

GUNSHIP MISSION BUILDING

QUICK REFERENCE GUIDE TO BUILDING AND EDITING MISSIONS



PSYKLIK

0	A	PLAYERPLAT	MBT PLAT	4x M1A2	
1	A	M1PLT	MBT PLAT	4x M1A2	
2	A	USIFVPLT	IFV PLAT	4x M2A3	
3	A	USAPCPLT	IFV PLAT	4x M113A3	
4	A	USLATPLT	AT SECT	2x HMMWV TOW	
5	A	USATPLT	AT SECT	2x M901 TOW	
6	A	USLADPLT	AD SECT	2x HMMWV Avenger ADV	
7	A	USADPLT	AD SECT	2x M2A3 Linebacker	
8	A	USMTRPLT	SPM SECT	2x M106 SPM	SPRT
9	A	USCFVPLT	SCOUT SECT	3x M3A3 Cavalry	
10	A	USCAVPLT	SCOUT SECT	1x HMMWV AA, 1x HMMWV M-2, 2x HMMWV M-19	
11	A	USMCLAVPLT	SCOUT PLAT	4x LAV-25	
12	A	USMCLAVATPLT	AT SECT	2x LAV TOW	
13	A	USMCSPLT	WEP SECT	3x HMMWV TOW	
14	A	USMCAPCPLT	IFV PLAT	4x AAV-7A1 Amphib APC	
15	A	USMCADPLT	AD SECT	2x LAV Blazer ADV	
16	A	USMCMTRPLT	SPM SECT	2x LAV-M	SPRT
17	A	USAHPLT	ATTACK HELO	2x AH-64D	FLY
18	A	USLBPLT	ATTACK HELO	1x AH-64D, 2x AH-64A	FLY
19	A	USA10PLT	CAS	2x A10 Thunderbolt	SPRT
20	A	USUAVPLT	UAV	1x UAV	static
21	A	USACAVPLT	ATTACK HELO	1x AH AH-64D, 1x AH-64A	FLY
22	A	USCOMPLT	AIR CAV	3x RAH-66 Comanche	SPRT
23	A	USMCAHPLT	ATTACK HELO	2x AH-1W Super Cobra	SPRT
24	A	USMCAV8PLT	CAS	2x AV-8B Harrier	SPRT
25	A	USHQPLT	BATTN HQ	2x M4C2V, 1x M577, 1x HMMWV AA, 1x Avenger ADV	
26	A	USCAVHQPLT	BATTN HQ	3x M4C2V, 1x HMMWV AA, 1x M2A3 Linebacker	
27	A	USMCHQPLT	BATTN HQ	2x LAVTOC, 1x HMMWV M-2, 1x LAV Blazer	
28	A	USSUPPPLT	SUPPLY SECT	1x HMMWV M-2, 4x M939 Truck	
29	A	USFUELPLT	FUEL SECT	1x HMMWV M-2, 4x M978 HEMTT Fueler	
30	A	USCARGOPLT	CARGO SECT	1x HMMWV M-2, 4x M985 HEMTT Cargo	
31	B	USUKTANKPLT	MBT PLAT	4x Challenger II	
32	B	USUKIFVPLT	IFV PLAT	4x Warrior II	
33	G	USGERTANKPLT	MBT PLAT	4x Leopard 2A5	
34	G	USGERIFVPLT	IFV PLAT	4x Marder II	
35	R	REDT90PLT	MBT PLAT	3x T-90E	
36	R	REDT90HQPLT	MBT HQ	1x T-90E, 1x BRDM-2, 2x 2K22M Tunguska	
37	R	REDT80PLT	MBT PLAT	3x T-80U Snow Leopard	
38	R	REDT80HQPLT	MBT HQ	1x T-80U, 1x BRDM-2, 2x 2K22M Tunguska	
39	R	REDT72B1PLT	MBT PLAT	4x T-72B1	
40	R	REDT72B1HQPLT	MBT HQ	1x T-72B1, 1x BRDM-2, 2x ZSU-23-4 Shilka	
41	R	REDT72M1PLT	MBT PLAT	4x T-72M1	
42	R	REDT72M1HQPLT	MBT HQ	1x T-72M1, 1x BRDM-2, 2x ZSU-23-4 Shilka	
43	R	REDBMP3PLT	IFV PLAT	3x BMP-3	
44	R	REDBMP3HQPLT	IFV HQ	1x BMP-3, 1x BRDM-2, 2x 2K22M Tunguska	
45	R	REDBMP2PLT	IFV PLAT	3x BMP-2	
46	R	REDBMP2HQPLT	IFV HQ	1x BMP-2, 1x BRDM-2, 2x ZSU-23-4 Shilka	
47	R	REDBMP1PLT	IFV PLAT	3x BMP-1	
48	R	REDBMP1HQPLT	IFV HQ	1x BMP-1, 1x BRDM-2, 2x ZSU-23-4 Shilka	
49	R	REDMTLBPLT	IFV PLAT	3x MT-LB	
50	R	REDMTLBHQPLT	IFV HQ	1x MT-LB, 2x BRDM-3, 1x ZSU-23-4 Shilka	
51	R	REDBTR90PLT	IFV PLAT	3x BTR-90	
52	R	REDBTR90HQPLT	IFV HQ	1x BTR-90, 2x BRDM-3, 1x ZSU-23-4 Shilka	
53	R	REDBTR70PLT	IFV PLAT	3x BTR-70	
54	R	REDBTR70HQPLT	IFV HQ	1x BTR-70, 2x BRDM-3, 1x ZSU-23-4 Shilka	
55	R	RED2S6ADPLT	AD SECT	2x 2K22M Tunguska	
56	R	REDZSUPLT	AD PLAT	2x ZSU-23-4 Shilka, 2x 9K35M3 Strela	
57	R	REDBRDM3PLT	AT PLAT	3x BRDM-3	
58	R	REDBMPCNPLT	RECON PLAT	3x BMP-1	
59	R	REDBMP2RCNPLT	RECON PLAT	3x BMP-2	
60	R	REDBRDM2PLT	RECON PLAT	3x BRDM-2, 1x BRDM-3	
61	R	REDHINDPLT	ATTACK HELO	3x Mi-24F Hind	SPRT
62	R	REDHAVOCKPLT	ATTACK HELO	2x Mi-28 Havoc	FLY
63	R	REDHOKUMPLT	ATTACK HELO	2x Ka-50 Hokum	SPRT
64	R	REDHIPPLT	TRANSP HELO	4x Mi-8 Hip	SPRT
65	R	REDFROGFTPLT	CAS	2x Su-25 Frogfoot	SPRT
66	R	REDHQPLT	BATTN HQ	3x MT-LB, 1x ZSU-23-4, 1x 9K35M3 Strela	
67	R	REDSRBMPPLT	SRBM BATT	3x 'Frog' SRBM Launcher	
68	R	REDSUPPPLT	CARGO SECT	5x Zil 135 Cargo	
69	R	REDFUELPLT	FUEL SECT	5x Zil 135 Fueler	
70	R	REDSAMPLT	SAM BATT	1x P15 Flatface Radar, 4x SA-3	static
71	R	REDSAMHQPLT	SAM HQ	1x MT-LB, 2x P15 Flatface Radar	static
72	R	REDHQSAMPLT	AD SECT	2x SA 15 TOR-M1 9K331	

73	R	REDENGLPT	ENG PLAT	1x BRDM-2, 2x Zil 135 Truck, 1x ZSU-23-4	
74	R	REDMLRSPLT	MLRS BATT	5x 9K58 'Smerch' MLRS	SPRT
75	R	REDOLDMLRSPLT	MLRS BATT	5x BM-24 MLRS	SPRT
76	R	REDSPGPLT	SPM BATT	5x SM-240 SPM	SPRT
77	R	REDOLDSPGPLT	SPG BATT	5x 2S19 SPG	SPRT
78	R	REDARTHQPLT	ART HQ	1x MT-LB, 2x Zil 135 Truck, 2x ZSU-23-4	
79	A	HTH1PLT	MBT HQ	2x M1A2, 1x M3A3, 1x M2A3 Linebacker	
80	B	HTH2PLT	MBT HQ	2x Challenger II, 1x Scimitar, 1x Marksman	
81	G	HTH3PLT	MBT HQ	2x Leopard 2A5, 1x PUMA, 1x Gepard	
82	A	USSPGPLT	SPG BATT	1x M4C2V, 4x M109A6	SPRT
83	A	USMLRSPLT	MLRS BATT	1x M4C2V, 3x MLRS	SPRT
84	A	USMTRSUPPLT	SPM BATT	1x M4C2V, 4x M-106 SPM	SPRT
85	A	USHESUPPLT	SPG BATT	1x M4C2V, 3x M109A6	SPRT
86	A	USDPICMSUPPLT	SPG BATT	1x M4C2V, 3x M109A6	SPRT
87	A	USMLRSSUPPLT	MLRS SECT	1x MLRS	SPRT
88	A	USNAVSUPPLT	MLRS SECT	1x MLRS	SPRT
89	A	USA10SUPPLT	CAS	2x A-10 Thunderbolt	SPRT
90	A	USMCAV8SUPPLT	CAS	2x AV-8B Harrier	SPRT
91	A	USUAVSUPPLT	UAV	1x UAV	static
92	R	REDOLDSUPPLT	SPG BATT	4x 2S19 SPG	SPRT
93	R	REDSUPPLT	SPM BATT	4x SM-240 SPM	SPRT
94	R	REDRMLRSSUPPLT	MLRS SECT	2x BM-24 MLRS	SPRT
95	R	REDMLRSSUPPLT	MLRS SECT	1x 9K58 'Smerch' MLRS	SPRT
96	R	REDFROGFTSUPPLT	CAS	2x Su-25 Frogfoot	SPRT
97	R	REDINFAAPLT	AA SQUAD	2x SA-16/AK-74	
98	R	REDINFRIPLT	RIFLE SQUAD	3x AK74/AT4, 1x PKM	
99	A	USINF2PLT	SCOUT SQD	2x Infantry	
100	A	USINFAAPLT	AA SQUAD	2x FIM 92/M-16	
101	A	USINFRIPLT	RIFLE SQUAD	2x M-16/AT4, 1x M-16/M203, 1x SAW	
102	A	USINFATPLT	AT SQUAD	1x M-16/AT4, 1x M-16/Javelin	
103	R	REDTARGET	MBT Park	3x T-80	static
104	A	PLAYERTANK	M1A2	1x M1A2	
105	R	AAGUN	AD SECT	2x ZPU-23/4	static
106	A	USMTRSKSUPPLT	SPM SECT	2x M106 SPM	SPRT
107	R	REDSKSUPPLT	SPG BATT	4x SM-240 SPM	SPRT
108	A	USBLKHWK	TRANSP HELO	3x UH60 Blackhawk	SPRT
109	A	USAH3PLT	ATTACK HELO	3x AH64A	FLY
110	R	REDBLKEGLPLT	MBT PLAT	3x T-80UM2 'Black Eagle'	
111	R	REDBLKEGLHQPLT	MBT HQ	1x T-80UM2, 1x BRDM-2, 2x 2K22M Tunguska	
112	G	USGERAHLPT	ATTACK HELO	2x Tiger	FLY
113	B	USUKATPLT	AT SECT	2x Swingfire ATGM	
114	B	USUKADPLT	AD SECT	2x Marksman ADV	
115	G	USGERADPLT	AD SECT	2x Gepard ADV	
116	B	USUKCFVPLT	RECON SECT	4x Scimitar	
117	R	REDBTRTPLT	IFV PLAT	3x BTR-T	
118	R	REDBTRTHQPLT	IFV HQ	1x BTR-T, 2x BRDM-3, 1x 2K22M Tunguska	
119	R	REDSAMKPLT	SAM BATT	1x RSN-75V Radar, 2x S-300PMU2 Favorit	static
120	R	REDEMPPLT	BUNKERS	3x Infantry Emplacement	static
121	A	USEMPPLT	BUNKERS	3x Infantry Emplacement	static
122	R	REDLOGPLT	TENTS	3x Tents	static
123	A	USLOGPLT	TENTS	3x Tents	static
124	R	REDHAVOCKTGTPLT	HELO park	3x Mi-28 Havoc	static
125	R	REDHIPTGTPLT	HELO park	4x Mi-8 Hip	static
126	A	USMCAH3PLT	ATTACK HELO	3x AH-1W Super Cobra	SPRT
127	G	USGERAH3PLT	ATTACK HELO	3x Tiger	FLY
128	R	REDHAVOCK3PLT	ATTACK HELO	3x Mi-28 Havoc	FLY
129	B	USUKAHPLT	ATTACK HELO	2x WAH-64D	FLY
130	B	USUKAH3PLT	ATTACK HELO	3x WAH-64D	FLY
131	B	USUKAH2PLT	ATTACK HELO	2x WAH-64D	FLY
132	R	REDEMPHQPLT	BUNKERS	4x Infantry Emplacement	static
133	A	USEMPHQPLT	BUNKERS	4x Infantry Emplacement	static
134	A	USH53WK	TRANSP HELO	3x CH53 Sea Stallion	SPRT
135	A	HTH4PLT	MBT HQ	1x M1A2, 1x LAV25, 1x LAV Blazer	
136	A	HIH1PLT	IFV HQ	1x M1A2, 1x M2A3, 1x M3A3, 1x M2A3 Linebacker	
137	B	HIH2PLT	IFV HQ	1x Chall II, 1x Warrior II, 1x Scimitar, 1x Marksman	
138	G	HIH3PLT	IFV HQ	1x Leopard, 1x Marder, 1x Puma, 1x Gepard ADV	
139	A	HIH4PLT	IFV HQ	1x M1A2, 2x LAV25, 1x LAV Blazer	
140	G	USGERCAVPLT	IFV PLT	3x Puma	
141	R	REDBMPTGTPLT	IFV Park	3x BMP-2	static
142	A	USHTRAINPLT	ATTACK HELO	1x AH-64D	FLY
143	B	UKTORNADOPLT	CAS	2x Tornado	SPRT
144	A	DOWNPILOT		1x Infantry guide man	

HELO COMMANDS

ORDER_MODE_WAYPT:	First two command lines after Header
ORDER_WPT_CURRENT: 1	
ORDER_ADV_SLOW:	Flight speed 30-50 knots
ORDER_ADV_MED:	Flight speed 50-80 knots
ORDER_ADV_FAST:	Flight speed maximum at this altitude
ORDER_FORM_NOE:	Fly below 60' (optimum 30')
ORDER_FORM_CONTOUR:	Fly below 100' (optimum 70')
ORDER_FORM_CRUISE:	Fly at 100-150' (will raise to 200' if no threat)
ORDER_ASMBLY_CHKPT:	Fly to WP and continue on to next without stopping
ORDER_ASMBLY_PATROL:	Fly to WP and patrol for 5-10 minutes, then resume
ORDER_ASMBLY_ASSMBLY:	Fly to WP (avoiding combat) and loiter for 5-10 mins
ORDER_ASMBLY_BATTLEPOS:	Fly to WP at slow, NOE and engage for 5-10 mins
ORDER_ASMBLY_SAR:	Fly to WP (avoiding combat) land and lift troops
ORDER_ASMBLY_LZ:	Fly to WP (avoiding combat) land and deploy troops
ORDER_ASMBLY_HELO_ENGAGE:	Fire on detected enemy. Resume flight after 1 min
ORDER_ASMBLY_HELO_BYPASS:	Avoid contact, seek cover and continue flight
ORDER_ASMBLY_HELO_SEAD:	Advance towards and engage Air Defense units
ORDER_ASMBLY_HELO_S_AND_D:	Advance towards and engage detected enemy
ORDER_PRIORITY_AIRDEF:	Engage Air Defense units if choice is available
ORDER_PRIORITY_ARMOR:	Engage Armoured units if choice is available
ORDER_PRIORITY_HELOS:	Engage Helicopter units if choice is available
ORDER_PRIORITY_HQ:	Engage HQ units if choice is available
ORDER_PRIORITY_ARTY:	Engage Artillery units if choice is available
ORDER_WPT_SETDELAYTIME: XX	Wait at current WP for xx seconds
ADDWAYPT: X Y	Add up to 5 additional Waypoints
ORDER_FIRE: HOLDFIRE:	Fire at will (default)/ Hold fire unless engaged

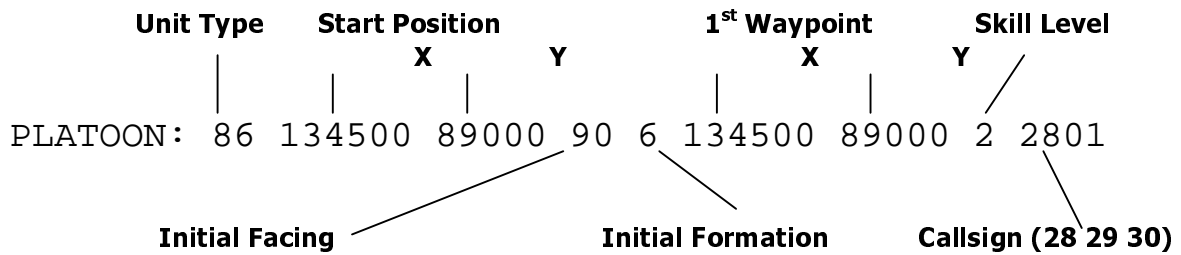
Notes:

WP loiter times will be cancelled by 'GO TO NEXT WP' command (in cockpit Comms Menu).
Attack Helos treat LZ and SAR as PATROL Waypoints.

FLYABLE HELOS		
17	A	2x AH-64D
18	A	1x AH-64D, 2x AH-64A
21	A	1x AH-64D, 1x AH-64A
109	A	3x AH-64A
142	A	1x AH-64D
129	B	2x WAH-64D
130	B	3x WAH-64D
131	B	2x WAH-64D
112	G	2x TIGER
127	G	3x TIGER
62	R	2x Mi-28 HAVOC
128	R	3x Mi-28 HAVOC

NON-FLYABLE HELOS		
22	A	3x RAH-66 COMMANCHE
23	A	2x AH-1W SUPER COBRA
126	A	3x AH-1W SUPER COBRA
108	A	3x UH-60 BLACKHAWK
134	A	3x CH-53 STALLIONS
61	R	3x Mi-24 HIND
63	R	2x Ka-50 HOKUM
64	R	4x Mi-8 HIP

SUPPORT (use WP commands only)



ARTILLERY : Total rounds per gun and rounds per gun fired on each call.

	Plt	Vehicles	total	1 st	2 nd	3 rd	4 th	5 th	6 th
BLUE									
USSPGPLT	82	4x M109	32	32					
USHESUPPLT	85	3x M109	32	32					
USDPICMSUPPLT	86	3x M109	32	8	8	8	8		
USMTRSUPPLT	84	4x M106	36	36					
USMTRPLT	8	2x M106	36	8	8	8	8	8	
USMCMTRPLT	16	2x LAV-M	36	8	8	8	8	8	
USMLRSPLT	83	3x MLRS	12	1	1	1	1	1	1...
USMLRSSUPPLT	87	1x MLRS	12	1	1	1	1	1	1...
USNAVSUPPLT	88	1x MLRS	12	1	1	1	1	1	1...
RED									
REDOLDSPGPLT	77	5x 2S19	40	12	12	12	12	4	
REDOLDSUPPLT	92	4x 2S19	40	36	4				
REDSKSUPPLT	107	5x SM240	36	36					
REDSUPPLT	93	4x SM240	36	36					
REDSPGPLT	76	4x SM240	36	8	8	8	8	8	4
REDOLDMLRSPLT	75	5x BM24	12	2	2	2	2	2	2
REDRMLRSSUPPLT	94	2x BM24	12	12					
REDMLRSPLT	74	5x 9K58	12	2	2	2	2	2	2
REDMLRSSUPPLT	95	1x BM9	12	2	2	2	2	2	2

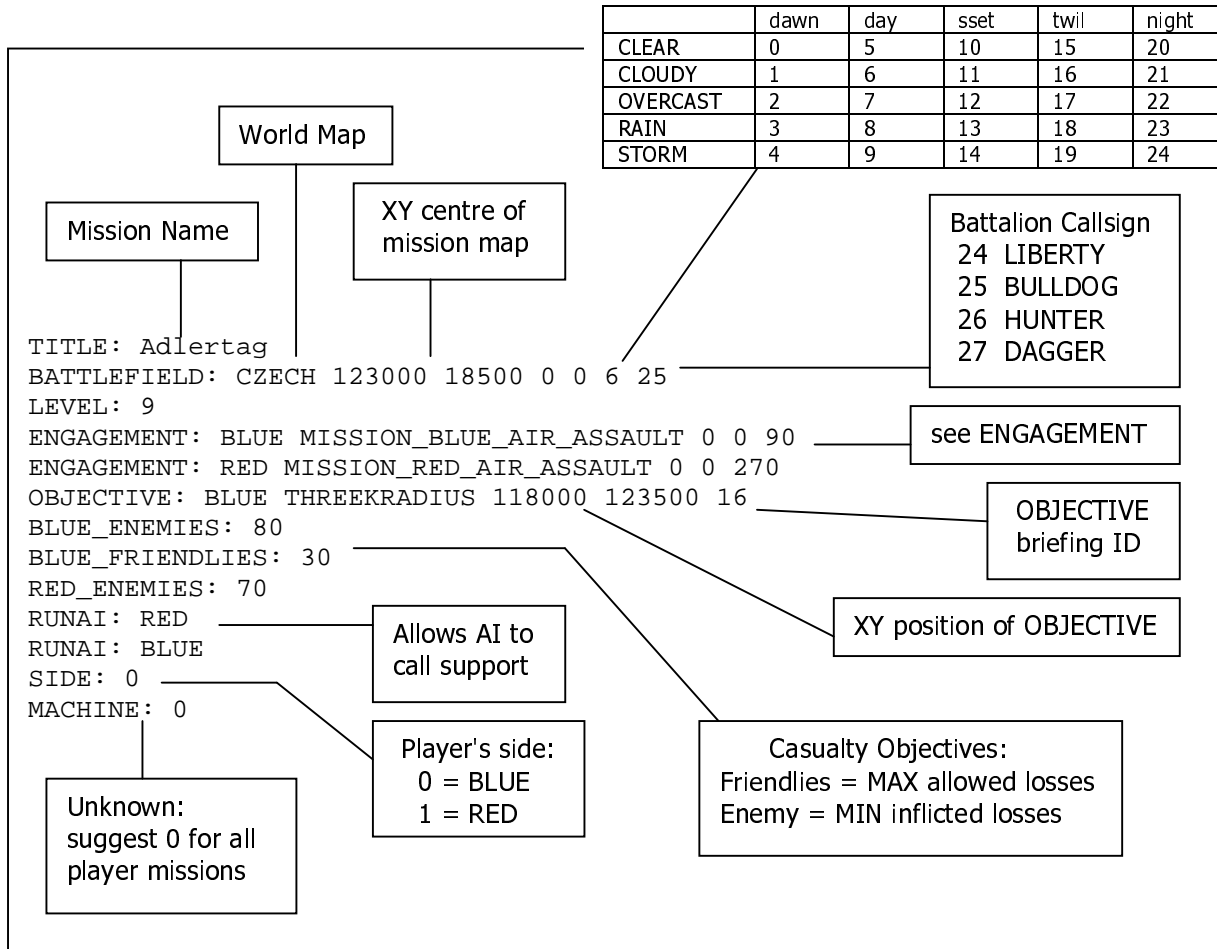
AIR Flight time 10km per minute (approx) when positioning off-map.

USA10PLT	19	2x A-10	USUAVPLT	20	1x UAV
USA10SUPPLT	89	2x A-10	USUAVSUPPLT	91	1x UAV
USMCAV8PLT	24	2x AV-8			
USMCAV8SUPPLT	90	2x AV-8	REDFROGFTPLT	65	2x Su-25
UKTORNADOPLT	143	2x Tornado	REDFROGFTSUPPLT	96	2x Su-25

HELO

17	A	2x AH-64D	22	A	3x RAH-66 COMMANCHE
18	A	1x AH-64D, 2x AH-64A	108	A	3x UH-60 BLACKHAWK
21	A	1x AH-64D, 1x AH-64A	134	A	3x CH-53 STALLIONS
109	A	3x AH-64A	112	G	2x TIGER
142	A	1x AH-64D	127	G	3x TIGER
129	B	2x WAH-64D	62	R	2x Mi-28 HAVOC
130	B	3x WAH-64D	128	R	3x Mi-28 HAVOC
131	B	2x WAH-64D	61	R	3x Mi-24 HIND
23	A	2x AH-1W SUPER COBRA	63	R	2x Ka-50 HOKUM
126	A	3x AH-1W SUPER COBRA	64	R	4x Mi-8 HIP

MISSION HEADER



OBJECTIVES

Max 3 major objectives per side. Syntax shown above.

FORWARD_LINE Offensive : Friendly ground units must cross this line
followed by X1 Y1 X2 Y2 Co-ords of line and briefing ID of OBJECTIVE

REAR_LINE Defensive : Enemy must be prevented from crossing this line
 followed by X1 Y1 X2 Y2 Co-ords of line and briefing ID of OBJECTIVE

ONEKRADIUS Offense or Defense : 1Km radius area to be free of all enemies
TWOKRADIUS Offense or Defense : 2Km radius area to be free of all enemies
THREEKRADIUS Offense or Defense : 3Km radius area to be free of all enemies
 followed by X Y Co-ords of centre of circle and briefing ID of OBJECTIVE

SECTOR Defensive : Rectangular area to be free of all enemies
 followed by X1 Y1 X2 Y2 Co-ords of rectangle and briefing ID of OBJECTIVE

OBJECTIVE BRIEFING ID

CROSS FORWARD_LINE	HOLD REAR_LINE	HOLD SECTOR	SECURE XKRADIUS	HOLD XKRADIUS
1 Charlie	7 Charlie	13 Defend Sector	14 Anvil	18 Anvil
2 Delta	8 Delta		15 Shield	19 Shield
3 Echo	9 Echo		16 Hammer	20 Hammer
4 Foxtrot	10 Foxtrot		17 Crossbow	21 Crossbow
5 Golf	11 Golf			
6 Hotel	12 Hotel			

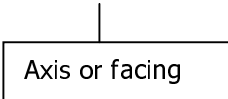
PLATOON OBJECTIVE ID

Used to designate platoon objective (TARGET: xx) or side objective (PROTECT: xx).

TARGET: xx		PROTECT: xx			
22, 30	Regimental HQ	38	FLAIL	46	GOALIE
23, 31	Divisional HQ	39	FALCON	47	IRON
24, 32	Corps HQ	40	STONE	48	RAIDER
25, 33	Armoured units	41	EAGLE	49	SANDY
26, 34	SAM Batteries	42	RAVEN	50	THUMPER
27, 35	Logistic units	43	BEAR	51	MAUL
28, 36	Helo and Support units	44	HAWK	52	SLEDGE
29, 37	Artillery Batteries	45	FORWARD		

ENGAGEMENT (The overall mission)

ENGAGEMENT: BLUE MISSION_BLUE_CONTACT 0 0 180



- BLUE MISSION_BLUE_CONTACT.....Advance to contact and engage
- BLUE MISSION_BLUE_HASTY_ATTACK.....Nearest unit will attack when enemy is spotted
- BLUE MISSION_BLUE_DELIBERATE.....Pre planned attack by all forces
- BLUE MISSION_BLUE_DEFEND_SECTOR.....Prevent enemy from occupying sector
- BLUE MISSION_BLUE_DEFEND_POS.....Prevent enemy from occupying hill, town etc
- BLUE MISSION_BLUE_COUNTER_RECON.....Prevent enemy scouts from penetrating area

- RED MISSION_RED_MEETING.....Advance and engage enemy when spotted
- RED MISSION_RED_BREAKTHRU.....Assault enemy line and disrupt rear
- RED MISSION_RED_PURSUIT.....Pursue and destroy withdrawing enemy
- RED MISSION_RED_RECON.....Advance, locate and direct artillery fire
- RED MISSION_RED_DEFEND_POS.....Prevent enemy from occupying hill, town etc
- RED MISSION_RED_DEFEND_INDEPTH.....Layered defense to prevent breakthrough
- RED MISSION_RED_COUNTER_ATTACK.....Layered defense with reserve attack force

The missions and descriptions above are taken from the M1TP mission guide. The following mission is the one most frequently used by GS in both campaigns and player missions.

- BLUE MISSION_BLUE_AIR_ASSAULT
- RED MISSION_RED_AIR_ASSAULT

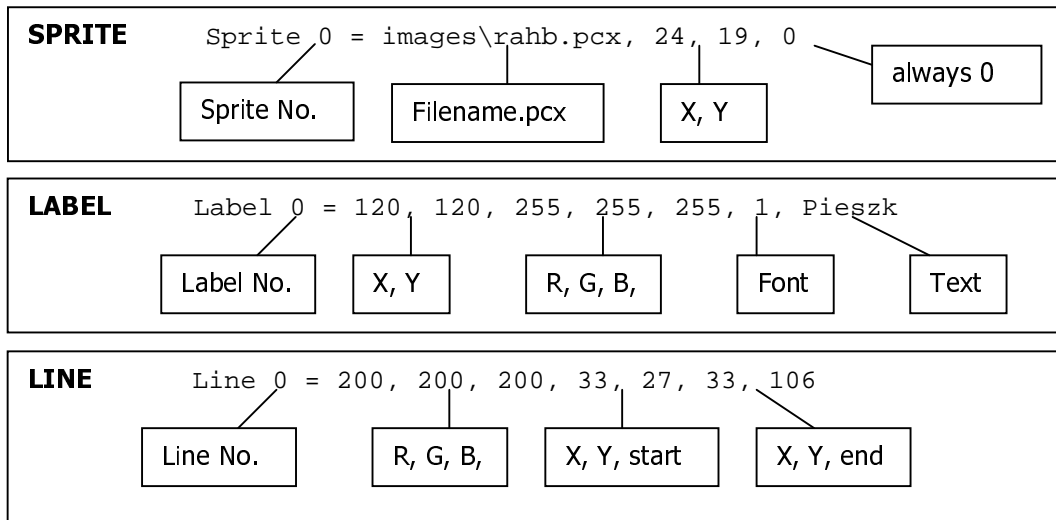
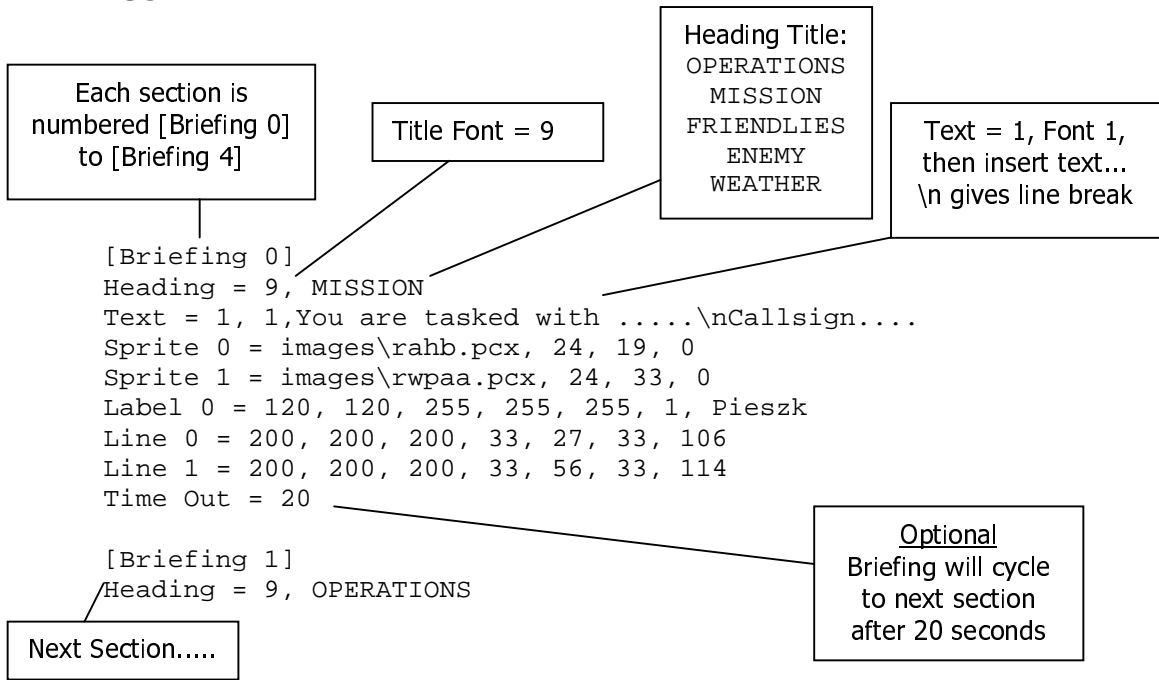
WEATHER

			Ceiling	Visibility	Thermal	Winds	
0	Clear	Dawn	nil	1 - 2km	> 5km		nil
1	Cloudy	Dawn	2000ft	1 - 2km	> 5km	NW	1 - 2 knots
2	Overcast	Dawn	2000ft	1km	2km	SW	3 - 5 knots
3	Rainy	Dawn	2000ft	1km	2km	W	3 - 5 knots
4	Stormy	Dawn	1500ft	> 1km	> 2km	NNW	5 - 10 knots
5	Clear	Day	nil	unlimited	> 6km		nil
6	Cloudy	Day	2500ft	unlimited	4 - 5km	N	1 - 2 knots
7	Overcast	Day	2500ft	2km	4 - 5km	SW	3 - 5 knots
8	Rainy	Day	2000ft	> 2km	2km	W	3 - 5 knots
9	Stormy	Day	1500ft	> 1km	2km	NNW	5 - 10 knots
10	Clear	Sunset	nil	2km	< 6km		nil
11	Cloudy	Sunset	2500ft	2km	< 6km	NW	1 - 2 knots
12	Overcast	Sunset	2500ft	1 - 2km	> 5km	SW	3 - 5 knots
13	Rainy	Sunset	2000ft	1km	2km	W	3 - 5 knots
14	Stormy	Sunset	1500ft	1km	> 2km	NNW	5 - 10 knots
15	Clear	Twilight	nil	> 2km	< 5km		nil
16	Cloudy	Twilight	2500ft	> 2km	< 5km	NW	1 - 2 knots
17	Overcast	Twilight	2500ft	2km	> 5km	SW	3 - 5 knots
18	Rainy	Twilight	2000ft	2km	2 - 3km	W	3 - 5 knots
19	Stormy	Twilight	1500ft	1 - 2km	> 2km	NNW	5 - 10 knots
20	Clear	Night	nil	3 - 4km	> 8km		nil
21	Cloudy	Night	2500ft	3 - 4km	< 6km	NW	1 - 2 knots
22	Overcast	Night	2500ft	1 - 2km	2km	SW	3 - 5 knots
23	Rainy	Night	2000ft	1 - 2km	2km	W	3 - 5 knots
24	Stormy	Night	1500ft	1 - 2km	> 2km	NNW	5 - 10 knots

Colours for Briefing Maps (suggestions only, all colours valid)

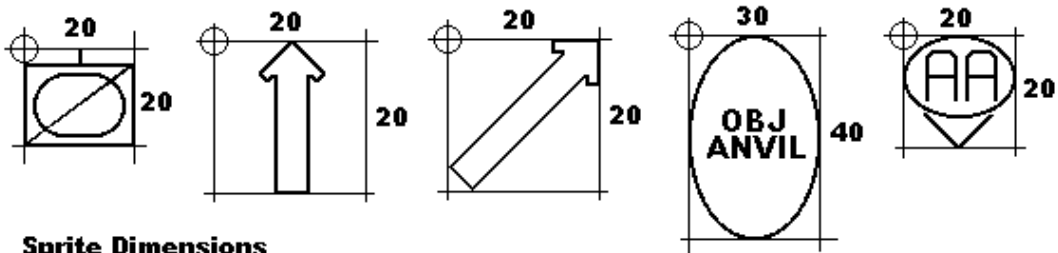
R	G	B	
0	0	0	Black
140	140	140	Dark Grey
240	240	240	Light Grey
255	255	255	White
0	0	255	Blue
0	0	205	Medium Blue
25	25	112	Midnight Blue
0	205	0	Green
50	205	50	Lime Green
34	139	34	Forest Green
255	255	0	Yellow
255	215	0	Gold
255	0	0	Red

BRIEFINGS

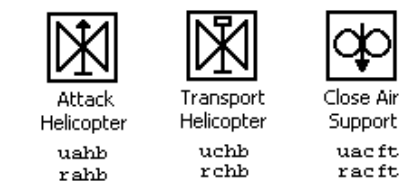
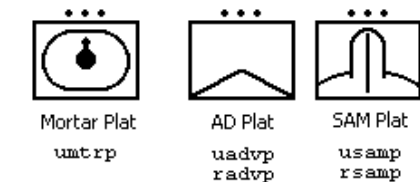
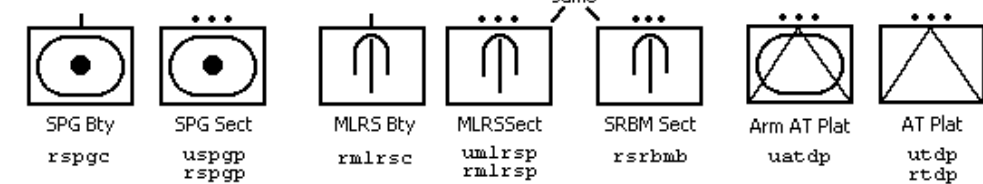
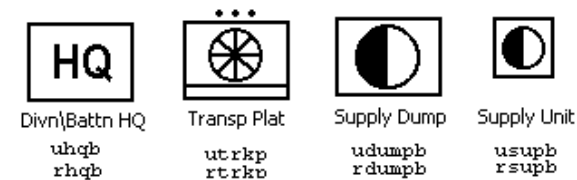
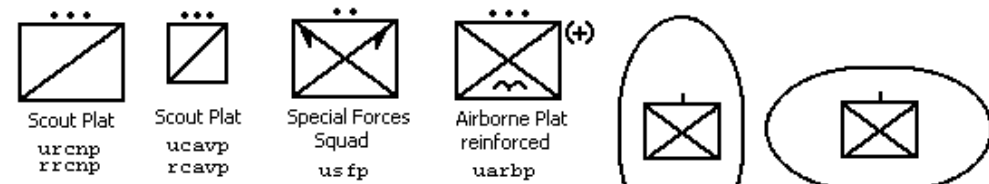
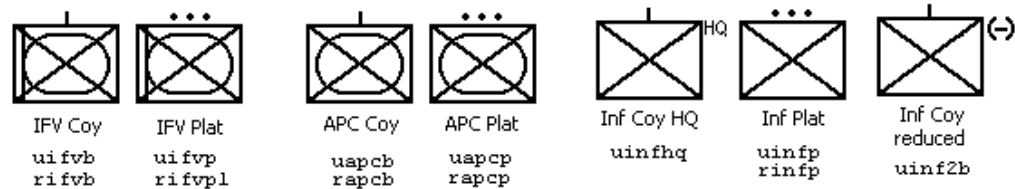
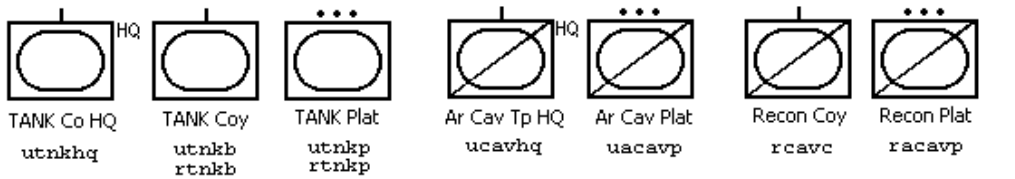
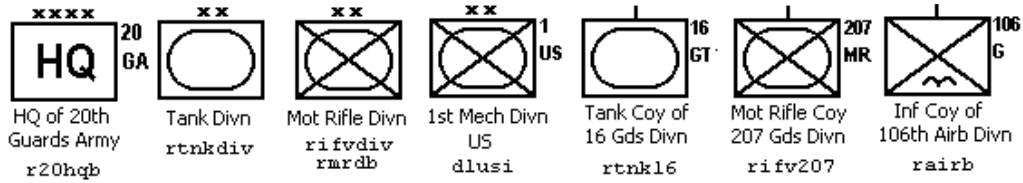


Sprites, Labels and Lines **MUST** be consecutively numbered from 0, within each heading.
Briefing map scale is 310 x 310 (each grid division = 20)
All Sprite positions are measured from the top left hand corner.

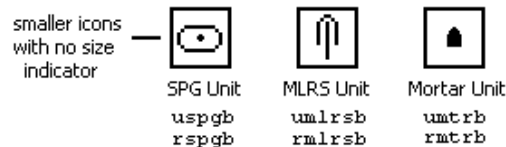
WAYPOINT SPRITES			ARROW SPRITES		
uwplz	rwplz	WP LZ	uarrown	rarrown	Arrow North
uwpbp	rwpbp	WP Battlepos	uarrowne	rarrowne	Arrow North East
uwpaa	rwpa	WP Assembly	uarrowe	rarrowe	Arrow East
uwpcp	rwpcp	WP Checkpoint	uarrowse	rarrowse	Arrow South East
uwppa	rwppa	WP Patrol	uarrowss	rarrowss	Arrow South
uwplz	rwplz	WP SAR	uarrowsw	rarrowsw	Arrow South West
OBJECTIVE SPRITES			uarroww	-	Arrow West
uobja	robja	Objective Anvil	uarrownw	rarrownw	Arrow North west
uobjh	robjh	Objective Hammer	uarrow	-	Large Arrow East
uobjs	robjs	Objective Shield	-	rarrow	Large Arrow West
uobj	robj	Objective unnamed	-	rarrowng	Long Arrow West



Sprite Dimensions



AD Units with Range Circles			Offset
AD Unit - Gun armed - 2k	uadv2b	radv2b	40
AD Unit - SAM armed - 4k	usam4b	rsam4b	80
AD Unit - SAM armed - 6k	usam6b	rsam6b	120
AD Unit - SAM armed - 8k	usam8b	rsam8b	160
AD Plat - Gun 2k, SAM 6k		rzsub	120
AD Plat - Gun 3k, SAM 8k		rtangb	160



PLATOON DEPLOYMENT

Vehicle No 1 is platoon command vehicle and focus for X Y co-ordinates.

Standard separation between vehicles is 50 m. (Extended Line 200m, Diamond 150m)

Static platoons **MUST** use reversed compass heading

