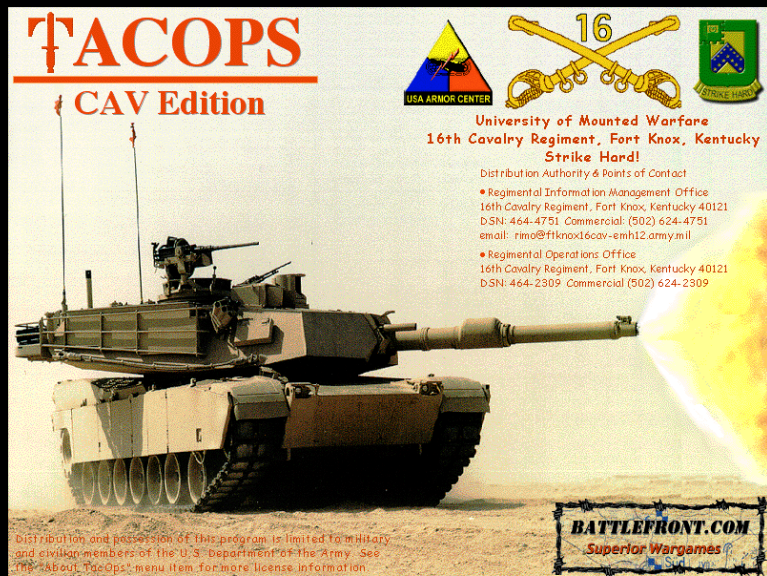


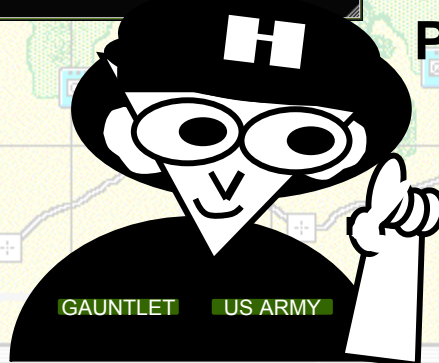
TacOpsCav 4.0.4



The Decision Making Simulation

Fight More, Talk Less!

Using Tactical Simulations to
Provide Experienced Leaders



Introduction

Purpose

Familiarize students with TacOpsCav and demonstrate how it can be used as a tool to provide experience-based learning both in the Institutional environment and in the force.

Endstate

Each student has completed the Basic Training Scenario, fought another student head to head, and seen how to use TacOpsCav as a training tool.



Introduction

Why Simulations?

- Change in our teaching methodology
- External and internal assessments
- The missing link - experience



Introduction

Why *TacOpsCav*?

- Purchased by the U.S. Army in 2000
- Means for teaching rapid decision-making
- Means for teaching how to develop tactical plans and write operations orders
- Means to emotionally involve leaders in the execution of their plan in a battle competition
- Runs on any standard laptop
- Intuitive commands - doesn't require an investment in operator training
- Comes with maps of widely varied terrain
- Easy to build additional scenarios and modify old ones
- Computer opponent allows individual practice
- Reduces training constraints



GAUNTLET US ARMY

Introduction



A Game Of
Modern Tactical Warfare
By I.L. Holdridge
Major, USMC (retired)

Copyright 2002, I.L. Holdridge.
is a trademark of I.L.
for computer wargames.

Select Type of Simulation:

- ☒ Solitaire
- ☐ Two Players
- ☐ Two Players - Play by Mail
- ☐ Two Players - Network
- ☐ Multiplayer Teams - Network

Select Network Mode

- ☐ Host Game ☐ Join Game

Select Your Force:

- ☐ Blue ☐ Red ☐ Observer

Select Simulation To Load:

- ☒ Standard Scenario ☐ Saved Game

Select Language

- ☒ English



GAUNTLET US ARMY

Introduction

Combat

Begin Combat Phase
Begin Combat w Options...
Do Game Run Out...

M1A1D Tank (1)

Delayed Orders Controls

Forward

Fire Control

0 3500 3500 LOS

Target Priorities

☒ Rules of Engagement

☒ Unit ☒ DFTRP ☒ Type

Orders 0 - X ? SOP

Get Orders Add Orders

Load Tow Join Supply

Unit Info Demo Name Unit

Time 07:00

M1A1D Tank [S1/V400m/E0/Rough2]
UTM 771940



GAUNTLET US ARMY

Initial Setup

Follow-on Forces

Tank Company(+)

Select an entry point for this unit along the Western edge of the map.

Entry time for leading unit: 0730

 0730

 0730

 0730

 0730

 0730





 0730

 0730

Setup On-Map Units





Time 07:00

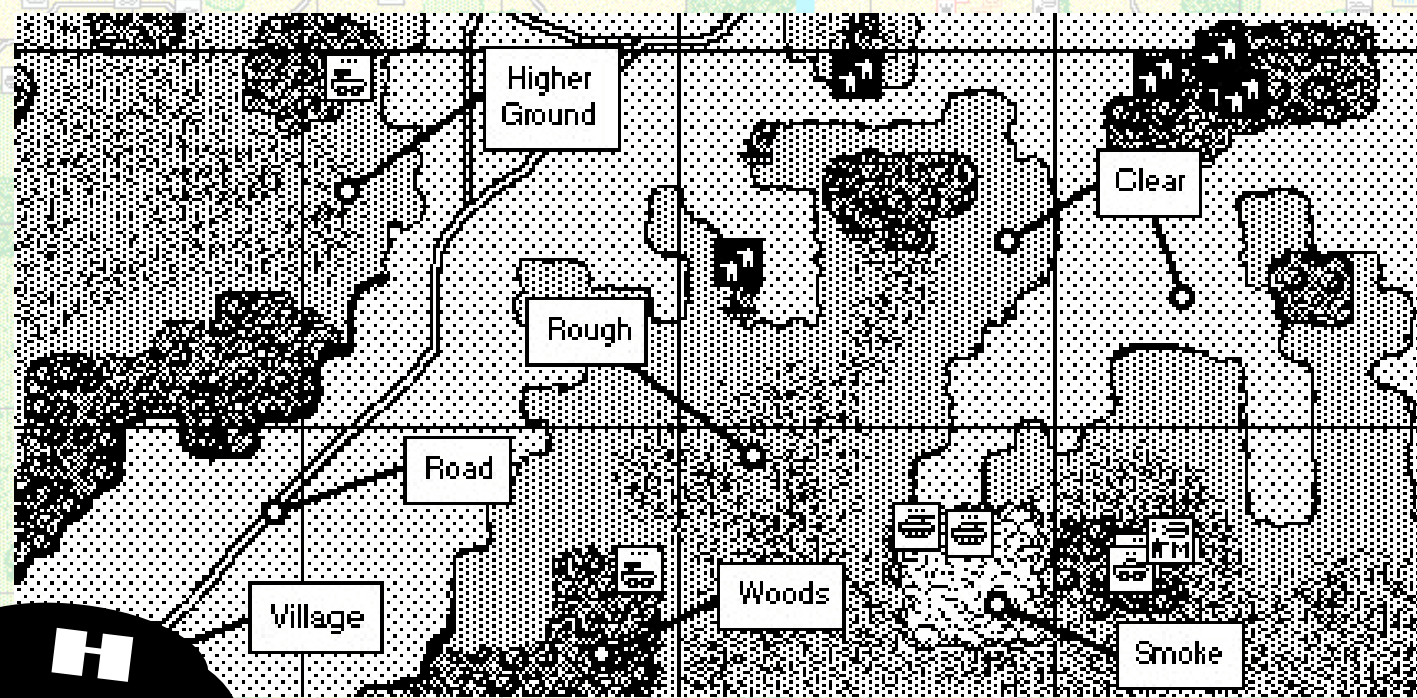
Click on unit, then click on map where unit is to be placed

Units which start the game already on the map will appear in a window titled "Setup On map Units".



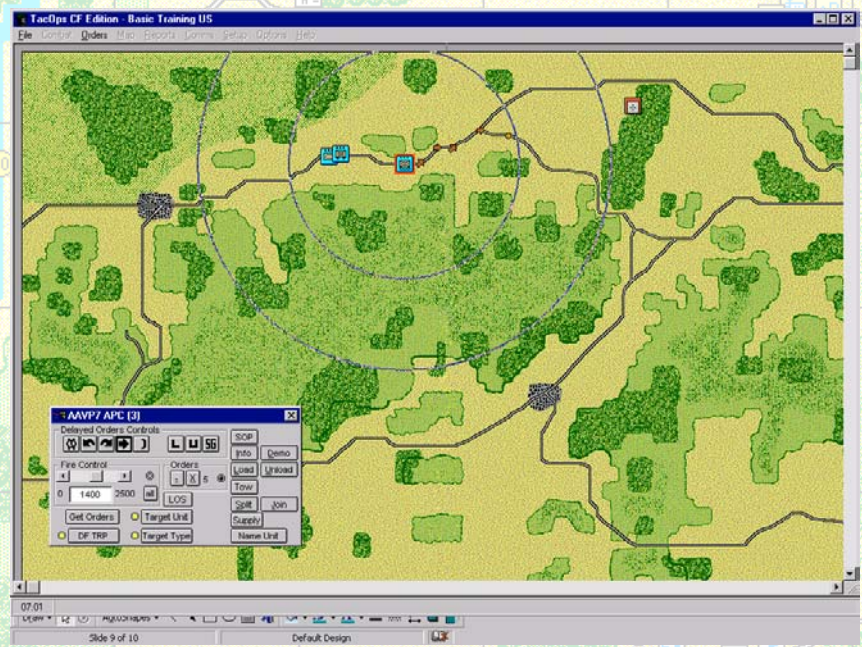
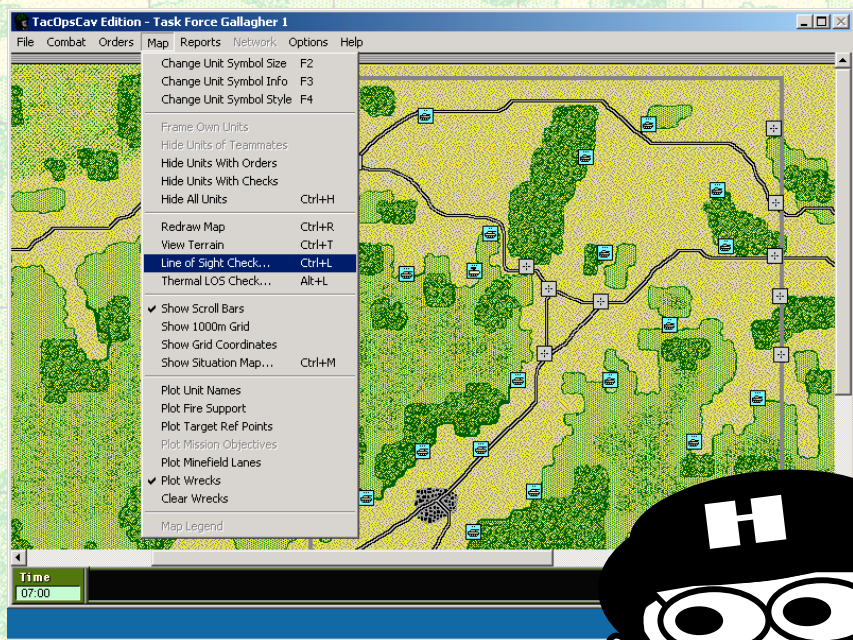
GAUNTLET US ARMY

Terrain Symbols



GAUNTLETL US ARMY

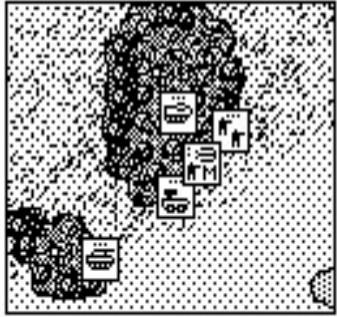
Checking Line of Sight


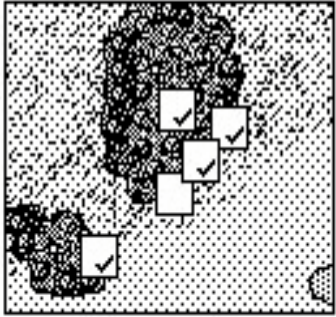




GAUNTLET US ARMY


Unit Symbols




Silhouette




-  Infantry platoon.
-  Tank platoon.
-  ATGM section (medium).
-  APC platoon (AAV7).

Tactical Disposition

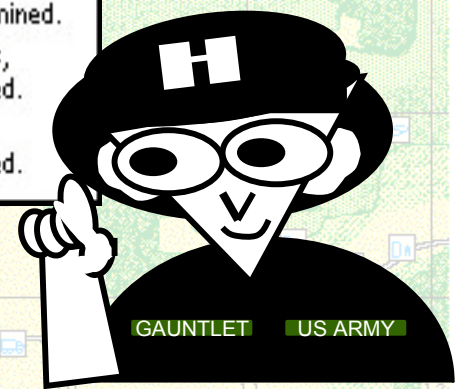


-  (Exposed)
-  (Partial Cover or Defilade)
-  (Entrenched)

Orders Status



- ☐ Unit has no orders, has not been examined.
- ☒ Unit has no orders, has been examined.
- ☒ Unit has orders, has been examined.



GAUNTLET US ARMY

Giving Orders to Units

Unit Orders Window

AAVP7 APC (3)

Delayed Orders Controls

Forward

Fire Control
 All
0 **2500** 2500 **LOS**
Target Priorities
☒ Rules of Engagement
☒ Unit ☒ DFTRP ☒ Type

Orders 5 **SOP**
Get Orders **Add Orders**
Load **Unload** **Unit Info**
Tow **Release** **Demo**
Split **Join** **Name Unit**
Supply



Unit SOP Window

AAVP7 APC (3)

Delayed Orders Controls

Orders 5

-

x

?

SOP

Get Orders

Add Orders

Unload

Unit Info

Release

Demo

Join

Name Unit

SOP

☐ Allow Fire Support On Own Position

☐ Cross Minefields At Normal Speed

☐ Cross Minefields At Breaching Speed

If fired on:

☐ Stop

☐ Stop & Pop Smoke

☐ Reverse 200

☐ Reverse & Pop Smoke

☐ Unload

If fired on and hit:

☐ Stop

☐ Stop & Pop Smoke

☐ Reverse 200

☐ Reverse & Pop Smoke

☐ Unload

If fire:

☐ Stop

☐ Stop & Pop Smoke

☐ Reverse 200

☐ Reverse & Pop Smoke

☐ Unload

If spot enemy:

☐ Stop

☐ Stop & Pop Smoke

☐ Reverse 200

☐ Reverse & Pop Smoke

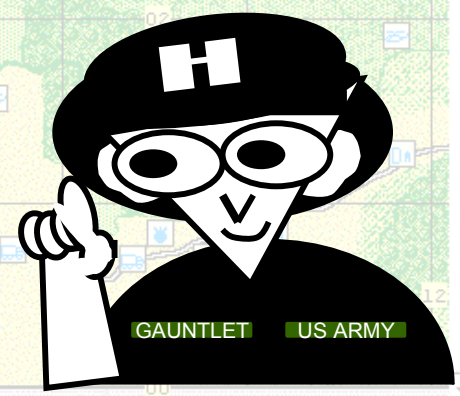
☐ Unload

Set All Ground Units

Clear

Copy

OK



GAUNTLET US ARMY

Supply Unit Button

AAVP7 APC (3)

Delayed Orders Controls

Orders 5

Get Orders Add Orders

Fire Control

Load Unload Unit Info

Tow Release Demo

Split Join Name Unit

Supply

Set desired supply percentage: 100% - + 100%

1388 Supply points available.

183 Points needed for this level of supply.

(Any ammo increase will also resupply smoke.)

Weapons	Max Load	On Hand	Rounds To Add
TOW ATGM	7	4	3
25mm Cannon	900	885	15
7.62mm Coax Machine Gun	2340	2340	0
M16 Rifle	2520	2520	0
AT4 LAAW	2	2	0

Cancel Resupply



Unit Information Window

AAVP7 APC (3)

Delayed Orders Controls
[Clock] [Undo] [Redo] [Stop] [L] [U] [SG] [Forward]

Fire Control
0 2500 2500 [All] [LOS]
Target Priorities
☒ Rules of Engagement
☒ Unit ☒ DFTRP ☒ Type

Load

Tow

Split

Supply

Unload

Release

Join

Unit Info

Demo

Name Unit



AAVP7 APC - 1st Plt C Co - UTM 050051

Vehicles: 3
Unit ID: 6
Terrain: Clear
Visible at 3000 meters.
LOS Elevation: 0
No Damage
No thermal sight.
Amphibious.
Tracked vehicle.
Crew: 9
Troop Capacity: 75
Troops Onboard: 57
3xInf Squad
2xMG Team 7.62mm
2xSMAW Team
3xJavelin ATGM
1xM198 155mm Hwtzr

Armor Protection vs Kinetic Energy Weapons:
Front: 40 Side: 30 Rear: 20

Armor Protection vs Chemical Energy Weapons:
Front: 40 Side: 30 Rear: 20

Weapons	*Useful Range*	*Rounds*	
Smoke Capability: 3			
12.7mm Machine Gun	2500	6000	<div>Info</div>
MK19 Grenade Lnchr	1700	600	<div>Info</div>
7.62mm Machine Gun	1500	3000	<div>Info</div>
M16 Rifle	500	3600	<div>Info</div>

Photo

Unit Information Window

M1A1D Tank - UTM 036052

Vehicles: 4

Unit ID: 1

Terrain: Road

Visible at 3000 meters.

LOS Elevation: 0

No Damage

Thermal sight.

Not amphibious.

Tracked vehicle.

Main battle tank.

Crew: 16

Troop Capacity: 48

Troops Onboard: 0

Length (each): 792 cm

Width (each): 366 cm

Weight (each): 62323 kg

Weight (total): 249292 kg

Armor Protection vs Kinetic Energy Weapons:

Front: 600 Side: 410 Rear: 115

Armor Protection vs Chemical Energy Weapons:

Front: 1300 Side: 890 Rear: 115

Weapons

	Useful Range	*Rounds*
Smoke Capability:		3
120mm Gun M1A2	3500	160
12.7mm Machine Gun	2500	4000
7.62mm Coax Machine Gun	2000	24800
7.62mm Machine Gun	1500	24800

Info

Info

Info

Info

Photo



GAUNTLET US ARMY

120mm Gun M1A2

Minimum Range: 0

Useful Range: 3500

Antiarmor Effect: Kinetic energy.

Advanced penetrator

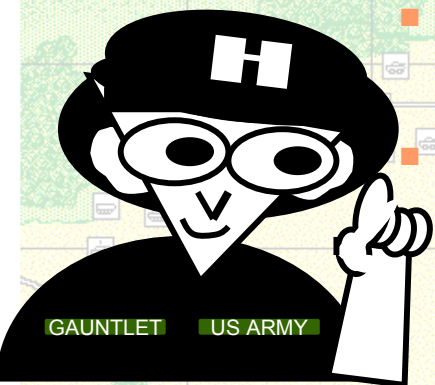
Range Reference Points:	0m	1000m	1500m	2000m	2500m	3500m
Basic Hit Probability:	95%	90%	80%	70%	50%	15%
Armor Penetration:	680mm	670mm	660mm	640mm	620mm	580mm

Note: All info is for direct fire only. Multi mode weapons have different range and ph for indirect and AA fire.

Movement

Units move according to their orders

- Movement speed is affected by terrain and the suppressive effect of enemy fire
- Movement is fastest on a road, less in clear terrain, much less in rough terrain, and slowest in woods
- All units have the same opportunity to move, simultaneously, in one scale-second increments
- Only aircraft and fully amphibious vehicles may move across water.
- Infantry units on foot are not considered amphibious for game purposes.



Controlling Direct Fires

AAVP7 APC (3)

Delayed Orders Controls



Forward

Orders 5

 SOP

Get Orders

Add Orders

Fire Control

0

2500

2500

?

All

LOS

Target Priorities

☒ Rules of Engagement

☒ Unit

☒ DFTRP

☒ Type

Load

Unload

Unit Info

Tow

Release

Demo

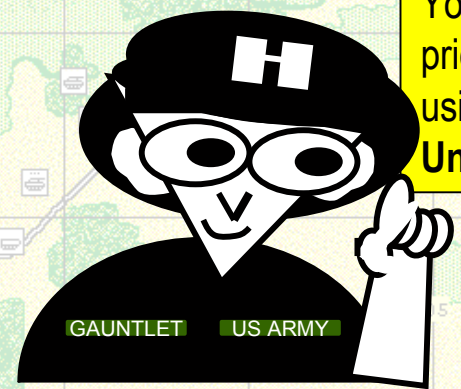
Split

Join

Name Unit

Supply

You can set priority targets and a priority area of fire for a unit by using the buttons labeled Unit, Type, and DF TRP.



Indirect Fires

High trajectory fire delivered at a target which may or may not be visible to the firer.

- Only artillery or mortar units may use indirect fire.
- Indirect fire attacks every unit within its burst radius.
- If a unit symbol in the impact area represents three vehicles or three squads, then every subunit will be attacked.
- Target selection and firing for indirect fire is not automatic.
- You must plot indirect fires during the orders phase using either the **Off Map Artillery Support Window** or an on map unit's indirect fire controls.



Off Map Artillery Support Window

- Do Blue Unit Orders
- Do Red Unit Orders
- Do Green Unit Orders
- Do Gray Unit Orders
- Do Ivory Unit Orders
- Do Orange Unit Orders
- Do Gold Unit Orders
- Do Yellow Unit Orders
- Artillery Support...
- Air Support...
- Unload Unit...
- Load Unit...
- Split Unit...
- Join Unit...
- Duplicate Unit...
- Copy Orders
- Paste Orders
- Copy SOP
- Paste SOP
- Set Engagement Range...

Blue Artillery Support

Artillery Unit/Status	Effect	Ammo
1: 155mm Howitzer (off map) Firing [5] [1 min]. ICM x 2, HE x 10, Smoke x 3	► FFE	► ICM
2: 155mm Howitzer (off map) Adjusting [4] [41 sec]. ICM x 2, HE x 10, Smoke x 3	► Adjust	► HE
3: M198 155mm Hwtzr (on map) Firing [2] [1 min]. Salvos x 13	► FFE	► Smoke
M121 120mm Mortar (on map) Idle. Salvos x 16		
5: 81mm Mortar (on map) Idle. Salvos x 24		
6: 60mm Mortar (on map) Idle. Salvos x 16		

Mark Target

Shift Fire

Register As TRP

Shift To TRP

Delete TRP

☒ Plot Fire Support

☒ Plot TRPs

The first number shows the accumulated accuracy of the mission. The second number indicates the minutes or seconds until the impact of the first or next volley.



On Map Artillery Support Window

Unit Orders Window

M198 155mm Hwtzr (6)

Delayed Orders Controls

SG

Forward

Orders 0

SOP

Get Orders

Add Orders

Fire Control

0

19684

19684

Target Priorities

☒ Rules of Engagement

☒ Unit

☒ DFTRP

☒ Type

All

LOS

Unit Info

Demo

Name Unit

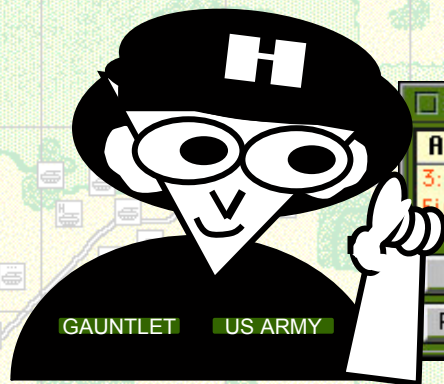
Split

Join

Supply

Indirect Fire

Firing [2] [1 min]. Salvos x 13



Blue Artillery Support

Artillery Unit/Status

Effect

Ammo

3: M198 155mm Hwtzr (on map)

► FFE

► Smoke

Firing [2] [1 min]. Salvos x 13

Cease Fire

Shift Fire

☒ Plot Fire Support

Register As TRP

Shift To TRP

Delete TRP

☒ Plot TRPs

Air Support Window

- Do Blue Unit Orders
- Do Red Unit Orders
- Do Green Unit Orders
- Do Gray Unit Orders
- Do Ivory Unit Orders
- Do Orange Unit Orders
- Do Gold Unit Orders
- Do Yellow Unit Orders
- Artillery Support...
- Air Support...
- Unload Unit...
- Load Unit...
- Split Unit...
- Join Unit...
- Duplicate Unit...
- Copy Orders
- Paste Orders
- Copy SOP
- Paste SOP
- Set Engagement Range...

BlueAir Support

Air Unit / Status

01. F16/F18 enroute. 4 min to target.

02. AV8 on ground alert. 6 min to battle area.

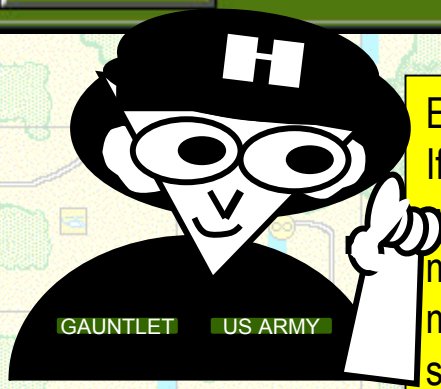
03. F16/F18 on ground alert. 15 min to battle area.

Mark Target

Shift Target

☒ Plot Fire Support

☒ Plot TRPs



Each listing describes an air mission's current status. If an air support mission is underway the status line will state that the mission is enroute and will give the minutes until arrival at the target. If an air support mission is available but is not currently tasked, the status line will show how long it will take the aircraft to arrive if called.

Engineering Tools

Engineering - Blue

Build Minefield	Remove Minefield
Build Entrenchment	Remove Entrenchment
Build Obstacle	Remove Obstacle
Build Bridge	Remove Bridge
Build LZ	Remove LZ

Build Obstacle

Select Type of Obstacle:

<input checked="" type="checkbox"/> Ditch	<input checked="" type="checkbox"/> + Wire
<input type="checkbox"/> Barricade	<input type="checkbox"/> + Wire
<input type="checkbox"/> Wire Only	

Enter Countermobility Effects: ?

0	% of normal speed = crossing speed for tracked vehicles
0	% of normal speed = crossing speed for wheeled vehicles
10	% of normal speed = crossing speed for dismounted infantry

Specify Effective Breaching Methods: ?

<input checked="" type="checkbox"/> Manual Labor:	0 Squad Hours + 60 Squad Minutes
Manpower Limit:	20 Men
<input checked="" type="checkbox"/> Vehicle Mechanical Labor:	0 Vehicle Hours + 30 Vehicle Minutes
Vehicle Limit:	2 Vehicles
<input type="checkbox"/> Explosive Line Charge	
<input checked="" type="checkbox"/> Vehicle Launched Bridge	

Default Settings Cancel

Optional Obstacle Name: **OK**

Select Military Load Classification:

<input type="checkbox"/> 10	<input type="checkbox"/> 20	<input type="checkbox"/> 30	<input type="checkbox"/> 40	<input type="checkbox"/> 50
<input type="checkbox"/> 60	<input type="checkbox"/> 70	<input type="checkbox"/> 80	<input type="checkbox"/> 90	<input checked="" type="checkbox"/> 100+

Cancel **OK**

Minefield Definition - Blue

Probability of mine encounter per 10 meters of movement:

50 % vs Personnel	50 % vs Vehicles
--------------------------	-------------------------

Visibility: **0** Meters

Self-destruction interval: **0** Hours

Details:

<input checked="" type="checkbox"/> Buried	<input type="checkbox"/> Surface Laid	<input type="checkbox"/> Scatterable
--	---------------------------------------	--------------------------------------

Position Known To:

<input checked="" type="checkbox"/> Blue	<input type="checkbox"/> Red	<input type="checkbox"/> Green	<input type="checkbox"/> Gray
<input type="checkbox"/> Ivory	<input type="checkbox"/> Orange	<input type="checkbox"/> Gold	<input type="checkbox"/> Yellow

Cancel **OK**

Reports

- Game Status...
- Order of Battle...
- Unit Data Base...
- Weapon Data Base...
- Photo Data Base ...
- Situation Report...
- Spot Report...
- Support Report...
- TRP Report...
- Logistics Report...
- CPX Overlay To File...

Logistics

Set desired supply percentage: 100% - + 100%

1388 Supply points available.
183 Points needed for this level of supply.

(Any ammo increase will also resupply smoke.)

Weapons	Max Load	On Hand	Rounds To Add
TOW ATGM	7	4	3
25mm Cannon	900	885	15
7.62mm Coax Machine Gun	2340	2340	0
M16 Rifle	2520	2520	0
AT4 LAAW	2	2	0

Cancel Resupply

AAVP7 APC (3)

Delayed Orders Controls

Forward

Fire Control

0 2500 2500 LOS

Target Priorities

- Rules of Engagement
- Unit
- DFTRP
- Type

Orders 5 - X ? SOP

Get Orders Add Orders

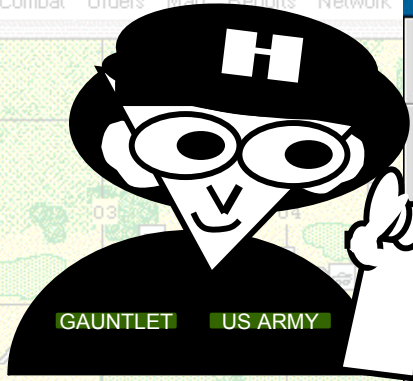
Load Unload Unit Info

Tow Release Demo

Split Join Name Unit

Supply





GAUNTLET US ARMY

- Enable Umpire Tools
- Use Click Sound
- Preferences...
- Change Combat Speed [0]
- Change Fog-Of-War...
- Change Orders Time Limit...
- Change Password...
- Add One Unit...
- Add Optional Units...
- Change Air Support...
- Change Artillery Support...
- Change Entry Time...
- Change Exit Goal...
- Change Game Length...
- Change Supply...
- Change Units & Wpns...
- Delete Units...
- Ignore Unit Setup Limits
- Kill Units...
- Damage Unit Mobility
- Repair Unit Mobility
- Engineering...
- Rules of Engagement
- Smoke...

Game Options and Preferences

Preferences

Permanent Settings:

☒ 1. Startup screens.

☒ 2. Bugle Alert.

☒ English

☐ Français

Settings for this game only:

☐ 3. Arty smoke defeats thermal sights.

☐ 4. Vehicle smoke grenades defeat thermal sights.

☒ 5. All Red tanks have thermal sights.

☒ 6. All Red ATGMs have thermal sights.

☒ 7. Improved Red ATGM warheads.

☒ 8. Firing Units Are Always Spotted.

☐ 9. No Enemy OOB Reports.

10. Max Normal Visibility In Meters.

11. Max Thermal Visibility In Meters.

Network Play



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v4.0.0CC

[Review Scenarios](#) [Quit](#) [OK](#)

Select Type of Simulation:

- ☐ Solitaire
- ☐ Two Players
- ☐ Two Players - Play by Mail
- ☒ Two Players - Network
- ☐ Multiplayer Teams - Network
- ☐ Map Overlay

Select Network Mode

- ☐ Host Game
- ☒ Join Game

Select Your Force:

- ☒ Blue
- ☐ Red
- ☐ Observer

Select Simulation To Load:

- ☒ Standard Scenario
- ☐ Saved Game

Select Language

- ☒ English
- ☐ Français



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[Review Scenarios](#) [Quit](#) [OK](#)

Select Type of Simulation:

- ☐ Solitaire
- ☐ Two Players
- ☐ Two Players - Play by Mail
- ☐ Two Players - Network
- ☒ Multiplayer Teams - Network
- ☐ Map Overlay

Select Network Mode

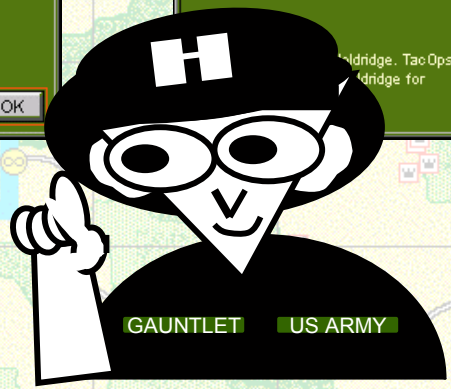
- ☒ Host Game
- ☐ Join Game

Select Simulation To Load:

- ☒ Standard Scenario
- ☐ Saved Game

Select Language

- ☒ English
- ☐ Français



Two-Player Network Game



TacOps

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Select Type of Simulation:

- ☐ Solitaire
- ☐ Two Players
- ☐ Two Players - Play by Mail
- ☒ Two Players - Network
- ☐ Multiplayer Teams - Network
- ☐ Map Overlay

Select Network Mode

- ☐ Host Game ☒ Join Game

Select Your Force:

- ☒ Blue ☐ Red ☐ Observer

Select Simulation To Load:

- ☒ Standard Scenario ☐ Saved Game

Select Language

- ☒ English ☐ Français

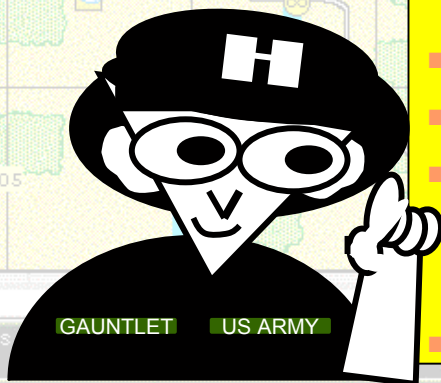
Blue: Enter a new password if you want orders and visibility security for your units. If you don't use a password, a sneaky opponent could view your hidden units without your knowledge.

If you don't want to use a password, just leave the box blank.

Warning: If you forget your password, you will not be able to reload any saved games that use it.

OK

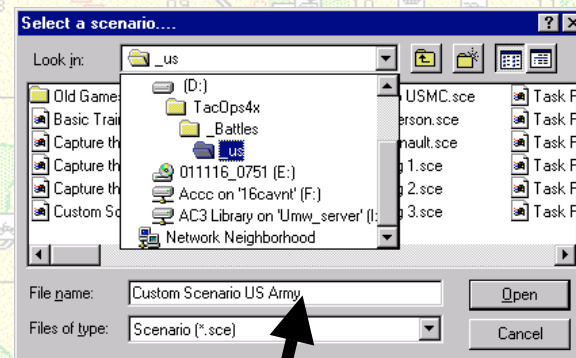
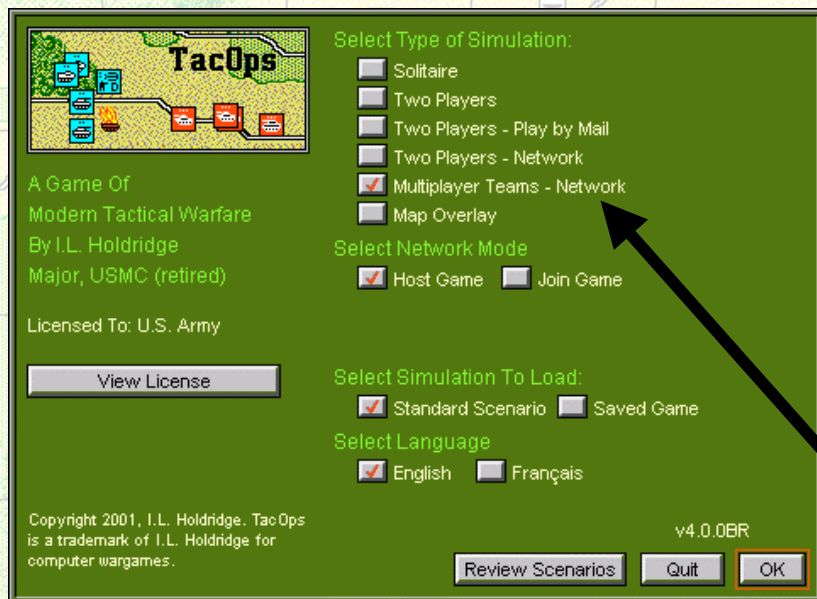
- Open Game
- Select Two Player Network
- Select Color/Team then Host or Join Game
- Select Scenario
- Set up forces / save the game [re-name it]
- Log onto Network
- Determine with opponent a fighting SOP, i.e.. Order for 2 min, fight one game turn etc.
- Fight!!!!



Time 07:00 Blue - You may now issue or change orders

GAUNTLET US ARMY

Multi--Player Network Game



- **Open Game**
- **Select Multi- Player Network**
- **Select Join Game then Color/Team**
- **Select Scenario**
- Set up forces / save the game [re-name it]
- Log onto Network
- Determine with opponent a fighting SOP, i.e..
- Order for 2 min, fight one game turn etc.
- **Fight!!!!**



Multi-Player Network Game

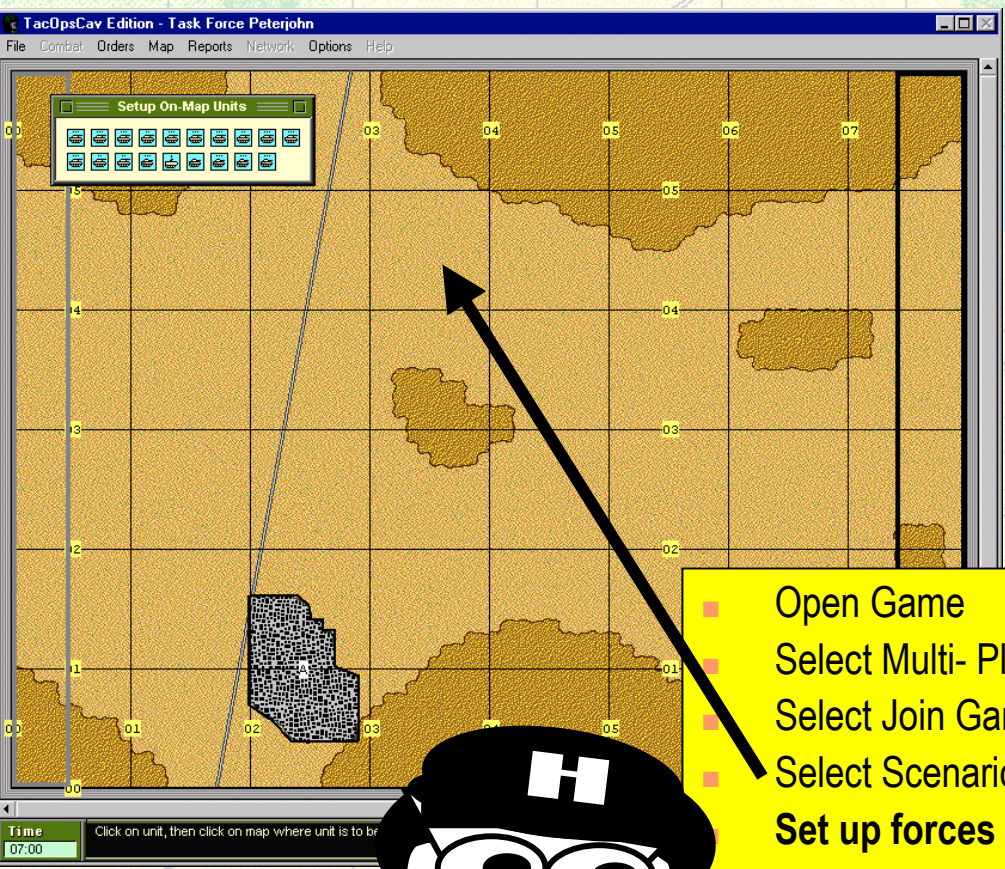
To join the game in 2 player or Multiplayer you need the IP Address of the Computer that is hosting the Game/fight.

Join a game at IP address: 147 238 155 24

Nickname: Cook (1 to 15 characters)

PIN: 2

Cancel OK



- Open Game
- Select Multi- Player Network
- Select Join Game then Color/Team
- Select Scenario
- Set up forces / save the game [re-name it]
- Log onto Network
- Determine with opponent a fighting SOP, i.e..
- Order for 2 min, fight one game turn etc.
- Fight!!!!

About the Scenario...

New Game

Save Game...

Auto Save Last Turn

Auto Save All Turns

PBM Send Orders #1...

PBM Receive Orders #1...

Import Order Of Battle...

Export Order Of Battle...

Quit

TacOps

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Modern Tactical Warfare
By I.L. Holdridge
Major, USMC (retired)

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Select Type of Simulation:

- ☐ Solitaire
☐ Two Players
☒ Two Players - Play by Mail
☐ Two Players - Network
☐ Multiplayer Teams - Network
☐ Map Overlay

Select Network Mode

- ☒ Host Game ☐ Join Game

Select Simulation To Load:

- ☒ Standard Scenario ☐ Saved Game

Select Language

- ☒ English ☐ Français

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Review Scenarios

Quit

OK

Play By Mail

- Open Game
- Select Two Players-Play by Mail
- Select color of force you will command
- Select a Scenario or Saved Game
- Set up forces / save the game [re-name it]
- Issue orders, then select File/PBM Send Orders
- Use File/PBM Receive Orders to load opponent's orders
- Determine with opponent a fighting SOP, i.e.. Order for 2 min, fight one game turn etc.
- Fight!!!!



Time
07:00

Blue - You may now issue or change orders.

About the Scenario...

New Game

Save Game...

Auto Save Last Turn

Auto Save All Turns

PBM Send Orders #1...

PBM Receive Orders #1...

Import Order Of Battle...

Export Order Of Battle...

Quit

Play By Modem

TacOps

A Game Of
Modern Tactical Warfare
By I.L. Holdridge
Major, USMC (retired)

Licensed To: U.S. Army

[View License](#)

Select Type of Simulation:

☐ Solitaire
☐ Two Players
☒ Two Players - Play by Mail
☐ Two Players - Network
☐ Multiplayer Teams - Network
☐ Map Overlay

Select Network Mode

☒ Host Game ☐ Join Game

Select Simulation To Load:

☒ Standard Scenario ☐ Saved Game

Select Language

☒ English ☐ Français

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v4.0.0BR

[Review Scenarios](#) [Quit](#) [OK](#)



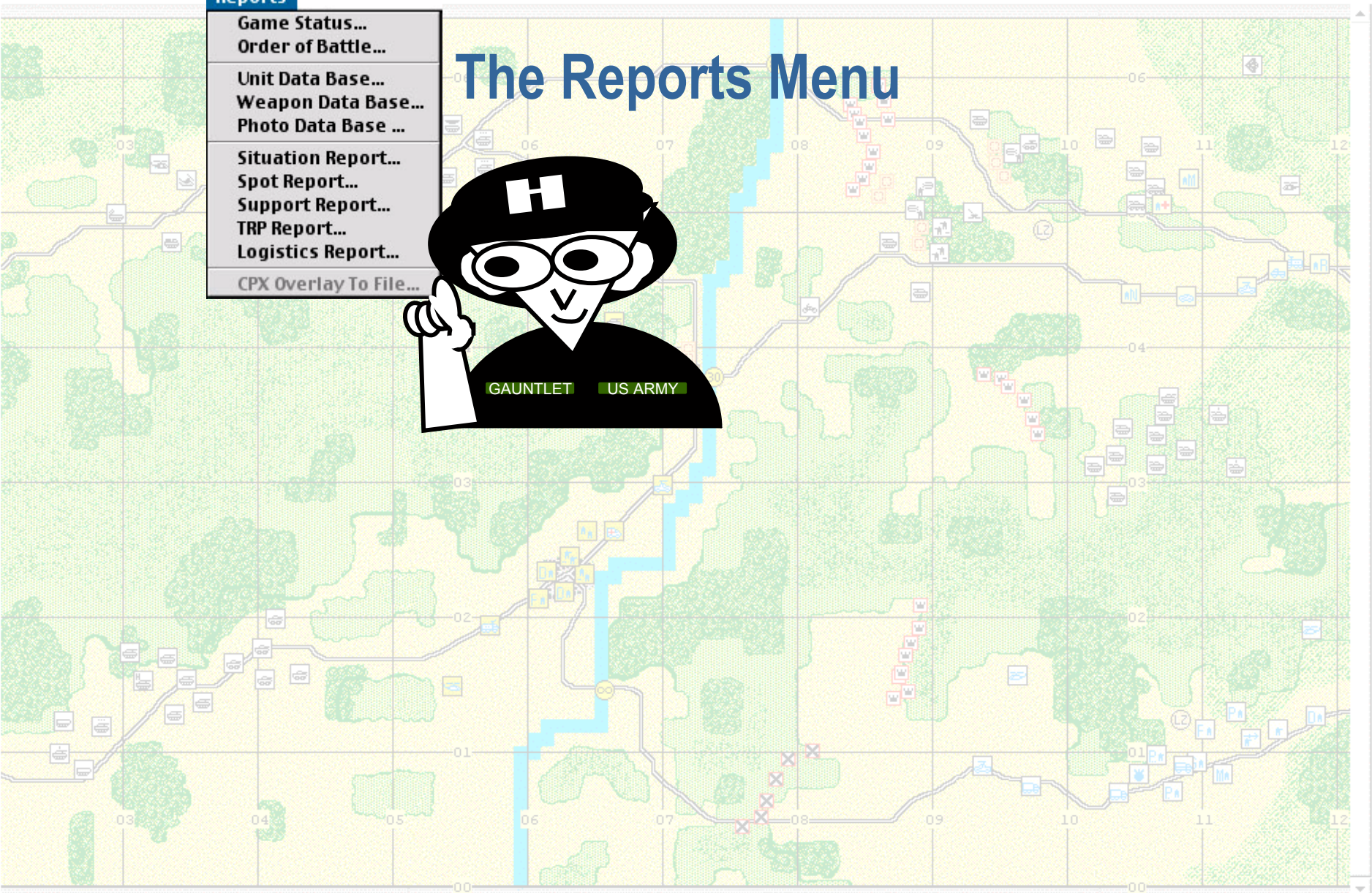
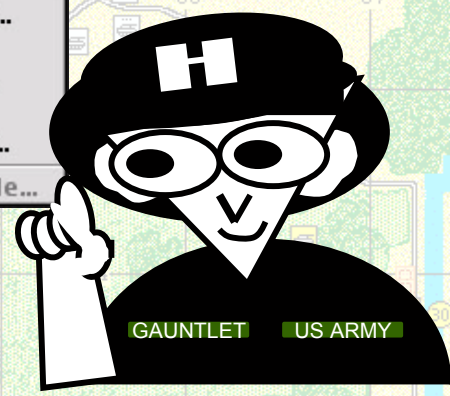
- Open Game
- Select Two Players-Play by Mail
- Select color of force you will command
- Select a Scenario or Saved Game
- Set up forces / save the game [re-name it]
- Issue orders, then select File/PBM Send Orders
- Use File/PBM Receive Orders to load opponent's orders
- Determine with opponent a fighting SOP, i.e.. Order for 2 min, fight one game turn etc.
- Fight!!!!

Time 07:00

Blue - You may now issue or change orders.

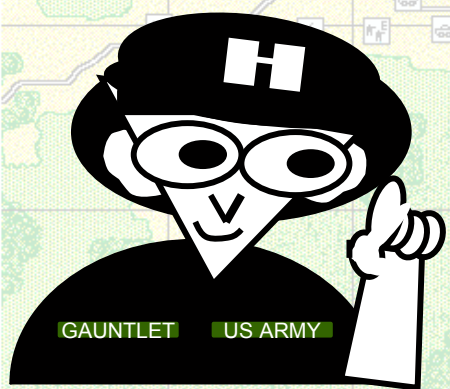
- Game Status...
- Order of Battle...
- Unit Data Base...
- Weapon Data Base...
- Photo Data Base ...
- Situation Report...
- Spot Report...
- Support Report...
- TRP Report...
- Logistics Report...
- CPX Overlay To File...

The Reports Menu

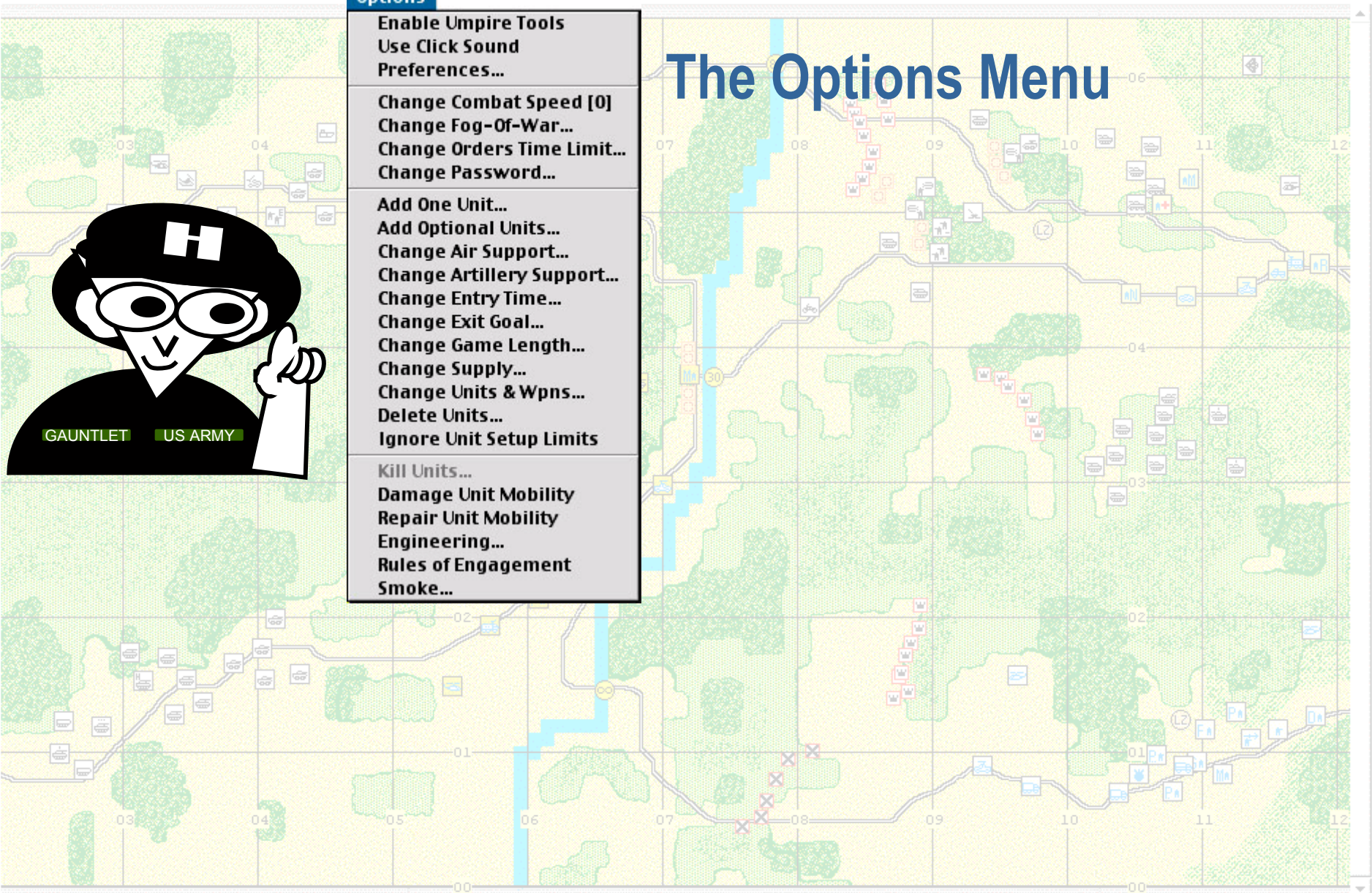


Options

- Enable Umpire Tools
- Use Click Sound
- Preferences...
- Change Combat Speed [0]
- Change Fog-Of-War...
- Change Orders Time Limit...
- Change Password...
- Add One Unit...
- Add Optional Units...
- Change Air Support...
- Change Artillery Support...
- Change Entry Time...
- Change Exit Goal...
- Change Game Length...
- Change Supply...
- Change Units & Wpns...
- Delete Units...
- Ignore Unit Setup Limits
- Kill Units...
- Damage Unit Mobility
- Repair Unit Mobility
- Engineering...
- Rules of Engagement
- Smoke...



The Options Menu



The Help Menu

Guide - User

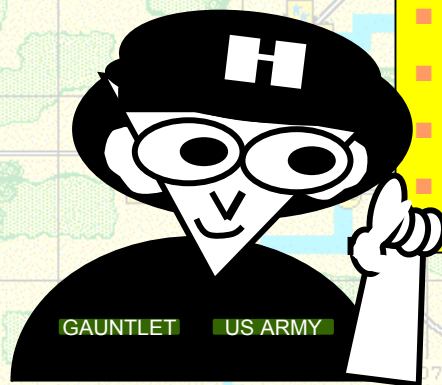
Summons an online help file.

Guide - Scenarios

Summons an online help file containing a text description of the situation, the order of battle, and the victory objectives for most TacOps scenarios.

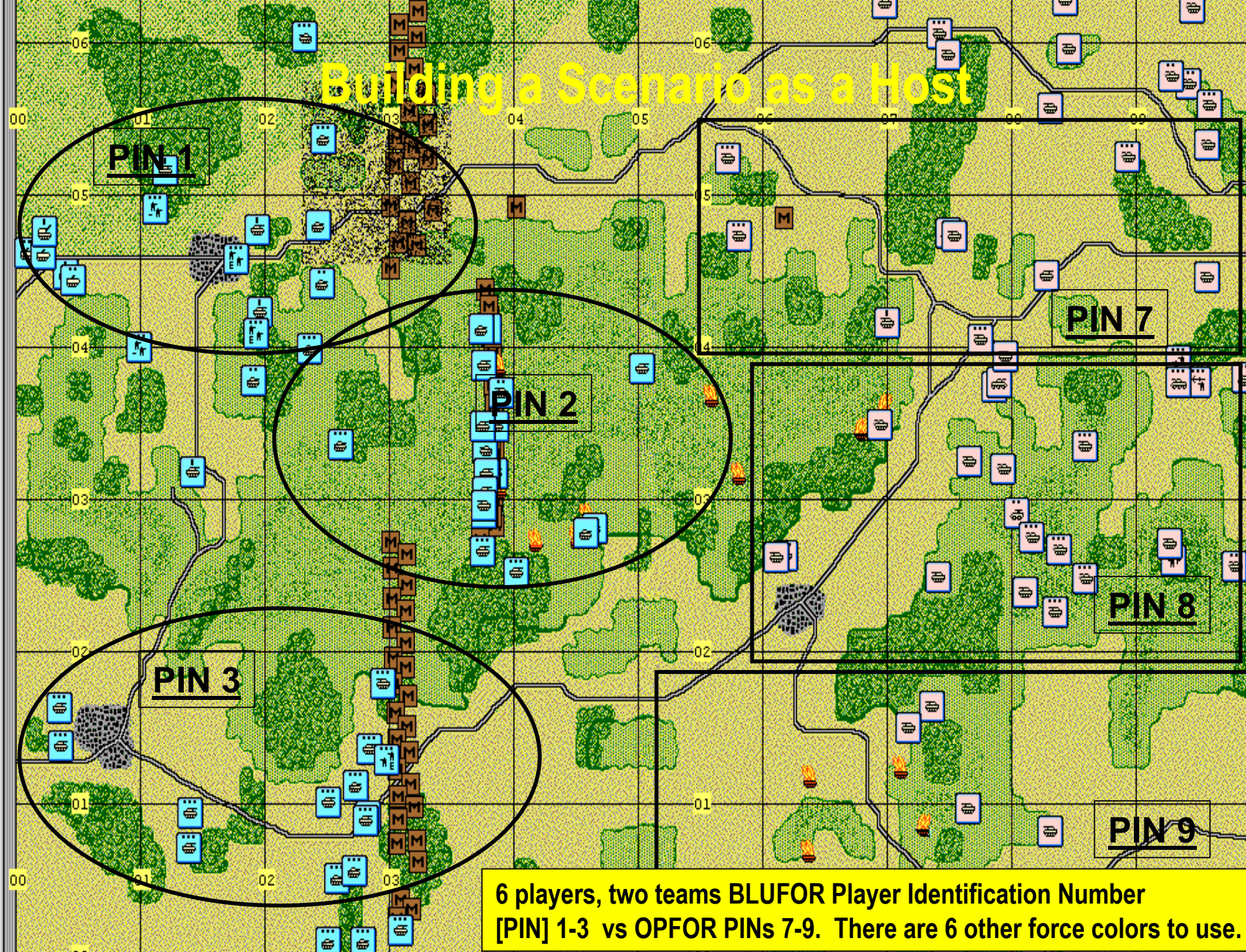


Building a Scenario as a Host



- **Open Game**
- **Select Multi-Player Network**
- **Select Host**
- Select Scenario to alter or select Custom US Scenario
- Select Orders to complete/color etc
- Emplace forces, Arty, Air, obstacles, etc
- Assign PINs for all forces [Host must be 0]
- Set Fog of War, ROE, and save the game
- Log onto network and wait for players to join

Building a Scenario as a Host



6 players, two teams BLUFOR Player Identification Number [PIN] 1-3 vs OPFOR PINs 7-9. There are 6 other force colors to use.

General Notes

- Time executed in 15 sec intervals
 - ◆ Movement, spotting, firing, damage
- Rough affects speed/spotting
- Hit and Damage Assessment
 - H** H- hit or near miss
 - S** S- suppressed
 - Skull** Skull- individual casualties
 - D** D- mobility or firepower kill
 - Explosion** Explosion- one or more vehicle kills
 - E** E- unit totally eliminated

