

# **Interactor Training**

**Module 13  
AVIATION  
vA13.000**

**AVIATION**



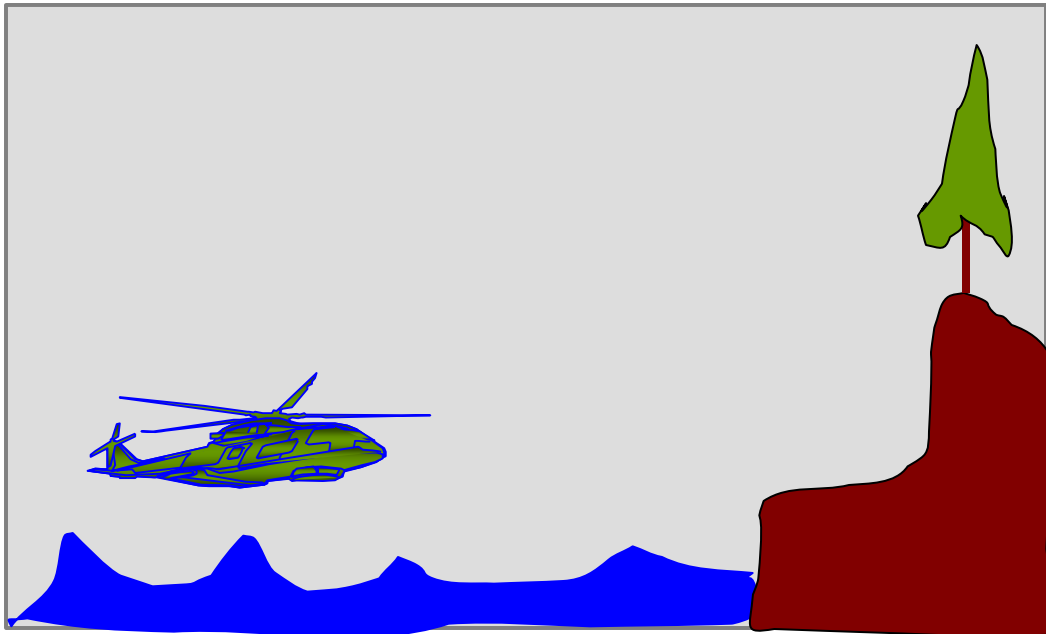
# AVIATION Flight Mode

Select Flight Mode, either **AMSL** or **AGL**

**AMSL** - Above Mean Sea Level

**AGL** - Above Ground Level

**AGL** recommended as default for **Land Operations**

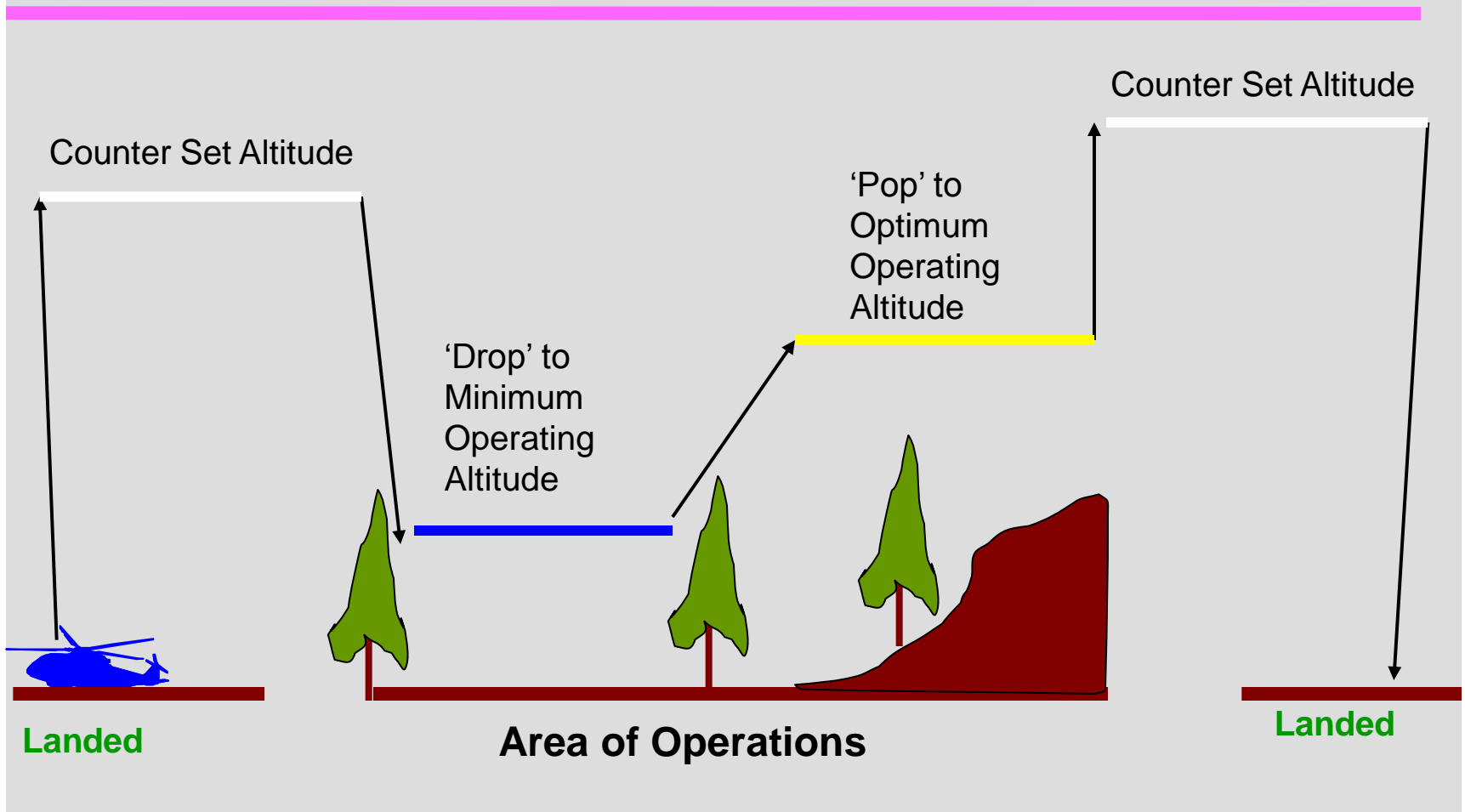


DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00000	.	00		
TIMER	00:00:00	:	00	:	00
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
ISTOP/GD	HALT		GD		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
RDE	HOLD	SMOKE	GRENAD		
LOGS	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
FLIGHT	MODE	AMSL	AGL		
ALT	OPT	SPD	MAX		
00000	ft	0000	kts		
CONICAL			CIRCLE		
RP					
L					
ZM	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN	PRINT		

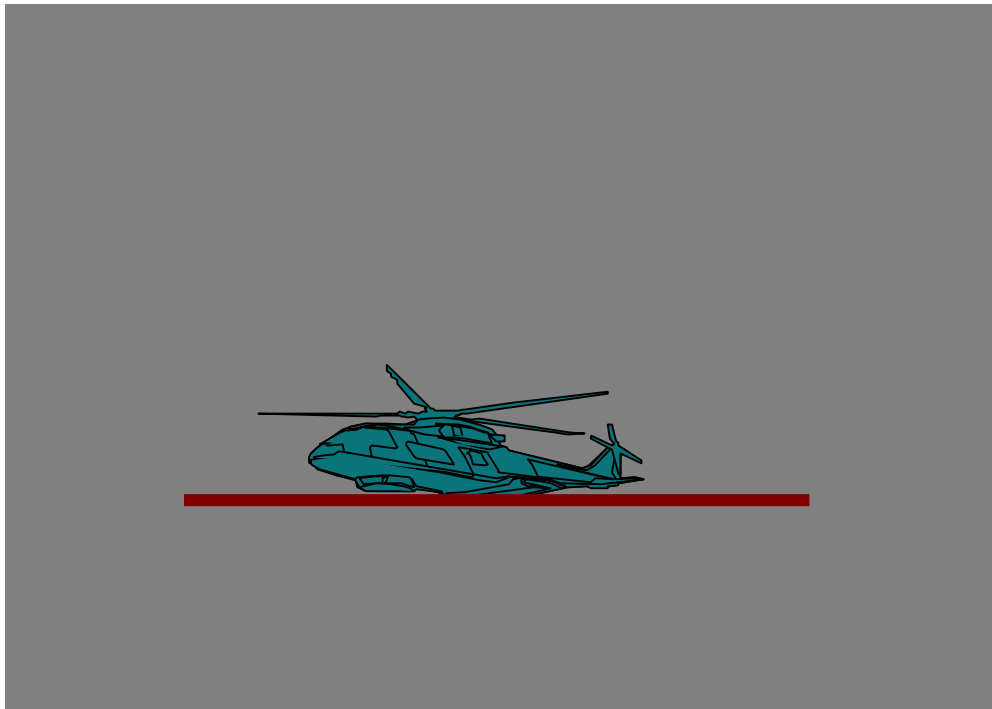
**ALTITUDE**

# AVIATION ALTITUDE

## Maximum Altitude



# AVIATION ALTITUDE - 'LANDED'



When an aircraft is stationary, set **altitude** to **MIN** to reduce risk from Air Defence weapons.

Consider using the terrain to further mask the icon.

# AVIATION ALTITUDE - COUNTER

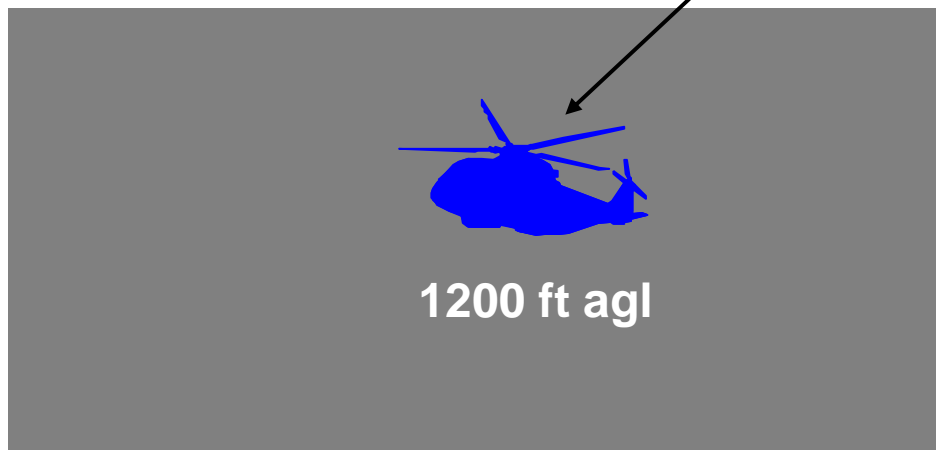
Click **AVN** **Y**

Click on **AGL** **Y**

Click on **ALT**, toggle **option** **Y**

Set altitude on counter **Y**

Click on icon for counter set altitude **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			
LOGSBS	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
FLIGHT	MODE	AMSL	AGL			
ALT	CTR	SPD	MAX			
01200ft		0000kts				
CONICAL			CIRCLE			
RP						
Zm	DF	1	2	3	4	5
PREV	NEXT		PAN	GRID		
CLDS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

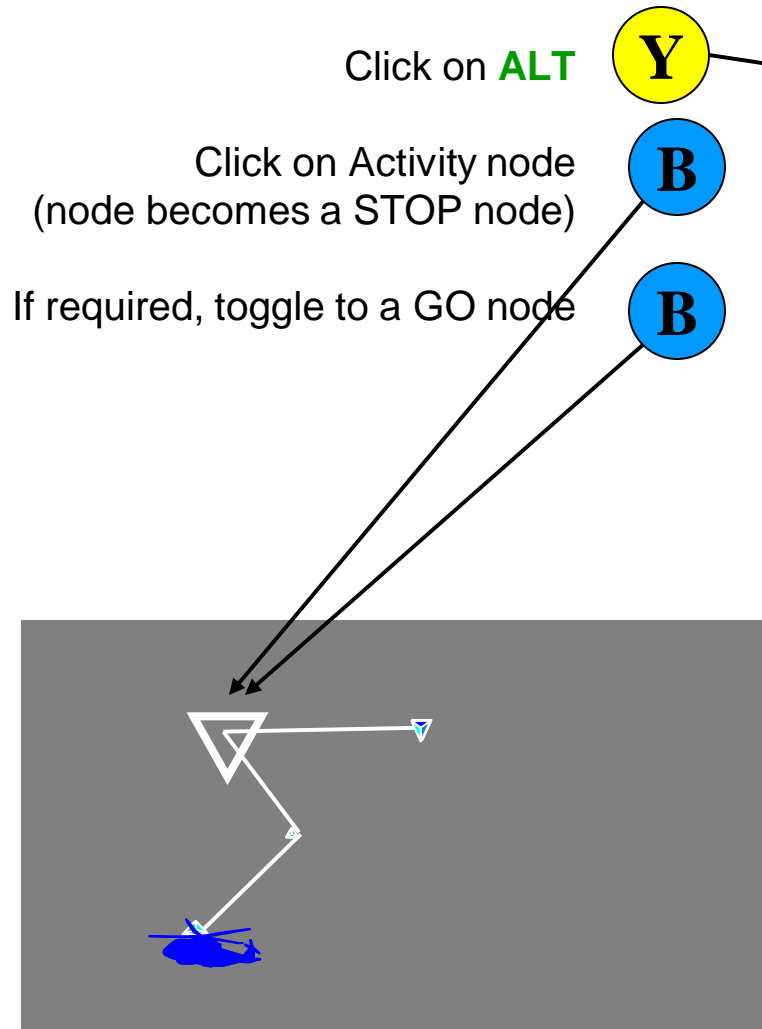








# CANCEL ACTIVITY NODE



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/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	FRDS	ENMY	HULK	Obs	
CLEAR	UP	DN		PRINT	

**QUESTIONS?**

**SPEED**

# AVIATION SPEED

Click **AVN**, toggle **Flight Mode**

Click on **SPD**, toggle **option**

Toggle counter

Click on icon:



500

**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			
LOGSBS	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AVN	ENG	LOG			
FLIGHT	MODE	AMSL	AGL			
ALT	OPT	SPD	CTR			
	00000ft	0500	kts			
CONICAL				CIRCLE		
RP						
Zm	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

**CIRCLE**



# AVIATION Circle

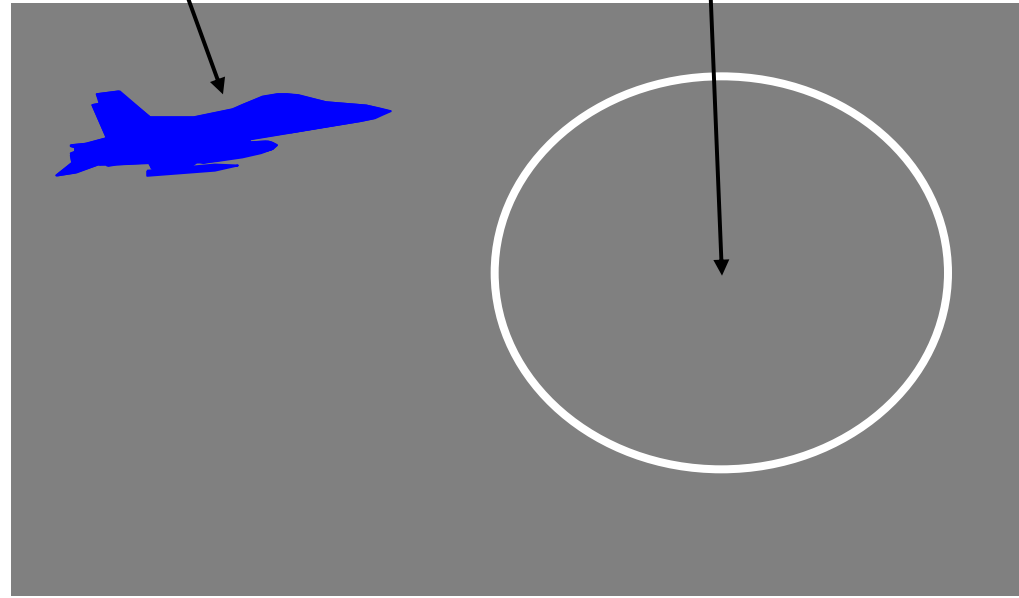
- Click **AVN**, toggle **Flight Mode** **Y**
- Set **counter** to radius (km) **Y**
- Click on **Circle** **Y**

Click on icon: **Y**

Click on terrain at centre of movement circle. **Y**

**B**

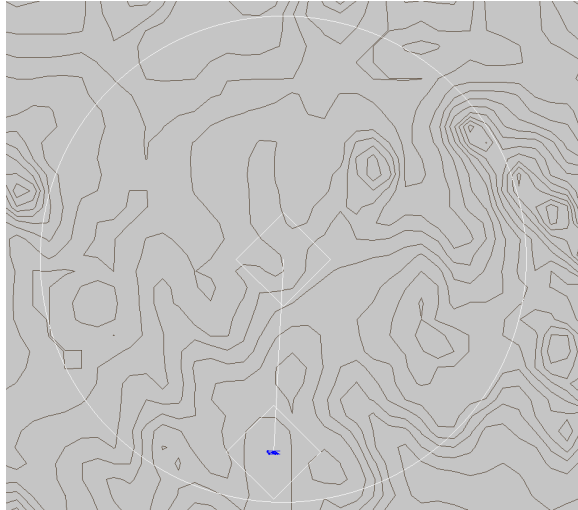
On icon to cancel circle



DEPLOY	START	ADMIN			
GROUP	1	2	3	4	5
	6	7	8	9	10
RE-ORG	001	FORCE	001		
COUNTER	00003	.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		
FLIGHT	MODE	AMSL	AGL		
ALT	OPT	SPD	MAX		
00000	ft	0000	kts		
CONICAL			CIRCLE		
RP					
-----					
Zm	DF	1	2	3	4 5
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	DBS	
CLEAR	UP	DN	PRINT		

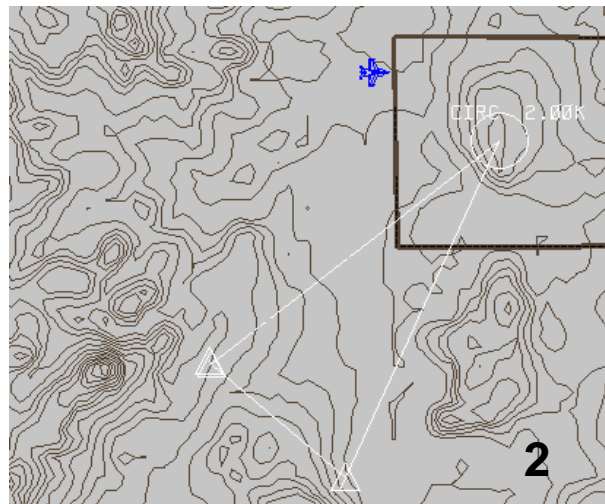
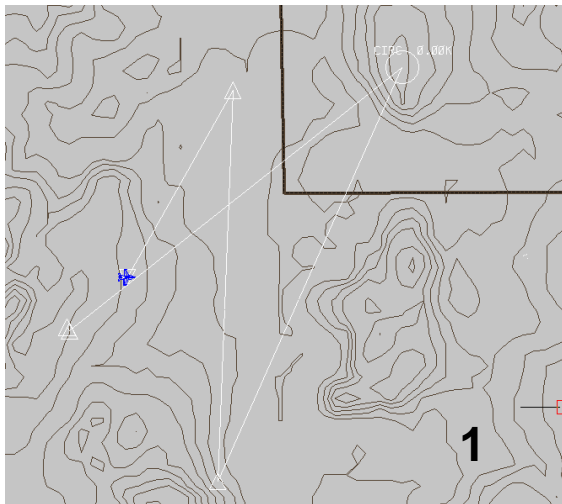
# AVIATION

## Circle examples



**RW** (not an activity node)

**FW** (activity node)

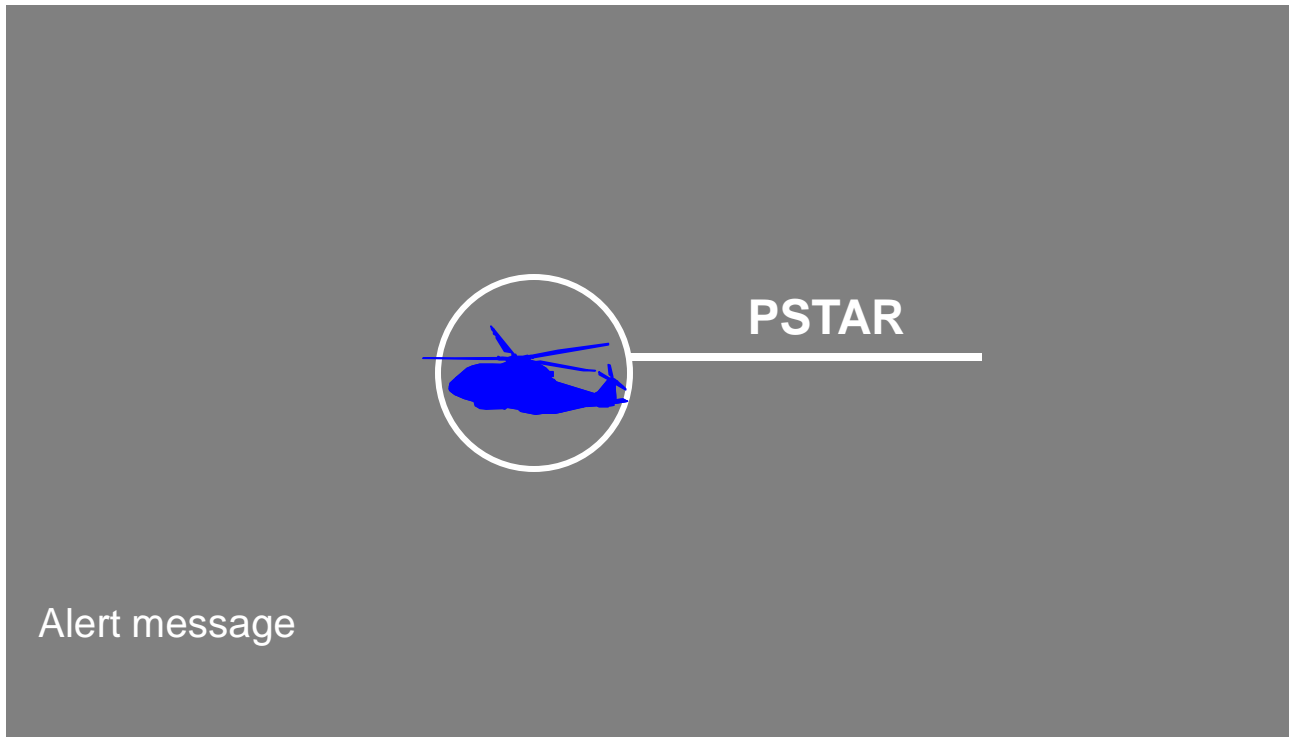


**QUESTIONS?**

**SENSORS**

# SENSOR

## Active sensor detection

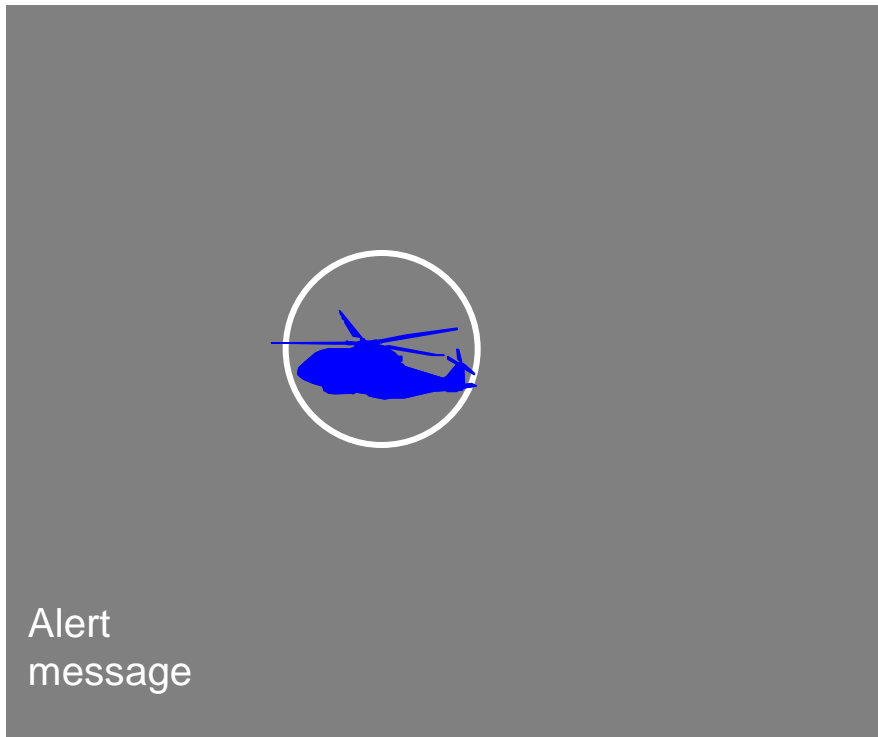


# **PROTECTIVE MEASURES**

# PROTECTIVE MEASURES

## Chaff and Flares

Automated response – not Interactor initiated.



```
ARH PrecFire 2 ARH ( 72:1)  
  
Wpn Initial Current L Range  
Ready Store  
HELLFIRE: 8: 8: 0: : 9.00  
70mmRKT : 14: 14: 0: : 6.00  
30mm HEI: 180: 180: 0: : 2.50  
Flare loaded 8 stored 0  
Chaff remaining: 4  
from: 4
```

**CONICAL**



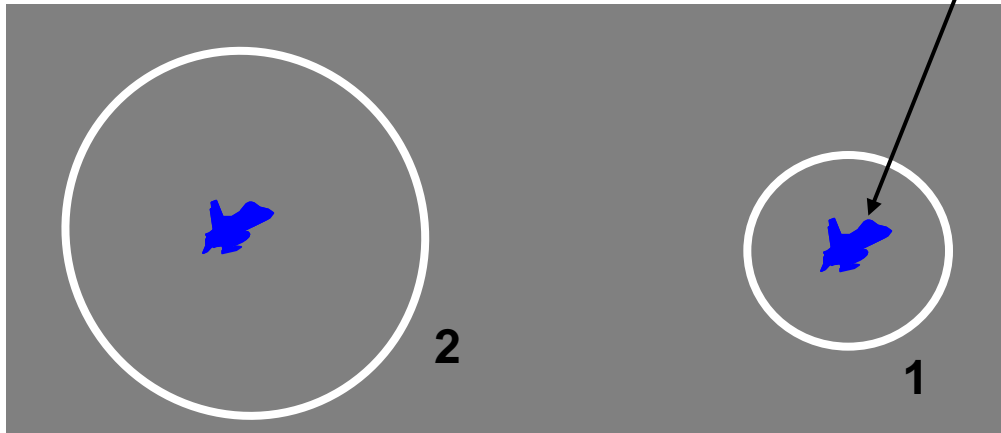
# Aviation Conical (Sensor Display)

Click on **Conical**

Click on icon to toggle **ON/OFF**.

The active sensor will look down at the ground in a cone.

The white circle indicates the Field Of View (FOV) on the ground. The higher the altitude, the larger the FOV.



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		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
FLIGHT	MODE	AMSL	AGL		
ALT	OPT	SPD	MAX		
	00000 ft		0000 kts		
CONICAL					CIRCLE
RP					
Zm	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	DBS	
CLEAR	UP	DN	PRINT		

**QUESTIONS?**

**QUESTIONS?**

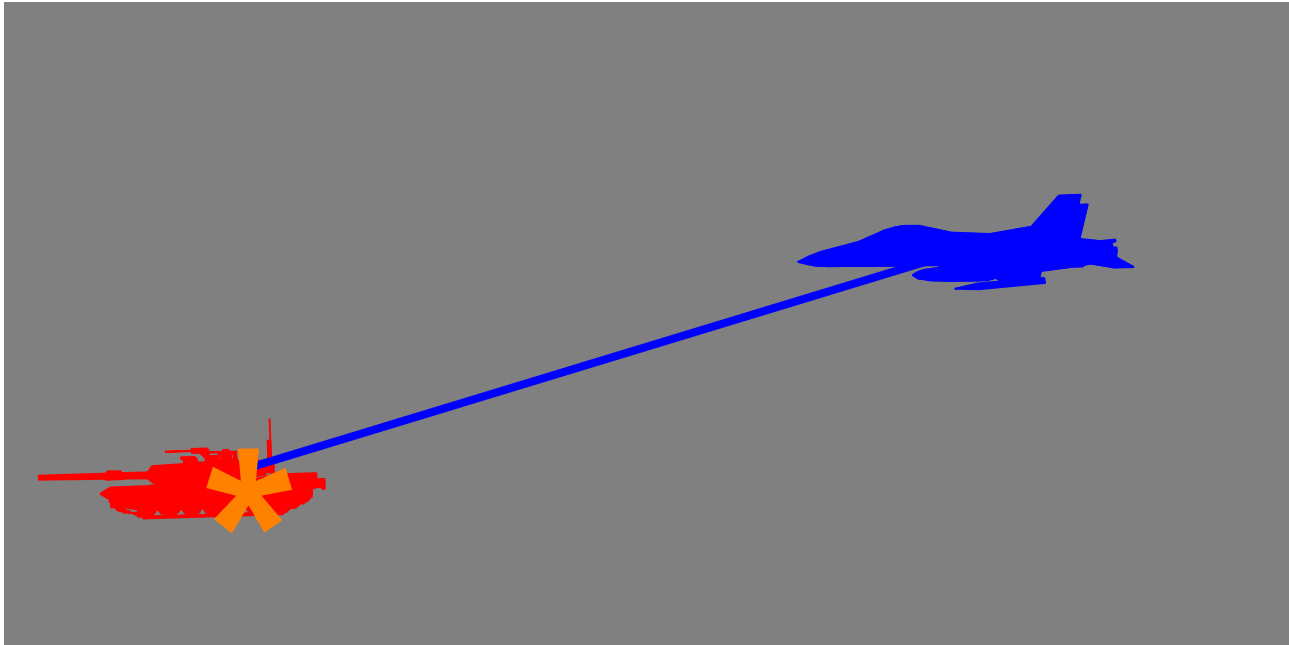
**CLOSE AIR  
SUPPORT**

**DIRECT FIRE**

# CLOSE AIR SUPPORT

## Direct Fire

Use ROE and WPN in the normal way



**QUESTIONS?**

**BOMBING**



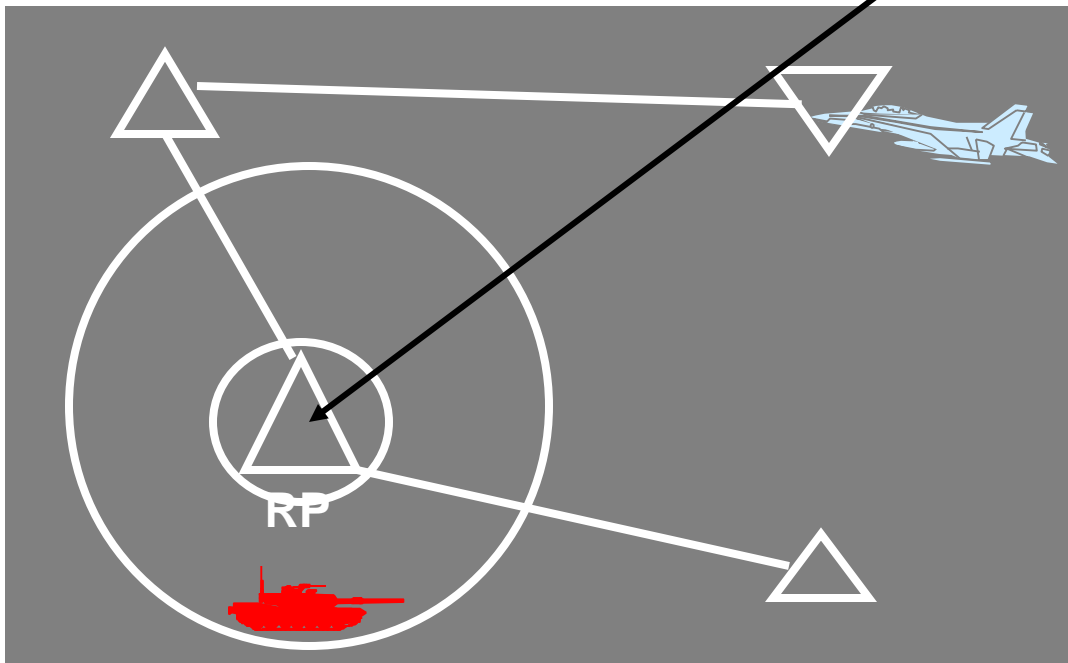
# CLOSE AIR SUPPORT BOMBING

Create an aircraft movement route with a node in bombing range of the target.

Open the AVN sub-menu and click on RP



Click on the node to create a Release Point (RP) 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 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

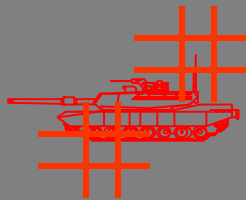
MISC ISR
DFIR FORM SOP URBAN
IFIR AYN ENG LOG

FLIGHT Mode AMSL AGL
ALT OPT SPD MAX
00000ft 0000kts
CONICAL CIRCLE
RP

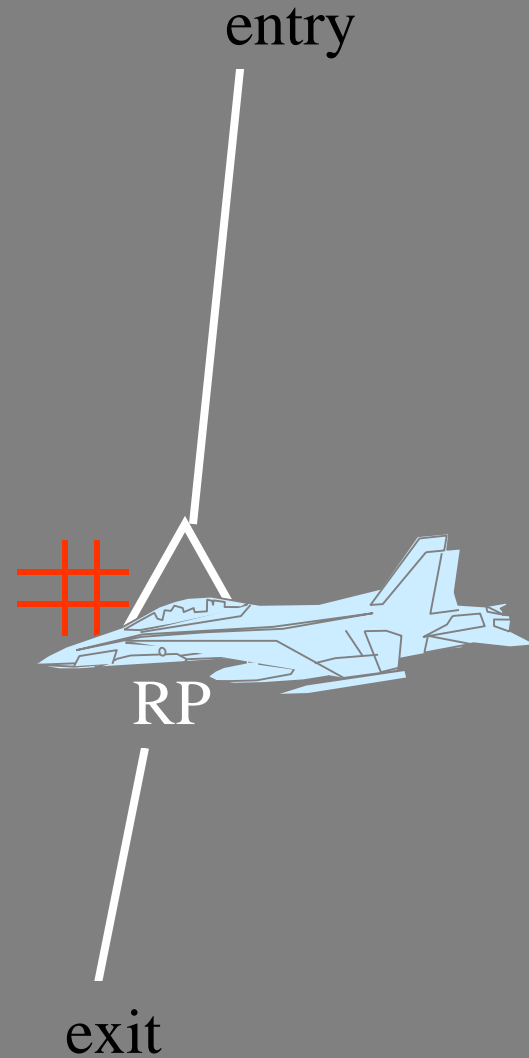
L | | | | | | | | | | | | | | | |
ZM DF 1 2 3 4 5
PREV NEXT PAN GRID
CLOS FRDS ENMY HULK OBS
CLEAR UP DN PRINT
  
```



# Aircraft - Bombing at the Release Point - 2 bombs



Target



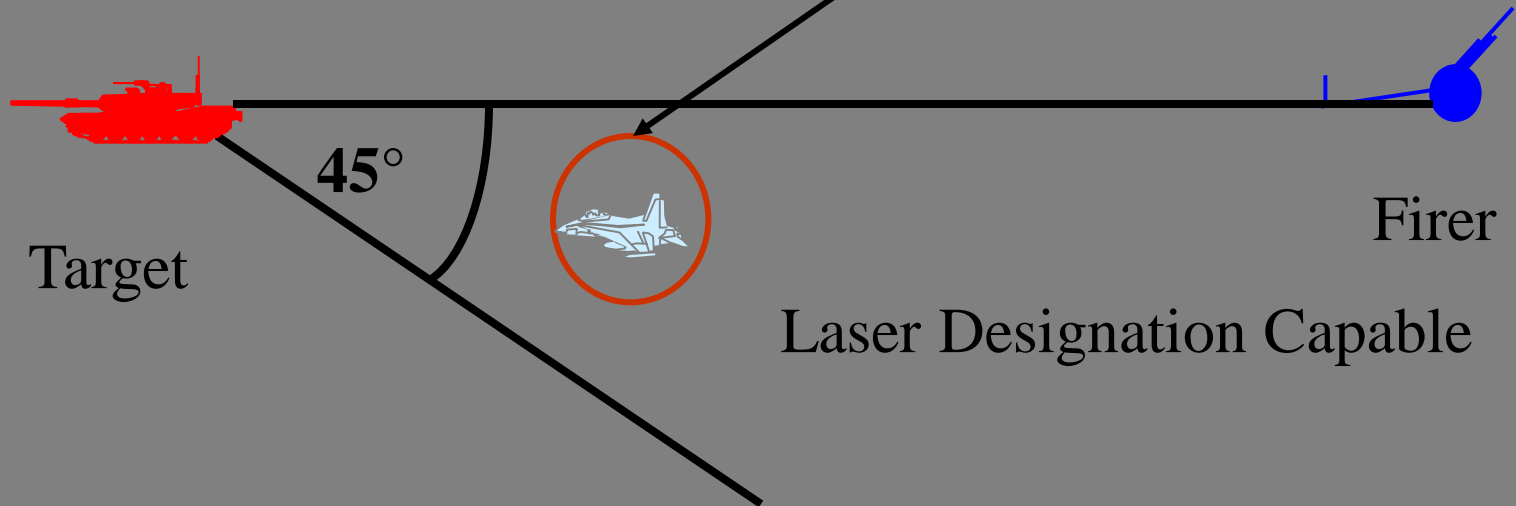
**QUESTIONS?**

# **LASER DESIGNATION**

**AIRCRAFT AS  
DESIGNATOR  
IN SUPPORT TO  
FIRER**

# Laser Engagement Profile

Designator must be within 45° of line firer-target.



Target

45°

Firer

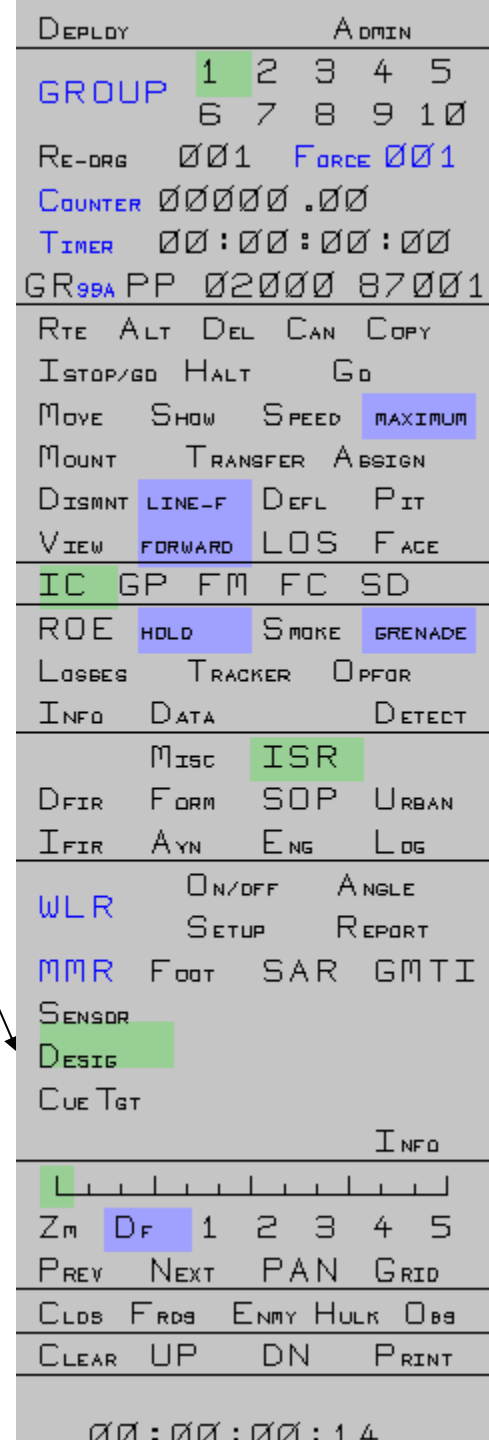
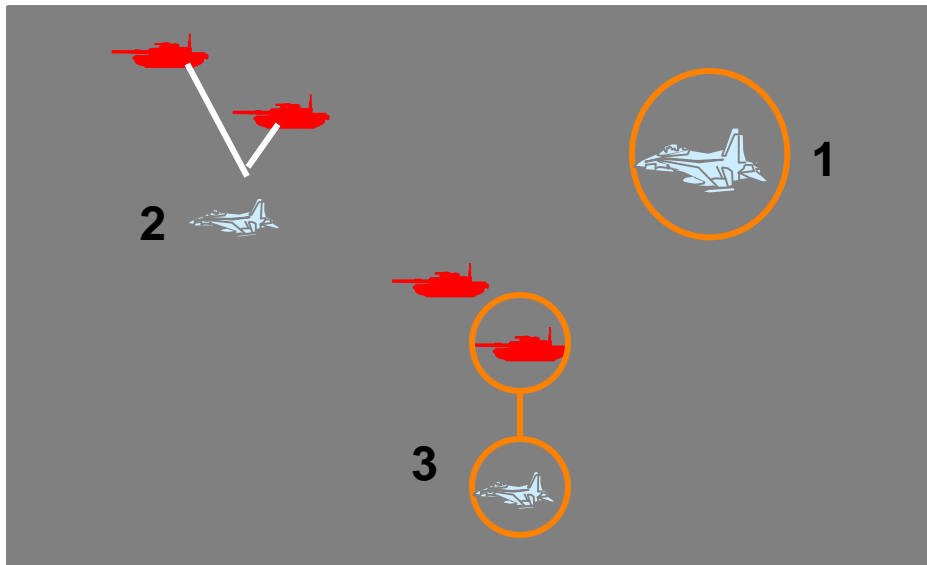
Laser Designation Capable

# LASER DESIGNATION

Click on **DESIG**  
 (orange circle appears around all laser designator capable icons available) [1]

Select a Designator icon  
 (white line appears to observed targets) [2]

Select a target icon  
 (orange line appears to selected target and  
 an orange circle surrounds the target) [3]



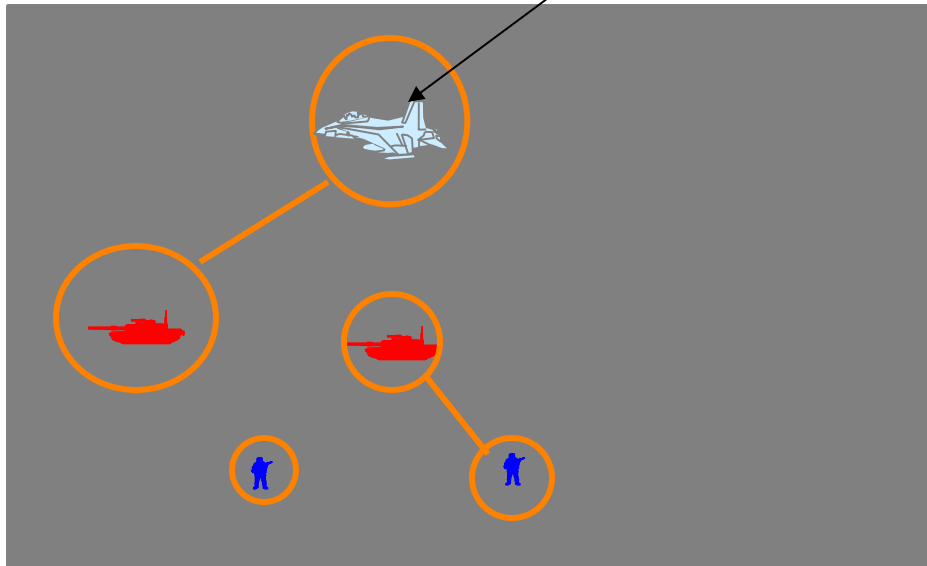
00:00:00:14



# Cancel Laser Designation

Click on **DESIG**  
(orange circle appears around all laser designator capable icons available)

Click on icon displaying a current designating mission



```

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 OPPER
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

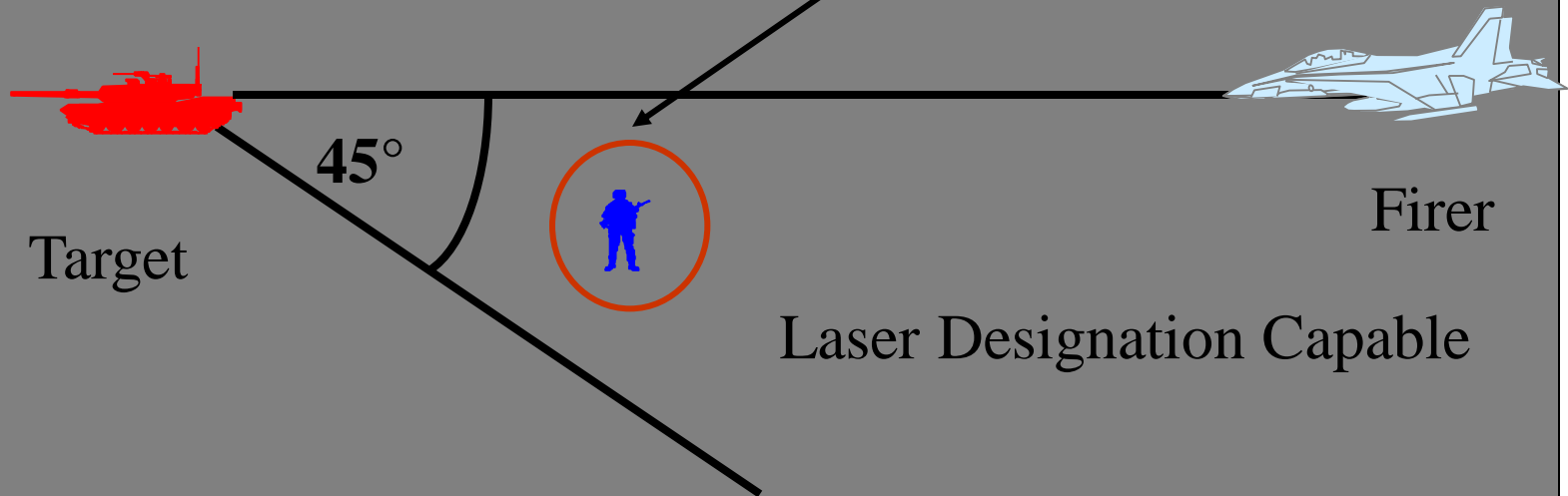
INFO
|-----|
ZM DF 1 2 3 4 5
PREV NEXT PAN GRID
CLDS FRDS ENMY HULK OBS
CLEAR UP DN PRINT

00:00:00:14
    
```

**AIRCRAFT AS  
FIRER IN  
SUPPORT TO  
DESIGNATOR**

# Laser Engagement Profile

Designator must be within 45° of line firer-target.



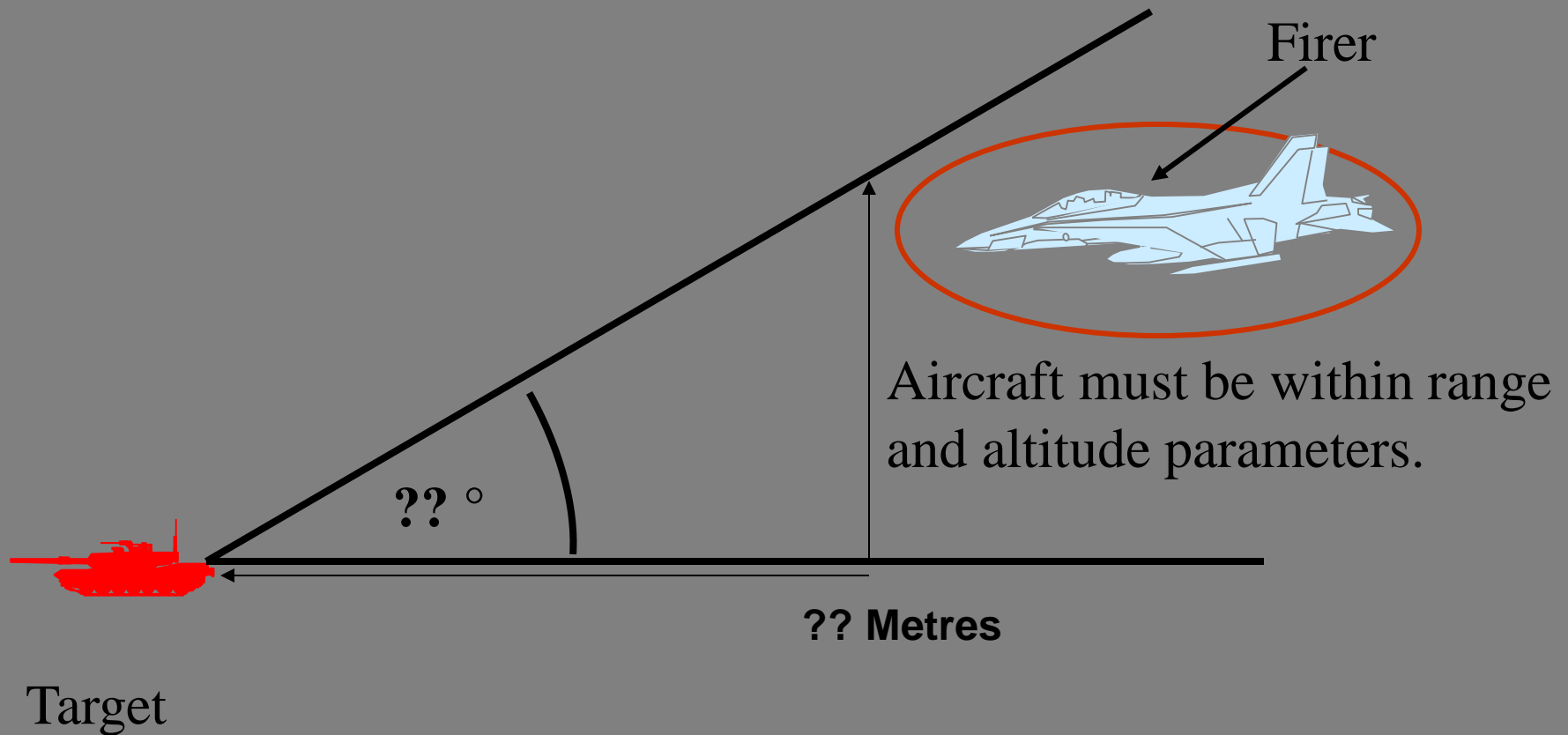
Target

45°

Laser Designation Capable

Firer

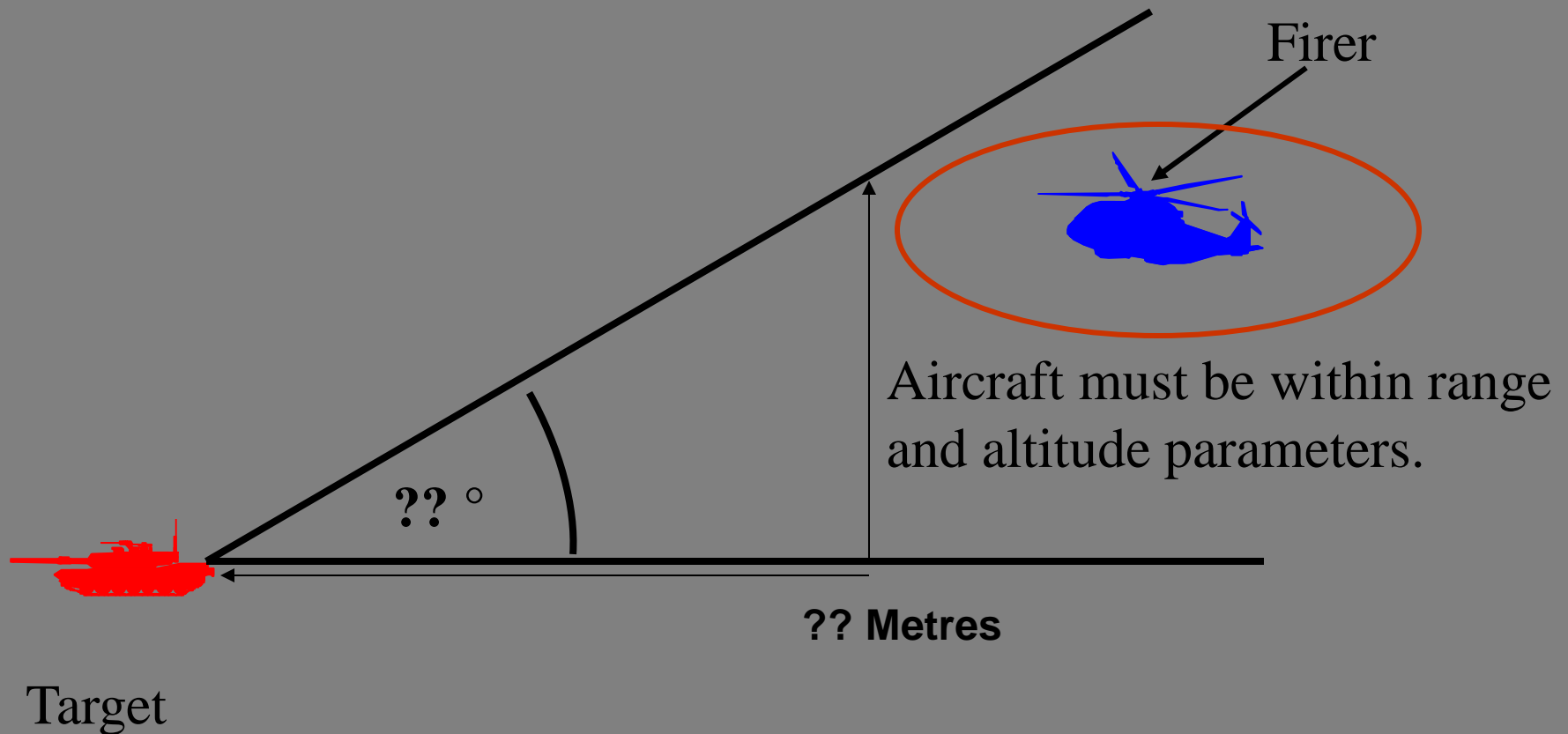
# Self Designating Aircraft Laser Engagement Profile





**AIRCRAFT AS  
SELF  
DESIGNATING  
FIRER**

# Self Designating Aircraft Laser Engagement Profile



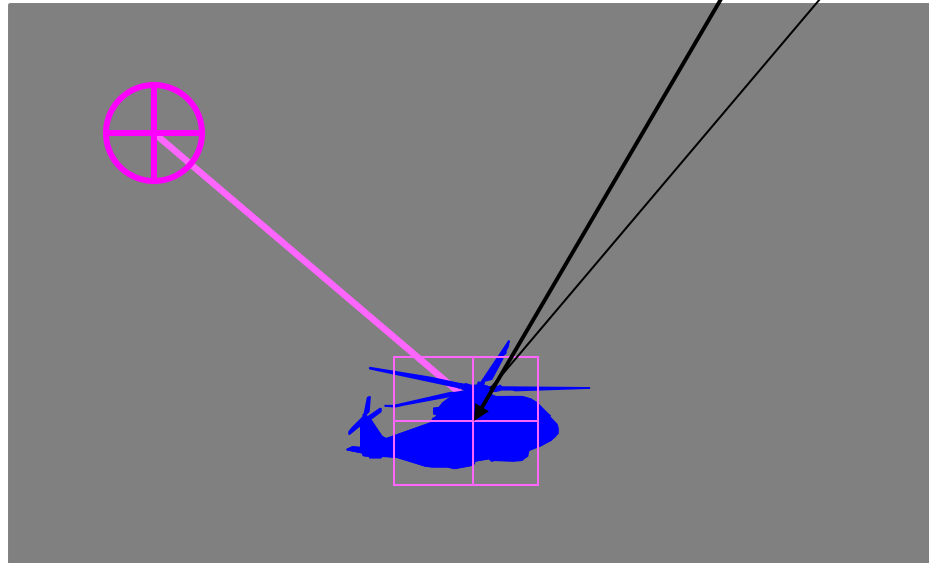
# PGM

## Firer Self Designates

Set up firer designation, then Click on **PLN**  
Click on **PRI**  
Toggle to PG ammunition option  
(all **active** own side designators display)

Click on boxed graticule over layed on firer.  
(the graticule display is replaced by the  
Impact Point display at the target)

Select IF icon.



DEPLOY	ADMIN					
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE		001		
COUNTER	00004	.00				
TIMER	00:00:08:00					
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			
PLN	ALT	EDM	C/F			
ADJ	TIME	PRI				
PG 2			CONV			
001	RFFE, FB Rate					
000	For 000 Mins					
	LRP		DF			
ICRPT	IFRPT	INFO				
Zm	DF	1	2	3	4	5
PREV	NEXT	PAN		GRID		
CLDS	FRDS	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			
00:01:22:04						



**QUESTIONS?**

**FINAL  
QUESTIONS?**