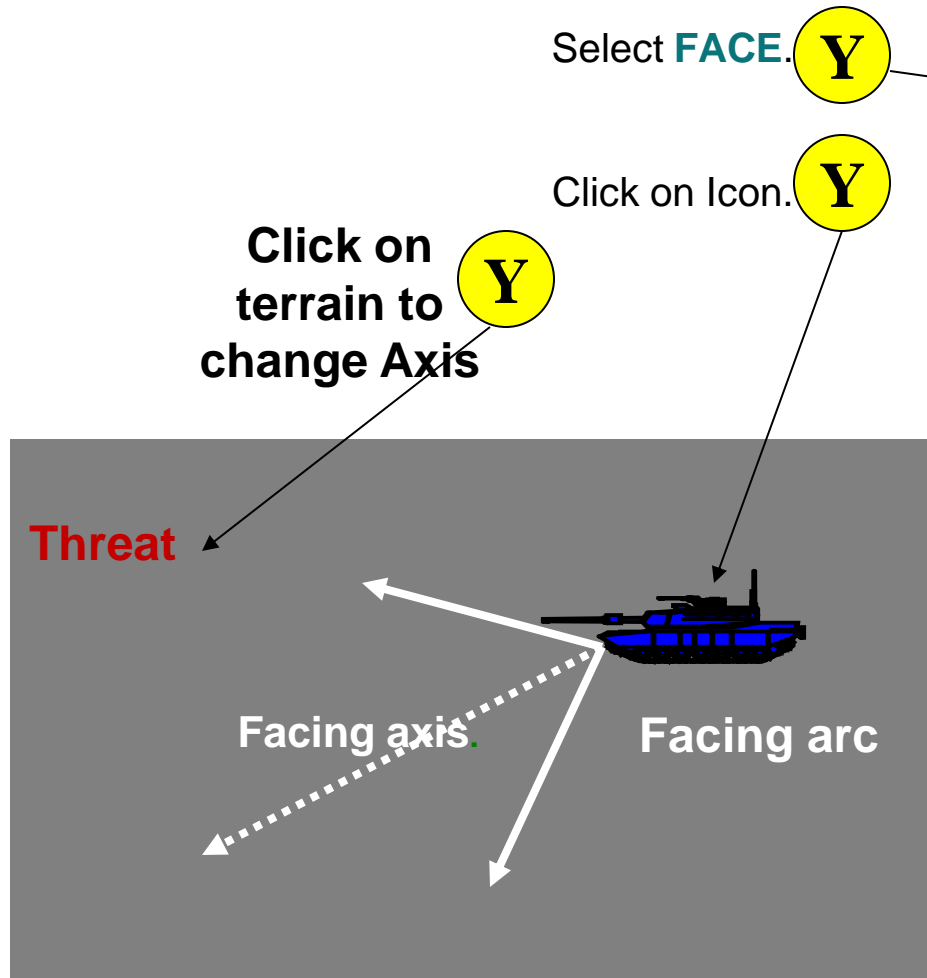
HEAD ON - Protected. 60° either side of the axis

FLANK - Less protected. The remaining 240° around the icon.



FACE

Orient Protected Facing



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	: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			
LOGS	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	OBS		
CLEAR	UP	DN	PRINT			

QUESTIONS?

DEFILADE

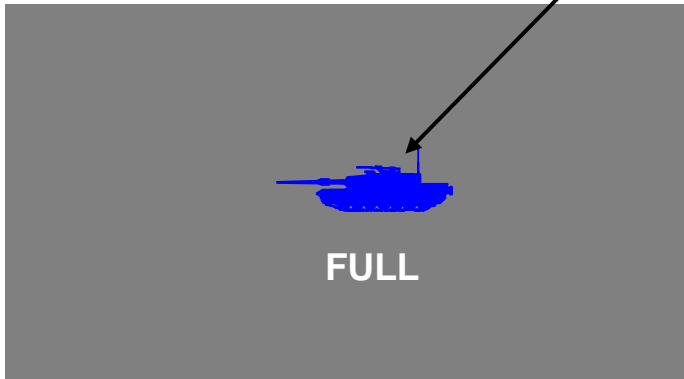
DEFILADE

Full or Partial

Click on **DEFL**

Set Scope

Toggle for full defilade, OR partial defilade.



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		
Zm	Df	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	F RDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

QUESTIONS?

**Nuclear,
Biological
and
Chemical Threat**

NBC

Indicates Threat Oriented Protective Posture (TOPP)

Select required level on **SCOPE**

Y

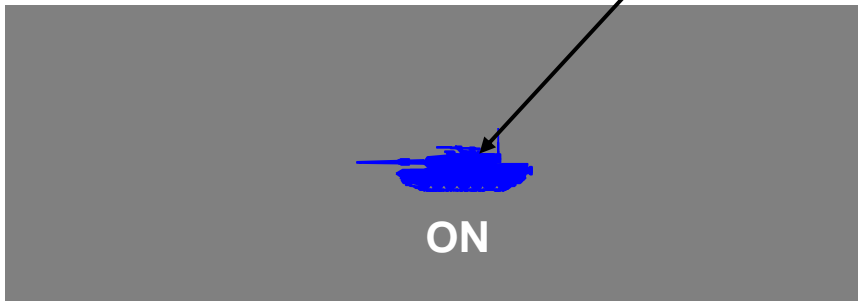
Click on **NBC**

Y

Click on Icon

B

Toggle for : **ON** = (protective posture), or
OFF = (TOPP 0)



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	S.MOKE	GRENADE		
LOSSES	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	MAINE	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		

PIT

CREATE Pit

Click on **ENG**



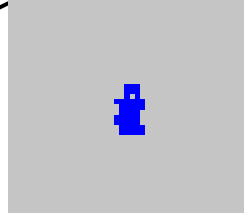
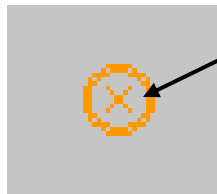
Click on **Create**, toggle option.



Click on the terrain to position the PIT.

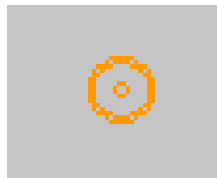


Infantry



or

Vehicle



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		
LOSEEG	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		
ZM	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

Message: # of pits by type remaining to position

ACTIVITY NODE

Occupy Pit

Click on **ALT**



Display route - Click on icon



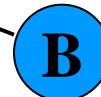
Click on **Pit**



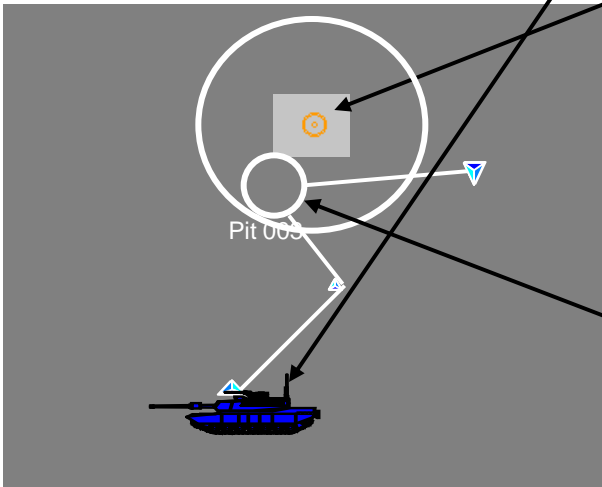
Click on **Pit** icon, white circle displays



The pit node must be within the white circle.



Click on 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	
I STOP/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	GRENADE		
LOGSBS	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		
CLDS	FRDS	ENEMY	HULK	OBG	
CLEAR	UP	DN	PRINT		

**CREATE, DEPLOY
and
ORIENT
OBSTACLES**

CREATE Obstacle

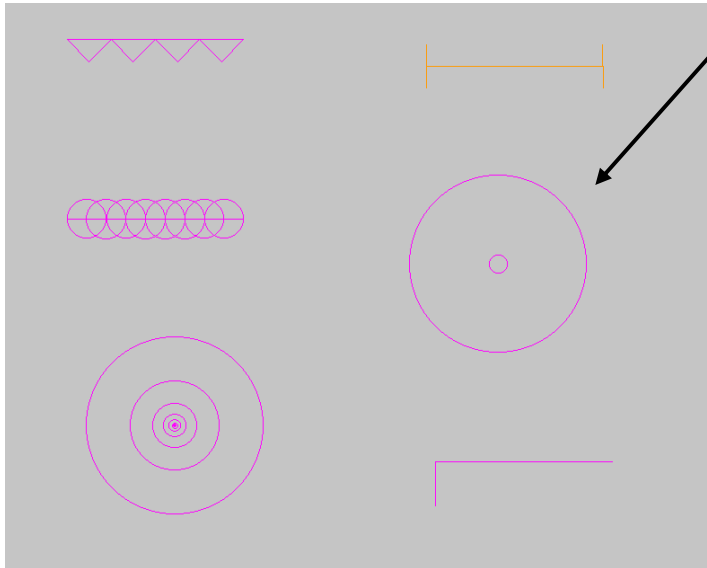
Click on **ENG**



Click on **Create**, toggle option.



Click on the terrain to position the Obstacle.



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
RDE	HOLD	SMOKE	GRENADE	
LOSSES	TRACKER	OPFOR		
INFO	DATA	DETECT		
	MISC	ISR		
DFIR	FORM	SOP	URBAN	
IFIR	AYN	ENG	LOG	
ACT	DBS	FIND	ORIENT	
DIS	MINES	COMD	DET	MF
MINES	NONE	WATER	FORD	
LINE	CHG	NBC		
BRIDGE	RECOVER			
BREACH	DITCH	STOP		
CREATE	DITCH	INFO		
Zm	Df	1	2	3
		4	5	
PREV	NEXT	PAN	GRID	
CLDS	FRRS	ENMY	HULK	DBS
CLEAR	UP	DN	PRINT	

Message: # of obstacles by type remaining to position

DEPLOY OBSTACLES

Click on **DEPLOY**.



Click on obstacle - zooms for clarity.



Click on new location to deploy the obstacle:

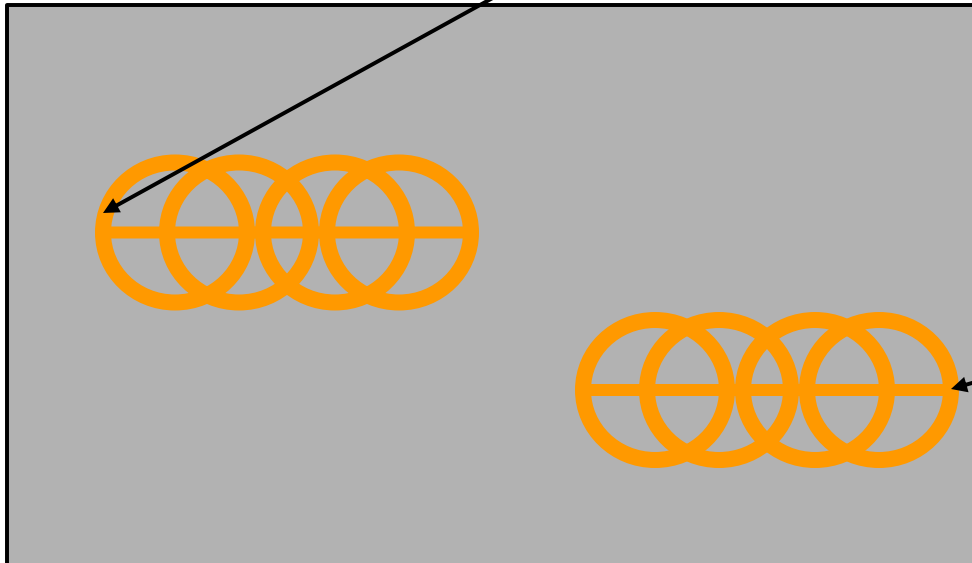
Inactive



or



Active



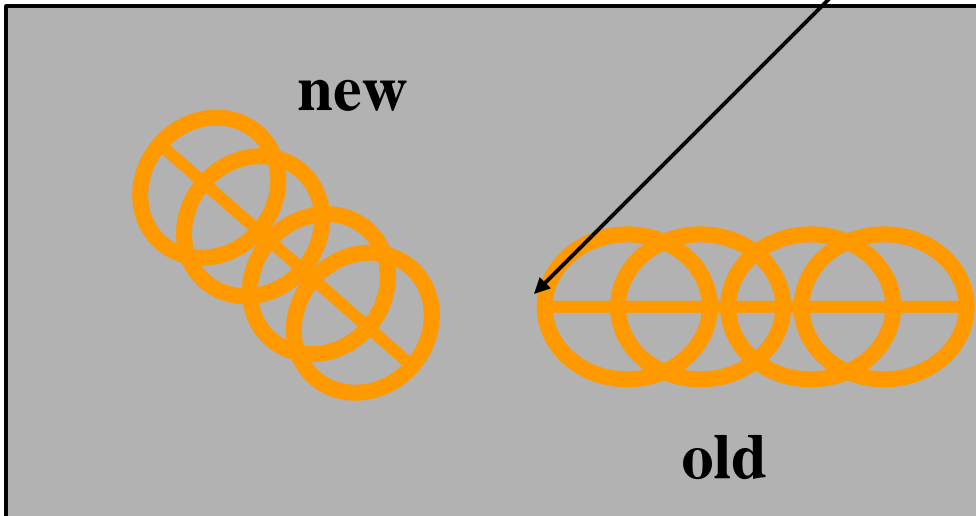
DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I	STOP/GO	HALT	GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	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
PREV	NEXT	PAN	GRID		
CLOS	FROG	ENEMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

ORIENT OBSTACLES

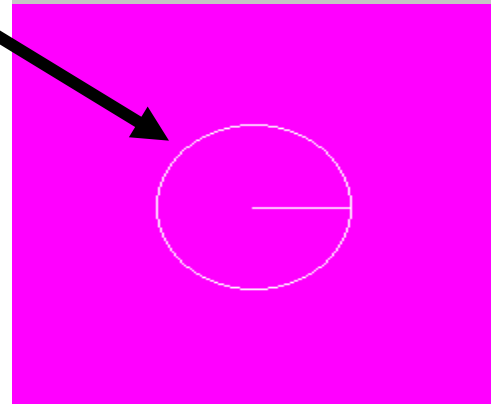
Click on **Orient** - white circle with orientation bar shows in ref map.

Set orientation by clicking around the circumference of the white circle in the Ref map. Line moves to indicate new orientation.

Click on the obstacle line to change the orientation.



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				
GR9BA	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			
ACT OBS	FIND	ORIENT				
DIS MINES			COMD 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	ENY	HULK	OBS		
CLEAR	UP	DN	PRINT			



**CREATE, DEPLOY
and
ORIENT
MINE PANELS**

CREATE Mine Fld

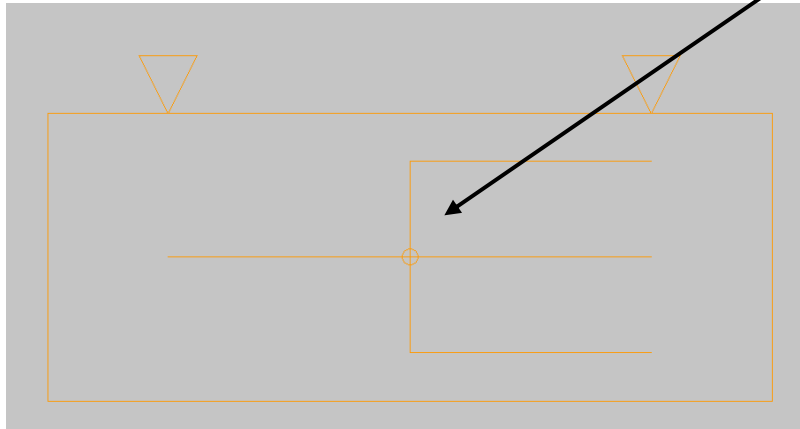
Click on **ENG**



Click on **Create**, toggle option.



Click on the terrain to position the Mine Panel.



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			
LOSEES	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	MINE FLD	INFO				
ZM	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			

Message: # of mine panels by type remaining to position

DEPLOY MINE PANELS

Click on **DEPLOY**. **Y**

Click on mine panel - zooms for clarity. **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		
LOSSES	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
Zm	Df	1	2	3	4
PREV	NEXT	PAN	GRID		
CLOS	FROG	ENEMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

Place in new position as:

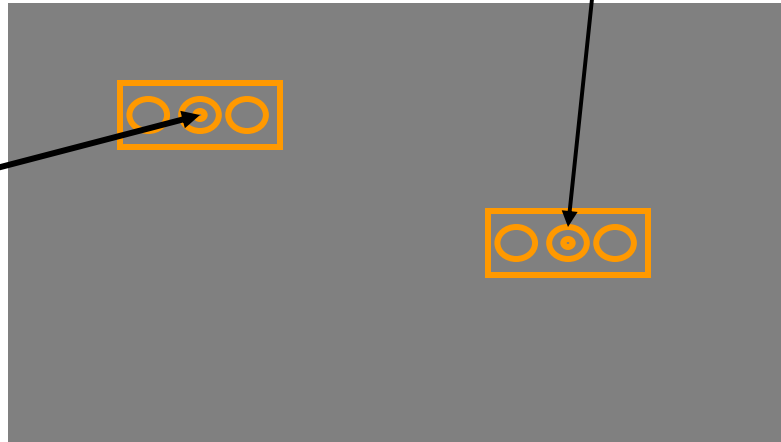
unmarked



or

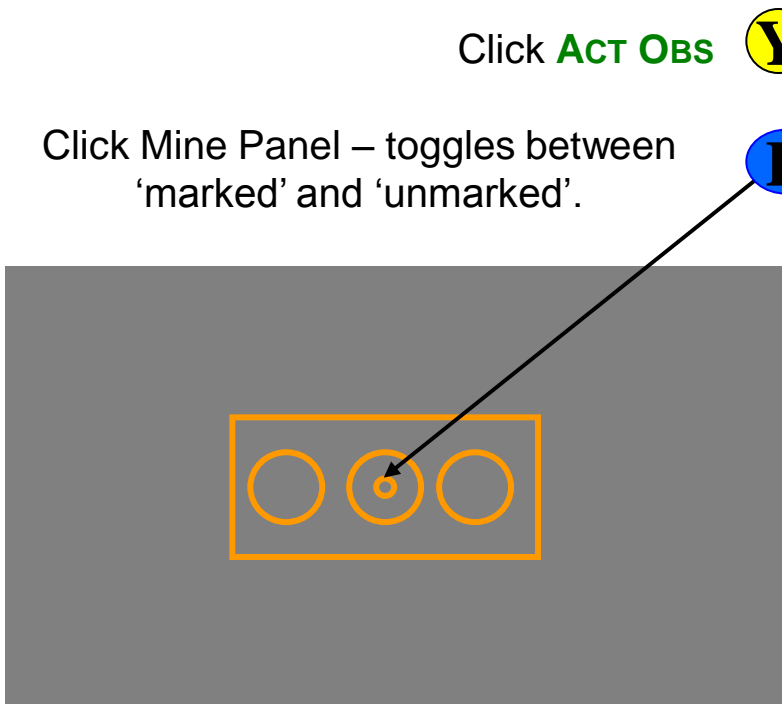


marked



ACTIVATE OBSTACLES

Change Mine Panel Status



Deploy Mode only

```

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
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 ENRY HULK OBS
CLEAR UP DN PRINT

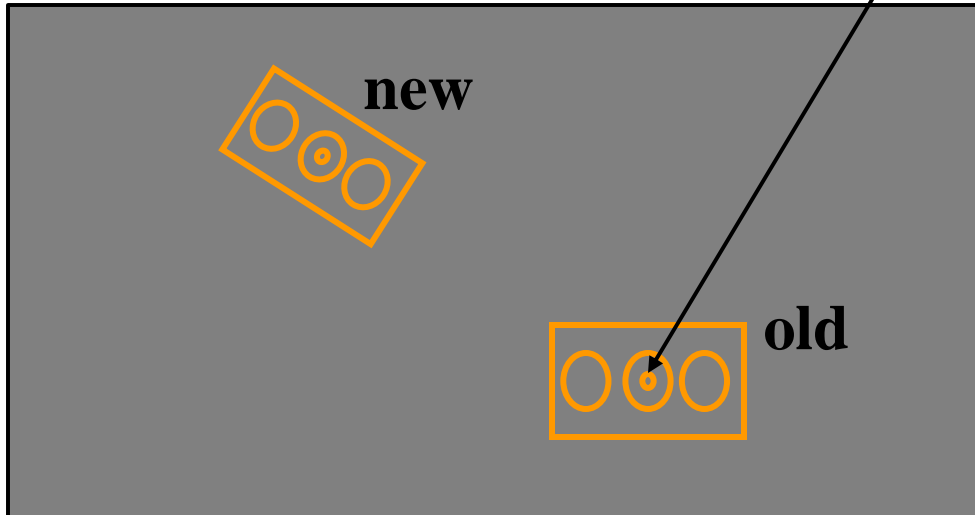
00:00:00:49
  
```

ORIENT MINE PANELS

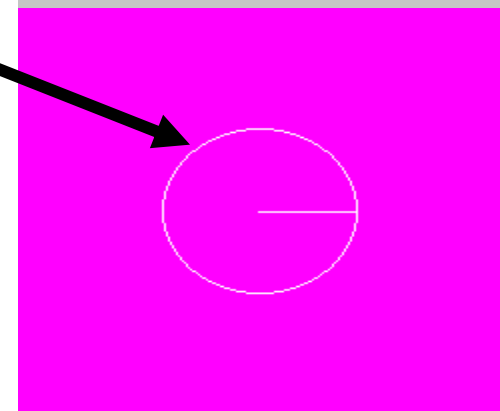
Click on **Orient** - white circle with orientation bar shows in ref map.

Set orientation by clicking around the circumference of the white circle in the Ref map. Line moves to indicate new orientation.

Click on the minefield to change the orientation.



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			
ACT	DBS	FIND	ORIENT			
DIS	MINES		CMD DET MF			
MINES	NONE	WATER	FORD			
LINE	CHG	NBC				
BRIDGE	RECOVER					
BREACH	DITCH	STOP				
CREATE	INF	PIT	INFO			
Zm	DF	1	2	3	4 5	
PREV	NEXT	PAN	GRID			
CLDS	FRDS	ENY	HULK	DBS		
CLEAR	UP	DN	PRINT			



QUESTIONS?

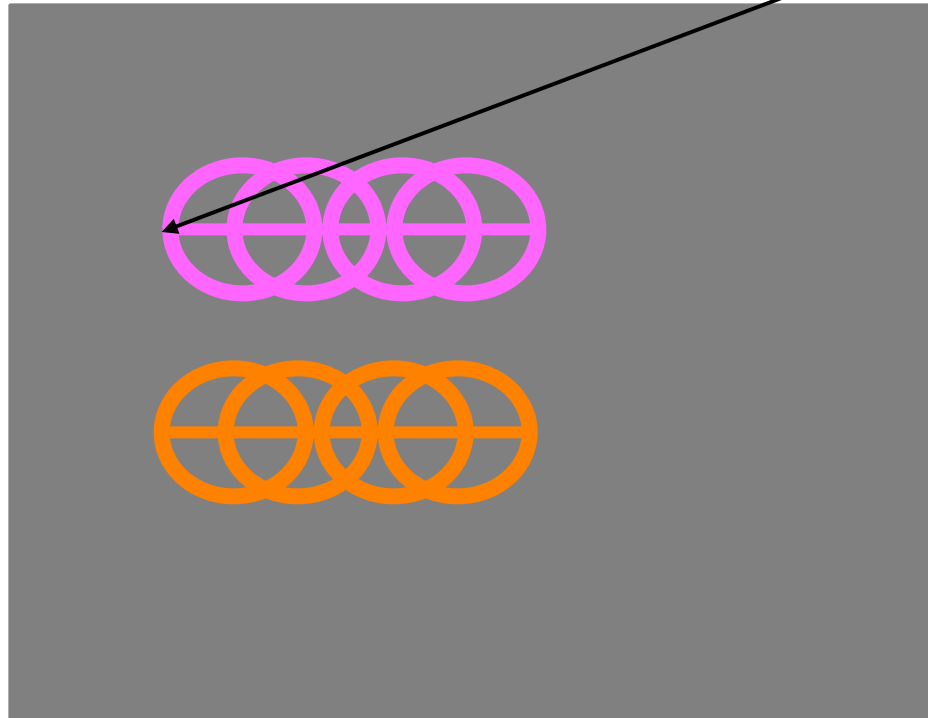
ACTIVATE

OBSTACLES

ACTIVATE OBSTACLES

Wire, Ditch, Crater

Click **ACT OBS**
 Click icon - colour of icon changes from purple to orange



Battle Mode only

DEPLOY	ADMIN				
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000				
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
ACT OBS		FIND		ORIENT	
DIS MINES				COMD	DET MF
MINES		NONE		WATER	FORD
LINE CHG		NBC			
BRIDGE		RECOVER			
BREACH		DITCH		STOP	
CREATE		INF PIT		INFO	
Zm	DF	1	2	3	4 5
PREV		NEXT		PAN	GRID
CLDS		FROG		ENRY	HULK OBS
CLEAR		UP		DN	PRINT
					00:00:00:49

INITIATE

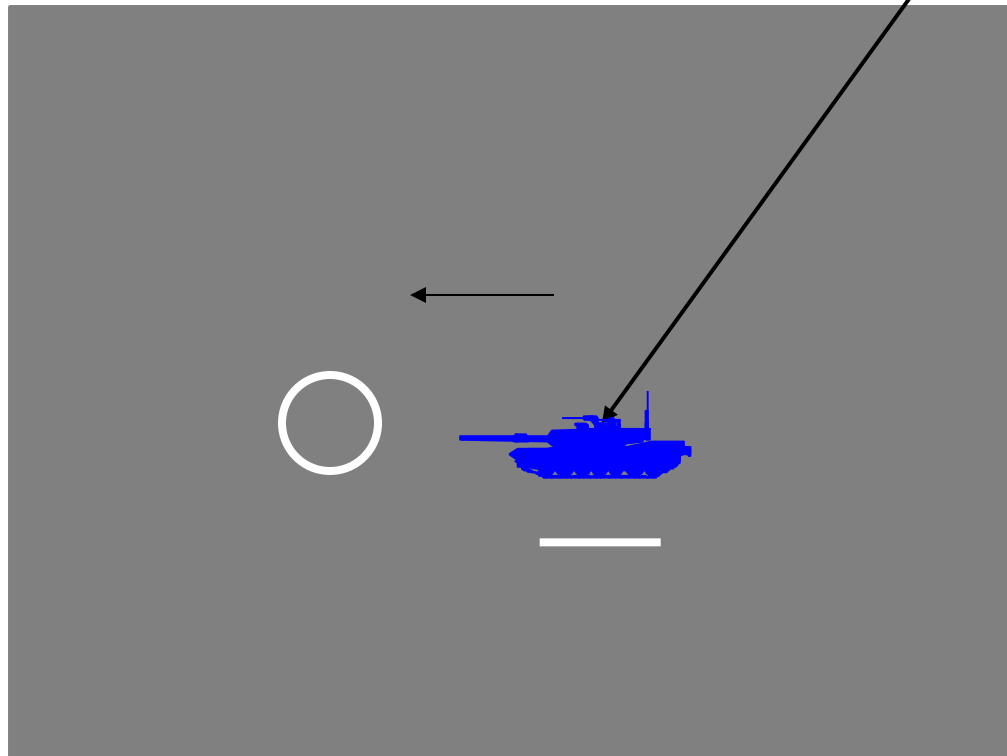
OBSCURATION

SMOKE Grenade

Click on Smoke, toggle **grenade**



Click on Icon



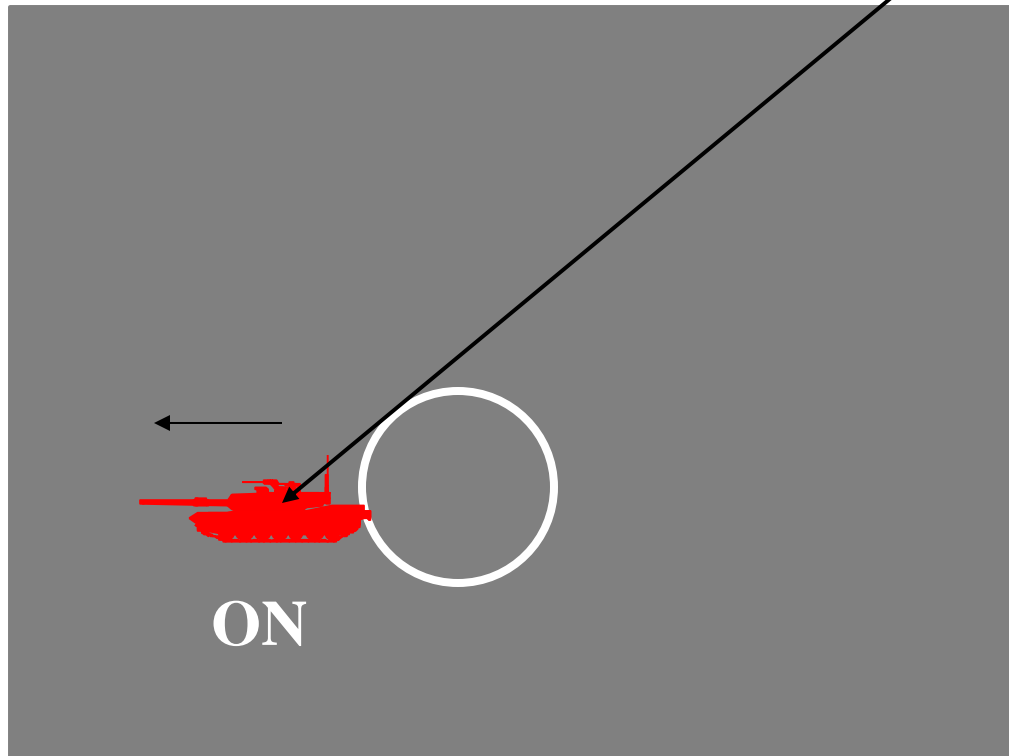
DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000	.00				
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
I	STOP/GO	HALT	GO			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER	ASSIGN				
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	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	FROB	ENMY	HULK	OBG		
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																				
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	EXHAUST																					
LOGSES	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> </table>					L																			
L																								
Zm	DF	1	2	3	4	5																		
PREV	NEXT	PAN		GRID																				
CLDS	FRDS	ENMY	HULK	DBS																				
CLEAR	UP	DN	PRINT																					

DISPENSE MINES

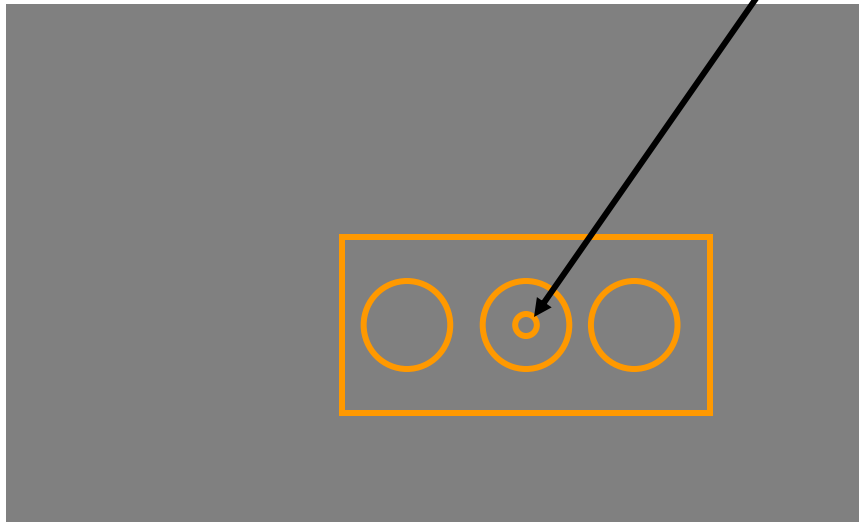
**COMMAND
DETONATION
MINE PANEL**

Command Detonation Mine Panel

Click **Comd det mf**



Click middle circle on mine panel



```
DEPLOY A 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
ACT OBS FIND ORIENT
DIS MINES COMD DET MF
MINES NONE WATER FORD
LINE CHG NBC
BRIDGE RECOVER
BREACH DITCH STOP
CREATE VEH PIT INFO
L | | | | | | | | | |
Zm DF 1 2 3 4 5
PREV NEXT PAN GRID
CLDS FRDS ENMY HULK OBS
CLEAR UP DN PRINT

00:00:00:24
```

QUESTIONS?

ACTIONS ON ENCOUNTERING:

**Obscuration, Slope, Buildings,
Complex Terrain, Water, Obstacles
or
Minefields**

OBSCURATION

Action when encountering obscuration

The Response Cell Commander assesses the situation and directs the Interactor.

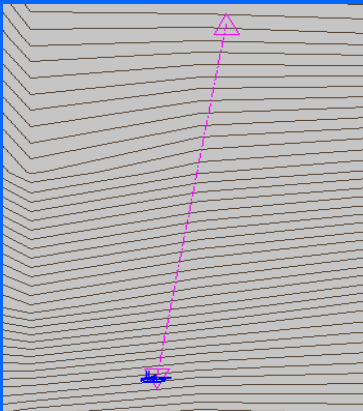
Action taken will be dependant on a number of factors including but not limited to:

- The mission.
- The higher commander's intent.
- The tactical situation.
- The nature of the obscuration.

SLOPE

Action when stopped by slope

Generally, when an icon encounters a slope that is too steep, the icon halts and the remaining route is displayed as a dashed purple line.



```
00:00:01:02 M1A10 4 TK ( 4:11) GR 99APP 57833 92795  
Has halted due to a steep slope.
```

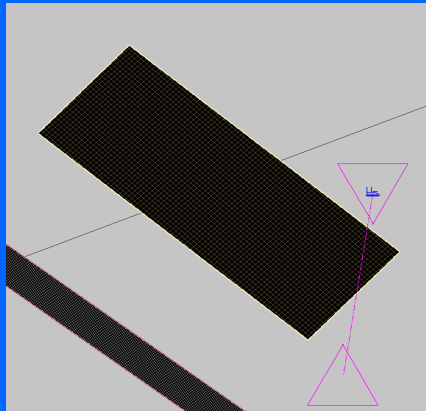
A message is displayed on the screen.

Cancel the planned route and create a new route to move the icon off the slope in the exact opposite direction to the angle of entry and seek a viable alternative route.

BUILDINGS

Action when stopped by a building

Generally, when an icon encounters a building, the icon halts and the remaining route is displayed as a dashed purple line.



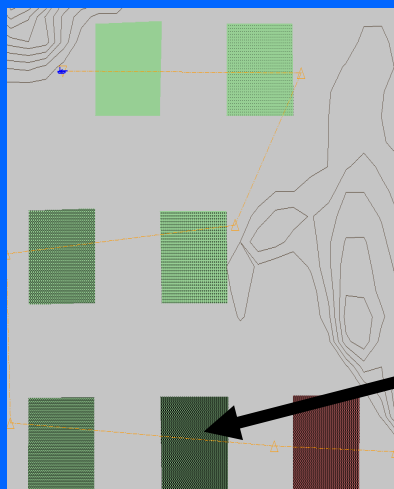
A message is displayed on the screen.

Cancel the planned route and create a new route to move the icon away from the building in the exact opposite direction to the angle of entry and seek a viable alternative route.

COMPLEX TERRAIN

Action when encountering terrain Type - Vegetation

Generally, when an icon encounters vegetation, the icon slows but continues to cross at a speed governed by the mobility factor (%) for the particular terrain type.



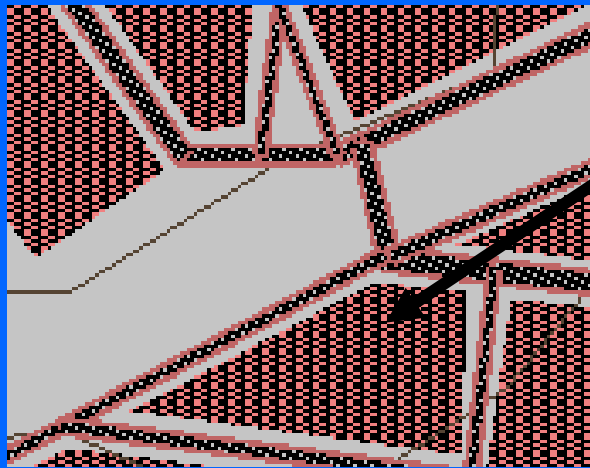
Terrain Report	
Loc:	GR 99APP 83292 99839
Elevation:	136.0m AMSL
Terrain:	Mangrove
PLOS:	30.0% per 100m
Height:	5m
Mobility:	
Track:	1%
Wheel:	1%
Foot:	10%
Wind:	NW 4kph (305deg)

There is no message displayed on the screen.

If progress is too slow, seek a viable alternative route.

Action when encountering terrain Type - Town

Generally, when an icon encounters town terrain, the icon slows but continues to cross at a speed governed by the mobility factor (%) for the particular terrain type. Movement on a road or bare terrain type has a different mobility factor.



```
Terrain Report
Loc: GR 99APP 95093 00658
Elevation : 145.9m AMSL

Terrain : Town
PLOS = 40.0% per 100m
Height = 5m

Mobility :
Track = 50%
Wheel = 50%
Foot = 60%

Wind NW 4kph (305deg)
```

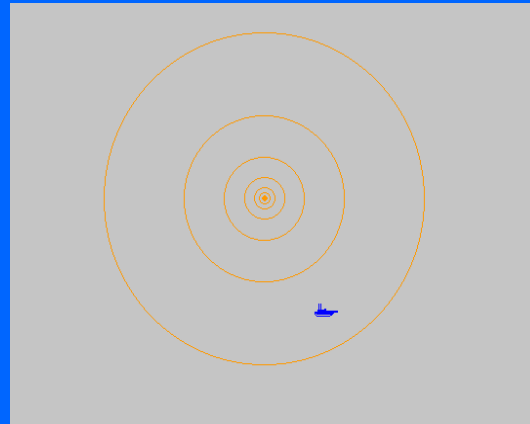
There is no message displayed on the screen.

If progress is too slow, seek a viable alternative route.

Action when encountering rubble

Generally, when an icon encounters rubble, the icon slows but continues to cross at a reduced speed.

```
00:00:24:11
      Obstacle Report
Obstacle No   3 Rubble .
      Loc:99APP1224926169
          99APP1234926169
      Length = 100m
Status: Executed
Obstacle owned by force   1 Side 1
```



```
00:00:00:16   GR 99APP 12264 26195
MIA1D          2 Tk   ( 2:1)
Force   1   Group 1
Strength - Init: 1 Cur: 1

Speed set to   25.00kph.
Moving at     5.00kph
ROE = Weapons Hold PH min:0.05
Automatic weapon selection enabled.
Sensor: 1/21 scope 12x
No default carrier defined
Engine is on
Command weapon: none selected
Area weapon: none selected
```

There is no message displayed on the screen.

If progress is too slow, seek a viable alternative route.

WATER

Action when stopped by water

When an icon is stopped by water:

- the icon halts,
- the remaining route is displayed as a dashed purple line.
- a message is displayed on the screen.

The Icon must then either:

- be withdrawn from the water to seek either an assisted crossing method or a way to outflank the body of water,

or

- be placed into an appropriate **WATER** Mode.

Once the appropriate **WATER** mode has been selected, toggle the STOP NODE to a GO NODE to enable the icon to proceed.

WATER

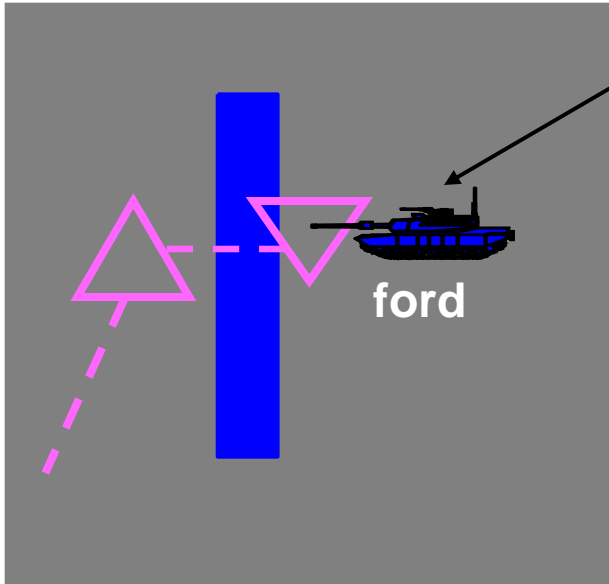
Cross a Water Obstacle

Select icon - plan movement route across the water obstacle.

Once stopped by the obstacle, Click on **Water**, toggle option

Click on icon.

Click on node to change to a GO node.



Options:
Ford, Stop, Swim
or X BRIDG.

Activity Node:
B 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	:	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		OPFOR	
INFO		DATA		DETECT	
		MISC		ISR	
DFIR		FORM		SOP	URBAN
IFIR		AYN		ENG	LOG
ACT	OBS	FIND		ORIENT	
DIS	MINES			COMD	DET MF
MINES		NONE		WATER	FORD
LINE	CHG			NBC	
BRIDGE		RECOVER			
BREACH		DITCH		STOP	
CREATE		INF		PIT	INFO
Zm	DF	1	2	3	4
PREV		NEXT		PAN	GRID
CLDS		FRDS		ENMY	HULK
				OBS	
CLEAR		UP		DN	PRINT

BRIDGE

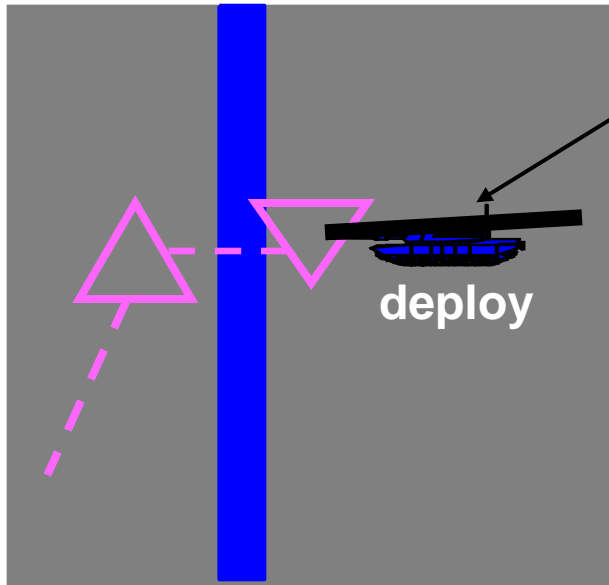
BRIDGE

Deploy Bridge (wet or dry gap)

Select **bridge** icon - plan movement route across the obstacle. **Y**

Once stopped by the obstacle, select **BRIDGE**, toggle **DEPLOY** option. **Y**

Click on icon, Click on node to change to a GO node. **B**



Activity Node:
B on a
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		
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			
ACT	DBS	FIND	ORIENT			
DIS	MINES		CMD DET MF			
MINES	NONE	WATER	FORD			
LINE	CHG		NBC			
BRIDGE	DEPLOY					
BREACH	DITCH	STOP				
CREATE	INF	PIT	INFO			
L						
Zm	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

CROSS A BRIDGE ICON

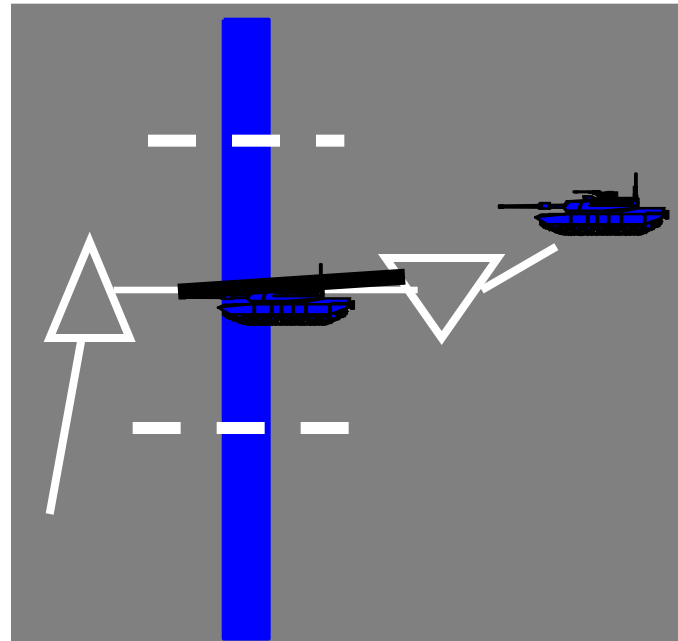
Select the icon to cross the bridge.

Plan the movement route to be perpendicular across the bridge icon.

Be prepared to place a STOP node before the bridge if required by traffic control.

Bridge Crossing Data

```
HAB          10Brid ( 14:1)
Delay (secs) to breach obstacle
Ditch Wire Barrier
NA 120 5
Delay (secs) to cross obstacle
Ditch Wire Barrier
NA NA NA
Bridge Layer
Bridge type 1
Setup Time 5.00 mins
Packup Time 5.00 mins
Crossing time for whl 0.50 mins
Crossing time for trk 0.50 mins
Crossing time for foot 0.40 mins
Max limit on vehicles 1
Max limit on foot 4
Max weight limit NA
```



Activity Node:
B on a
movement
node.

Bridge Zone:
Represented by
dashed white lines.

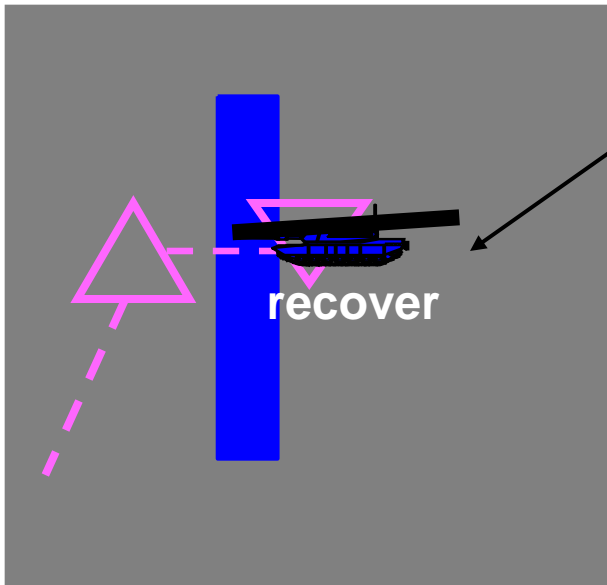
BRIDGE

Recover Bridge

Select **bridge** icon - plan movement route across the obstacle.

Select **BRIDGE**, toggle **RECOVER** option

Click on icon, Click on node to change to a GO node.



Activity Node:
B on a
 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	
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		
Zm	Df	1	2	3
		4	5	
PREV	NEXT	PAN	GRID	
CLDS	FRDS	ENMY	HULK	OBS
CLEAR	UP	DN	PRINT	

OBSTACLES

Obstacle Types

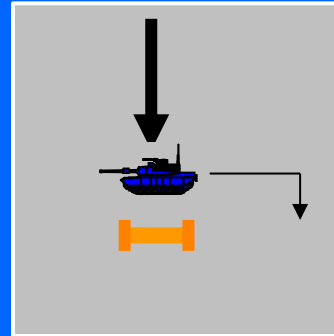
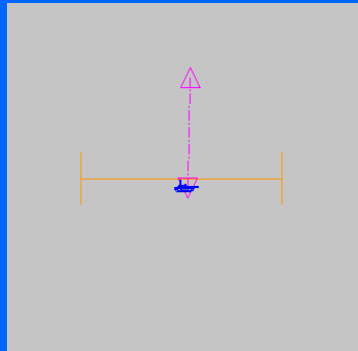
Obstacle types likely to be encountered are:

- **Natural:** an impassable feature.

- **Manmade:** ditch, crater, wire and barrier.

Action when stopped by a natural obstacle

Generally, when an icon encounters a natural obstacle, the icon halts and the remaining route is displayed as a dashed purple line.



A message is displayed on the screen.

Natural obstacles can not be breached, crossed or bridged, therefore the Icon must be withdrawn from the obstacle to seek a way to outflank the obstacle.

Action when stopped by a ditch or crater

Generally, when an icon encounters a ditch or crater obstacle, the icon halts and the remaining route is displayed as a dashed purple line.

A message is displayed on the screen.

The Icon must then either:

- withdraw from the obstacle to seek either an assisted crossing method or a way to outflank the obstacle, or
- be placed into an appropriate Breach or Bridge Mode.

Once the appropriate BREACH or BRIDGE mode and option has been selected, toggle the STOP NODE to a GO NODE and the icon should proceed to breach or bridge the obstacle.

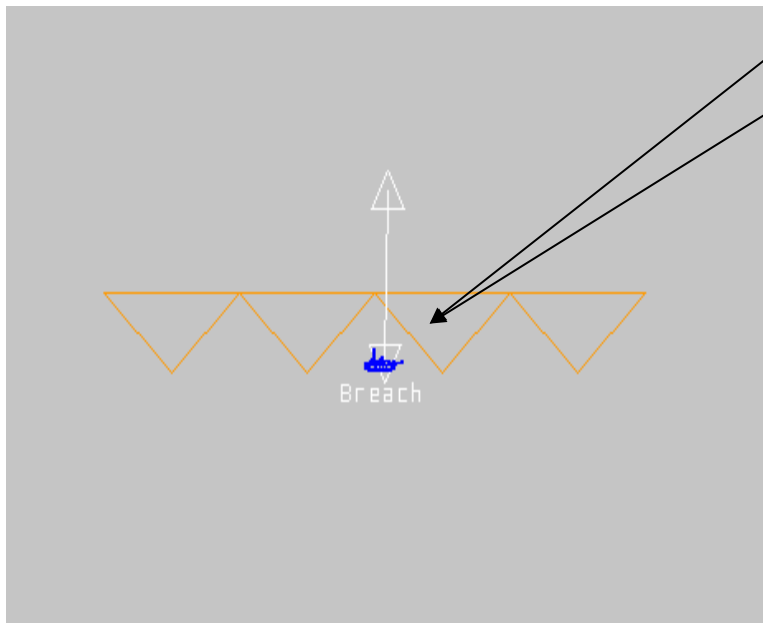
BREACH

Ditch or Crater

Once stopped by the obstacle, Click on **BREACH**, toggle options

Click on icon

Click on stop node to change to a GO node.



Activity Node:

B on a movement node.

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	
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		
ACT	OBS	FIND	ORIENT		
DIS	MINES	COMD	DET	MF	
MINES	NONE	WATER	FORD		
LINE	CHG	NBC			
BRIDGE	RECOVER				
BREACH	DITCH	BREACH			
CREATE	BARRIER	INFO			
Zm	Df	1	2	3	4
PREV	NEXT	PAN	GRID		
CLOS	FROB	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

00:00:02:49

Action when encountering wire

Generally, when an icon encounters a wire obstacle, the icon halts and the remaining route is displayed as a dashed purple line.

A message is displayed on the screen.

The Icon must then either:

- withdraw from the obstacle to seek either an assisted crossing method or a way to outflank the obstacle, or
- be placed into an appropriate Breach Mode.

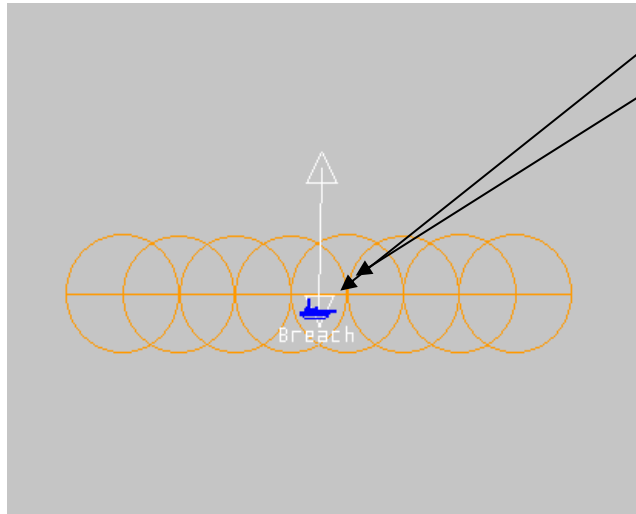
Once the appropriate BREACH mode and option has been selected, toggle the STOP NODE to a GO NODE and the icon should proceed to breach the obstacle.

BREACH Wire

Once stopped by the obstacle, Click on **BREACH**, toggle options

Click on icon

Click on stop node to change to a GO node.



Activity Node:
B on a
 movement
 node.

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		
ACT OBS	FIND		ORIENT		
DIS MINES				CMD DET MF	
MINES	NONE	WATER	FORD		
LINE CHG		NBC			
BRIDGE	RECOVER				
BREACH	WIRE	BREACH			
CREATE	INF	PIT	INFO		
Zm	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN	PRINT		
00:00:00:53					

Action when stopped by a barrier

Generally, when an icon encounters a barrier, the icon halts and the remaining route is displayed as a dashed purple line.

A message is displayed on the screen.

The Icon must then either:

- withdraw from the obstacle to seek either an assisted crossing method or a way to outflank the obstacle, or
- be placed into an appropriate Breach Mode.

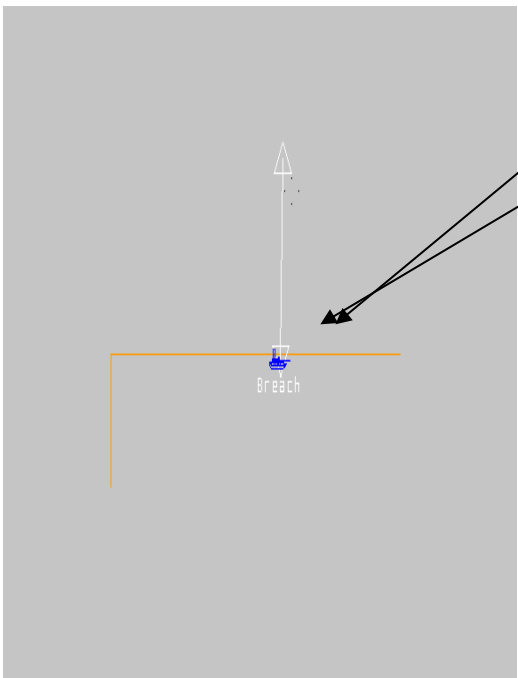
Once the appropriate BREACH mode and option has been selected, toggle the STOP NODE to a GO NODE and the icon should proceed to breach the obstacle.

BREACH Barrier

Once stopped by the obstacle, Click on **BREACH**, toggle options

Click on **icon**

Click on stop node to change to a GO node.



Y

B

B

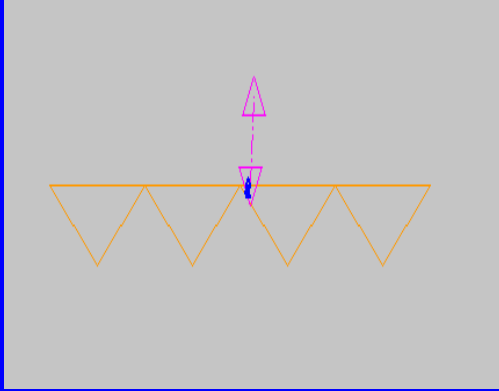
Activity Node:
B on a
movement
node.

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		
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	BARRIER	BREACH			
CREATE	INF PIT	INFO			
Zm	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

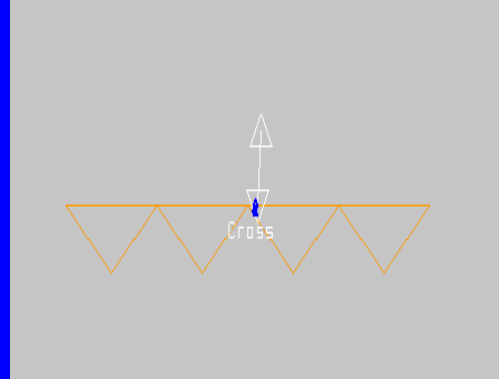
00:00:46:37

CROSS an obstacle

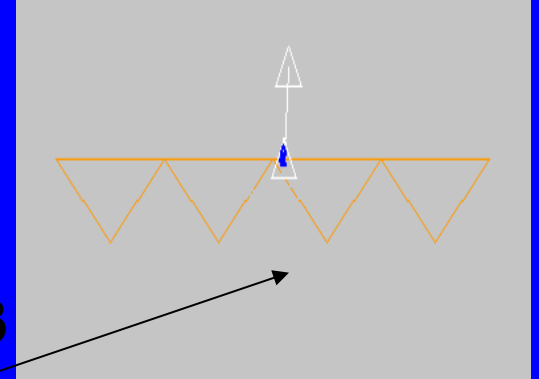
1



2



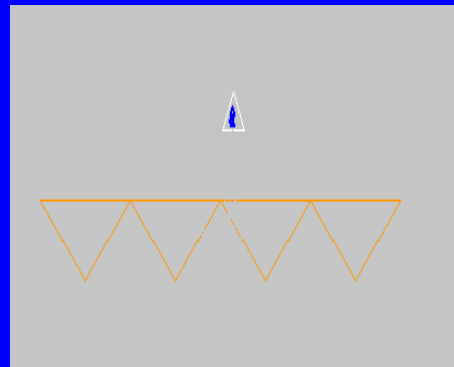
3



```
00:00:01:14 Steyr  
Crossing an obstacle.  
Delayed for 120.0 seconds
```

```
5 Sold ( 10:1) GR 99APP 11951 26179
```

4



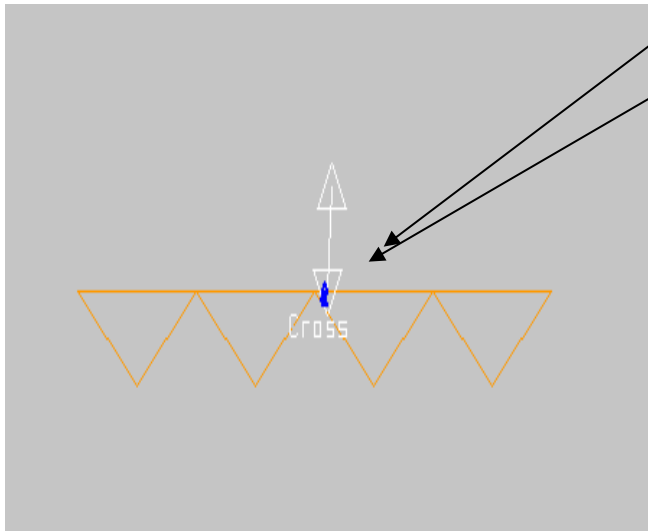
BREACH

Cross an obstacle

Once stopped by the obstacle, Click on **BREACH**, toggle options

Click on icon

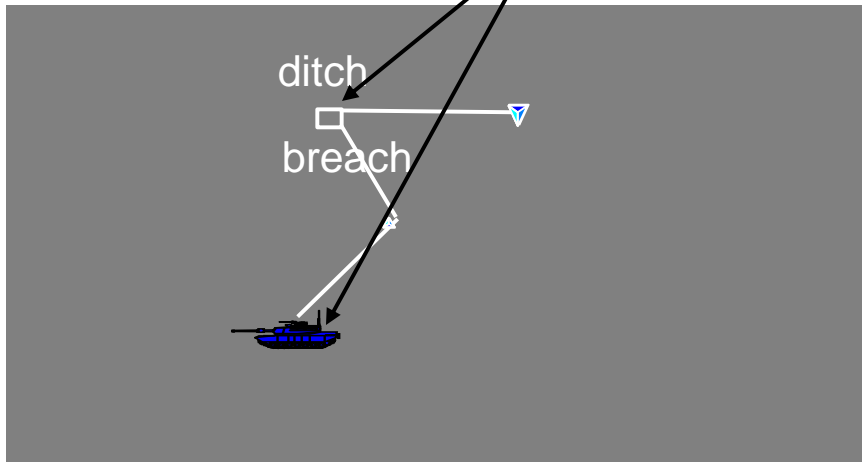
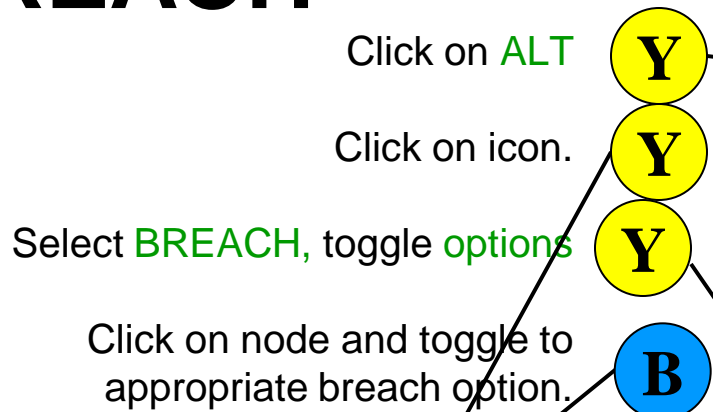
Click on stop node to change to a GO node.



Activity Node:
B on a
 movement
 node.

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	SMORE	GRENADE		
LOGSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
ACT OBS	FIND		ORIENT		
DIS MINES			COMD DET MF		
MINES	NONE	WATER	FORD		
LINE CHG	NBC				
BRIDGE	RECOVER				
BREACH	DITCH	CROSS			
CREATE	INF	PIT	INFO		
Zm	DF	1	2	3	4
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

ACTIVITY NODE BREACH



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	LG AREA		
LOSSES	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
ACT OBS	FIND	ORIENT			
DIS MINES		COMD	DET MF		
MINES	NONE	WATER	FORD		
LINE CHG	NBC				
BRIDGE	RECOVER				
BREACH	DITCH	BREACH			
CREATE	VEH PIT	INFO			
ZM	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLS	FROB	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

00:00:00:18

CANCEL ACTIVITY NODE

Click on **ALT**

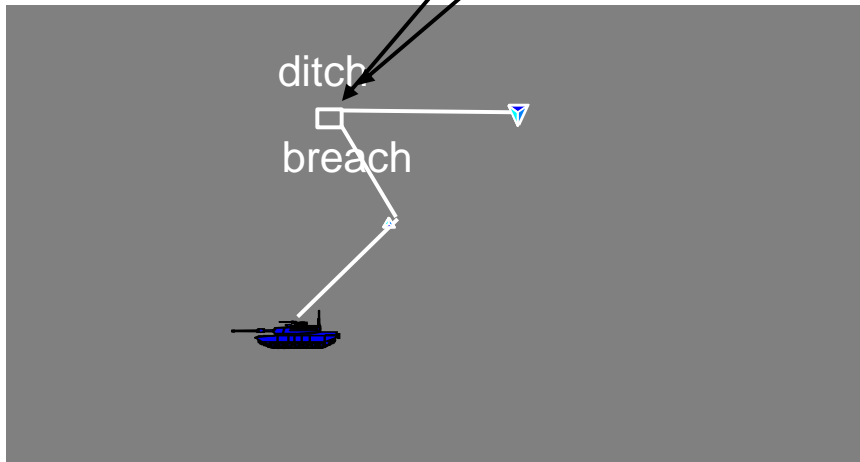
Y

Click on Activity node
(node becomes a STOP node)

B

If required, toggle to a GO node

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	
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		
ZM	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

**ACTION
ON
ENCOUNTERING
MINEFIELDS**

Action when mines are encountered

When an icon encounters a **minefield**, marked or unmarked, there is no immediate specific effect. The icon will continue moving until it either exits unscathed, is halted (with or without casualties) or is destroyed.

When an icon encounters a specific **mine** within a minefield, the icon will halt because it has either detected the mine or detonated the mine. The appropriate graphic symbols will be displayed.

As there is no automatic passage of information between icons, subsequent icons encountering the same minefield/mine threat will 'behave' in the same manner. Under certain circumstances, such icon 'behaviour' may result in unrealistic outcomes. Therefore, the Interactor must remain alert to this issue and be prepared to intervene.

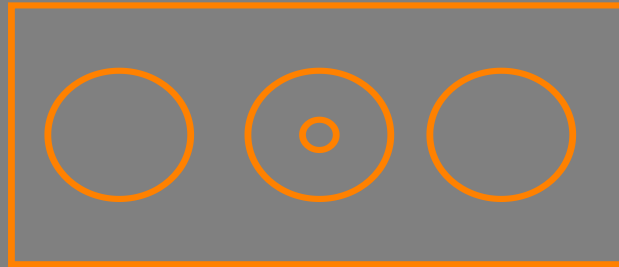
The recommended SOP on encountering a marked minefield or a mine within an unmarked minefield is to:

- ⊕ halt all movement considered at risk.
- ⊕ inform the appropriate authority.
- ⊕ Initiate subsequent action appropriate to the situation.

MINEFIELD OR MINE ENCOUNTERED

Two types of display

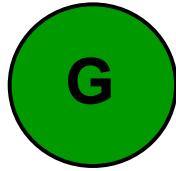
1



2



FIND

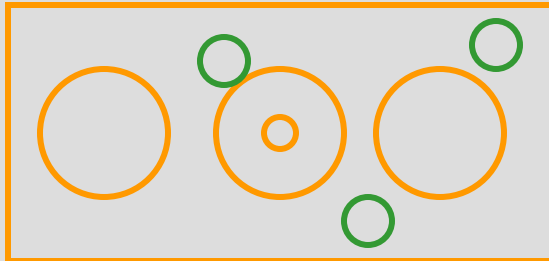


displays detected mines

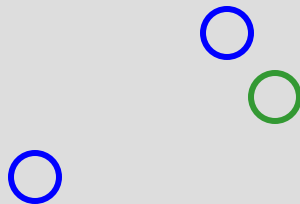
green - active; blue - inactive



Minefield other side -
marked - no mines detected



Minefield other side -
marked - mines detected



Minefield other side -

unmarked - mines detected

green - active; blue - inactive

**MINEFIELD
RECONNAISSANCE**

MINEFIELD RECONNAISSANCE

- **Engineer Recon** icons can detect mines at greater range and with greater probability.
- **Sapper** icons can detect mines but at lesser ranges and probabilities than Engineer Recon icons but better than other icons.
- **Other** icons can detect mines but at very short ranges and with lesser probability than sapper icons.

MINEFIELD RECONNAISSANCE

Create a movement route for the **Engineer Recon** icon that depicts the reconnaissance plan and select **GO**.

When a mine(s) is detected the icon will stop, the residual movement route will display in purple and a message will display.

Click **FIND**  and the detected mine(s) will display:

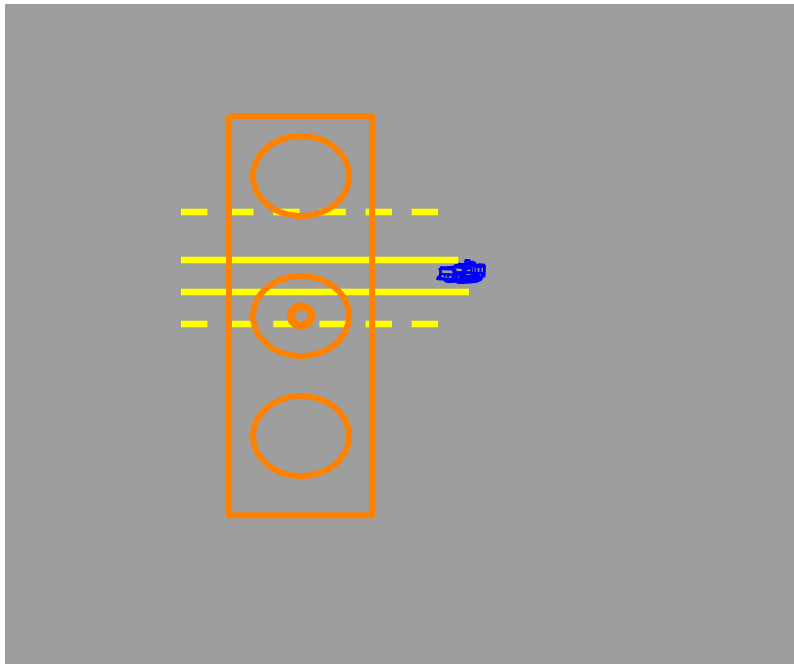
green - active;

blue - inactive

CLEAR MINES

CLEARING MINES

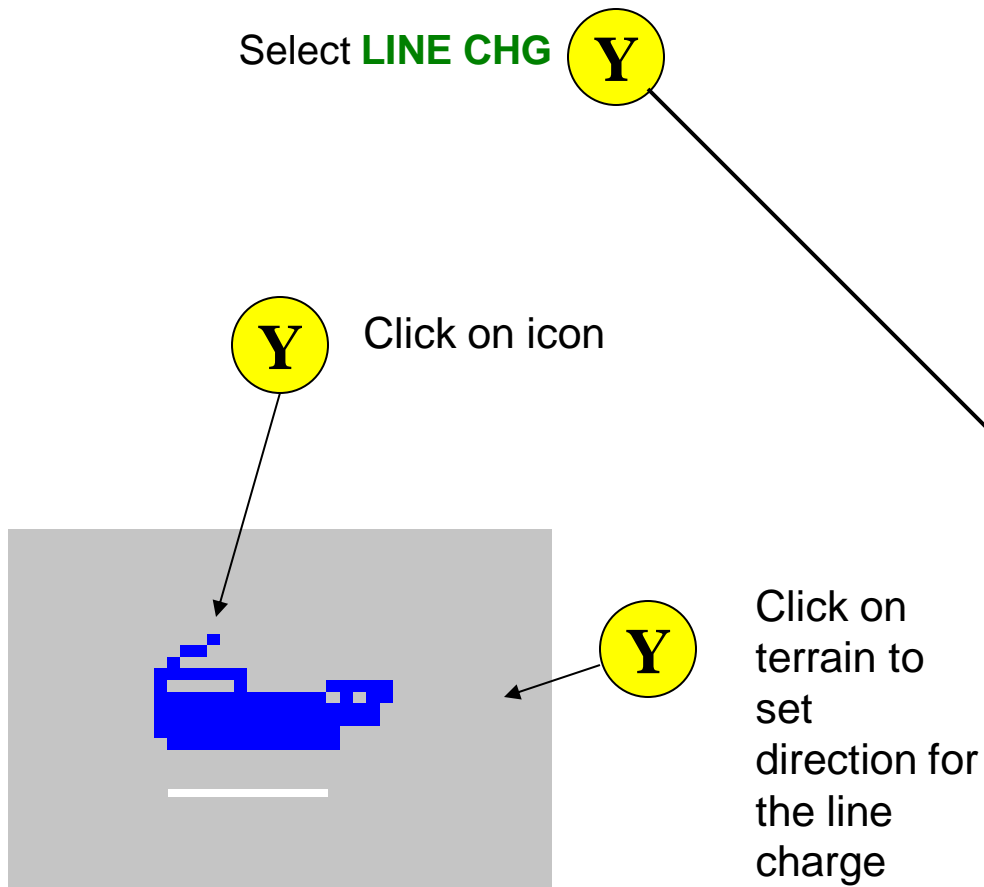
THE LINE CHARGE – is used to create the initial lane



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		
ACT	DBS	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		

ENG

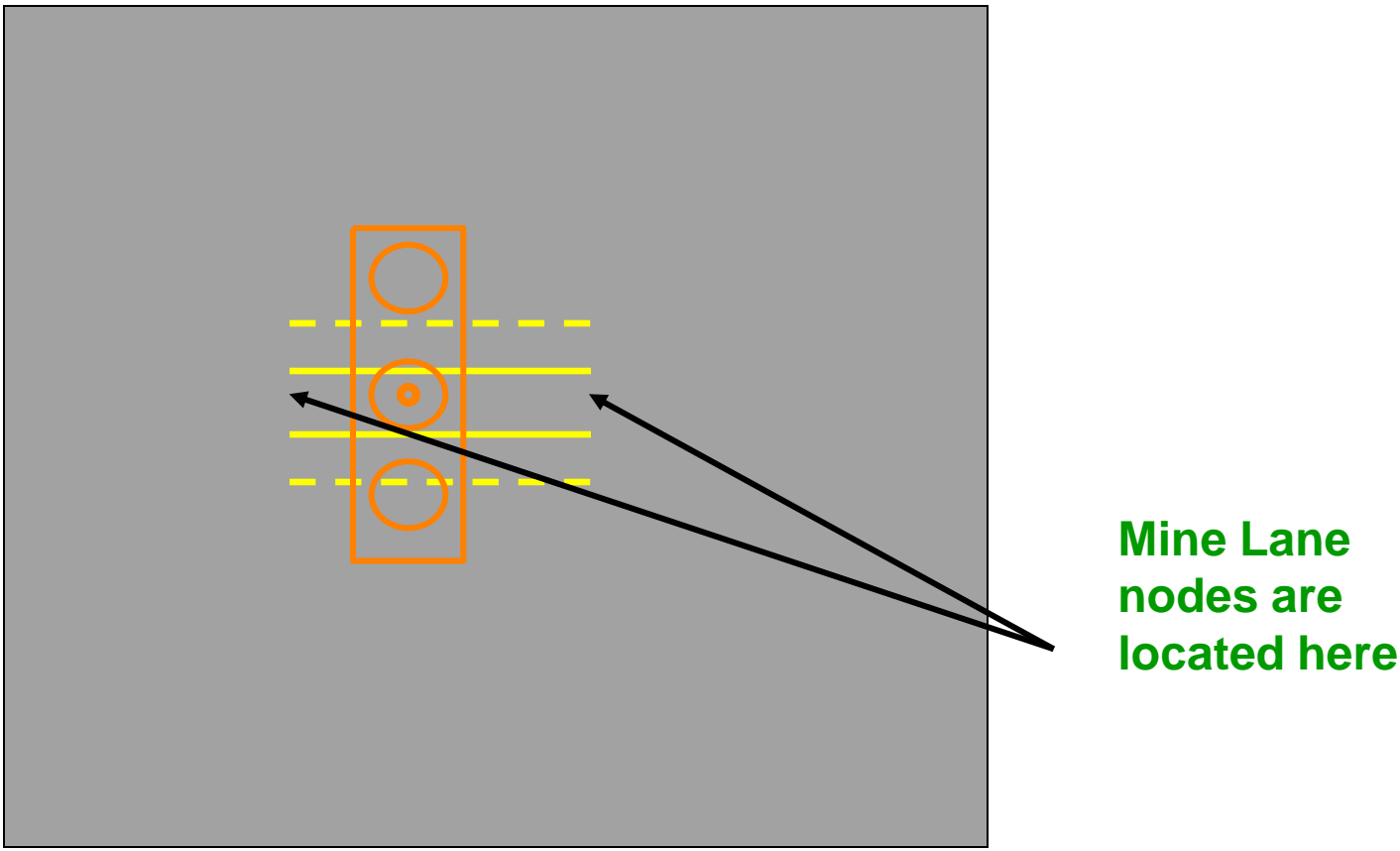
Line charge



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	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			

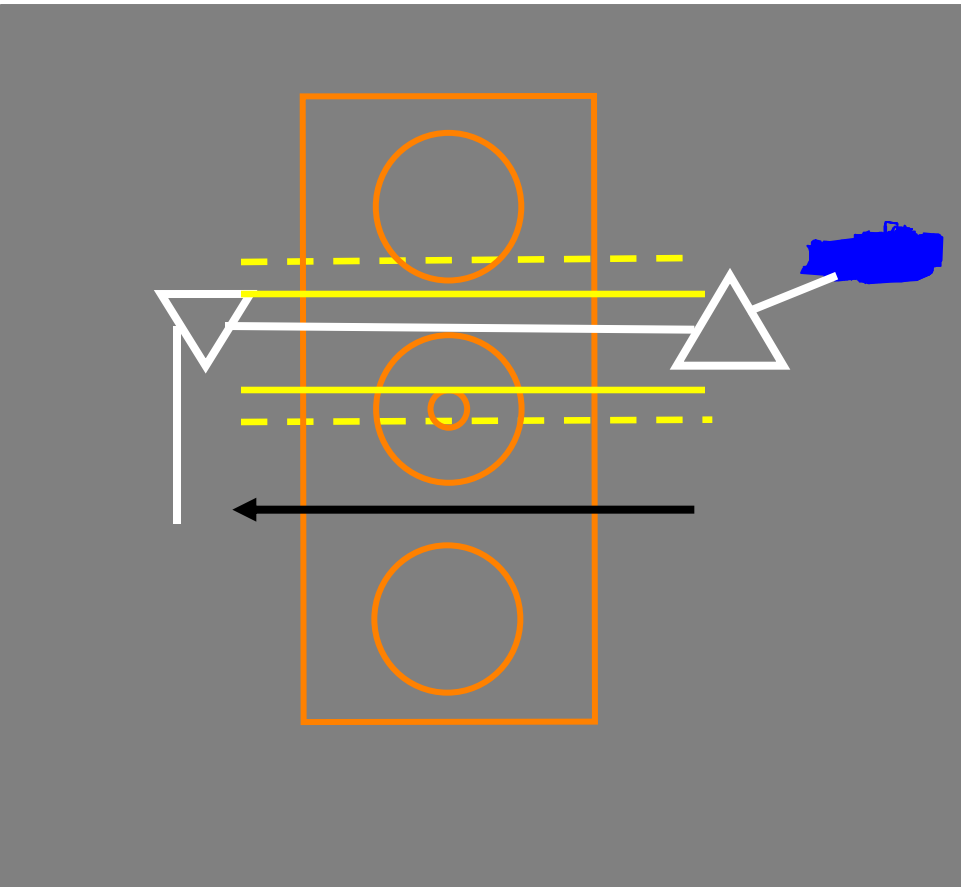
THE FINISHED MINE LANE

A pair of solid yellow lines mark the mine lane



Mine Lane nodes are located here

Move Through a Mine Lane



QUESTIONS?

**FINAL
QUESTIONS?**