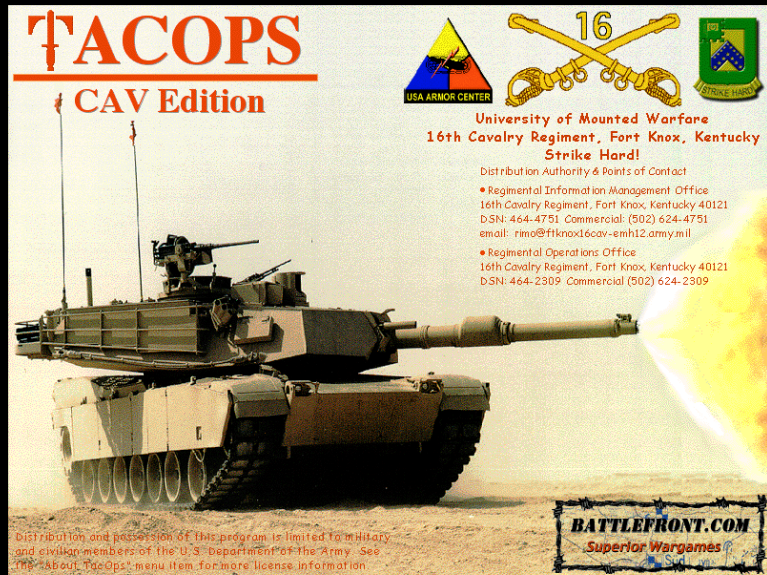


TacOpsCav 4.0.4 (AB)

A Beginner's Guide to TacOps

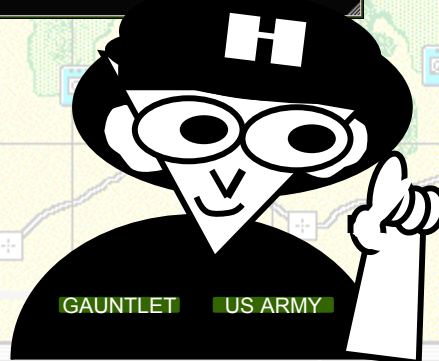
TacOpsCav 4.0



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

Time 07:00

Blue - You may now issue or change orders.

Introduction



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

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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

L U S G

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

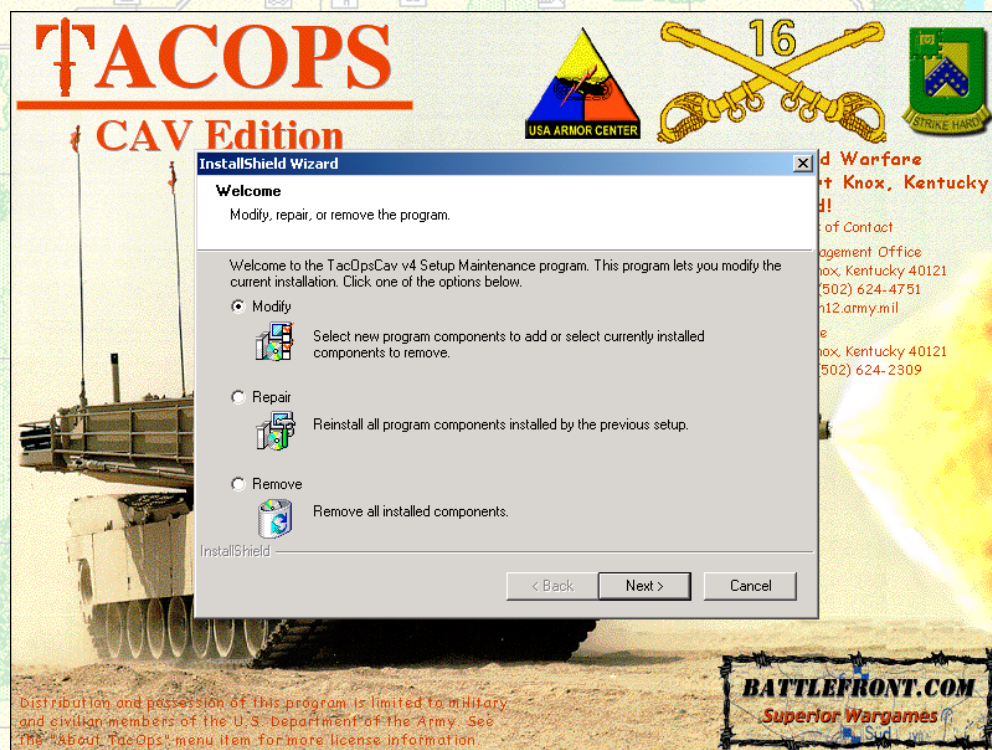
Time 07:00

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



GAUNTLET US ARMY

Installation



Minimum System Requirements

[Windows] Microsoft Windows 95 or newer.

10 MB of memory remaining for TacOps after your Operating System has loaded (15 – 20 MB is recommended.)

A hard disk drive

Color monitor providing at least 256 colors or shades of gray.

[Macintosh] Apple Corporation System

Software Version 8.0 or greater.

A hard disk drive.

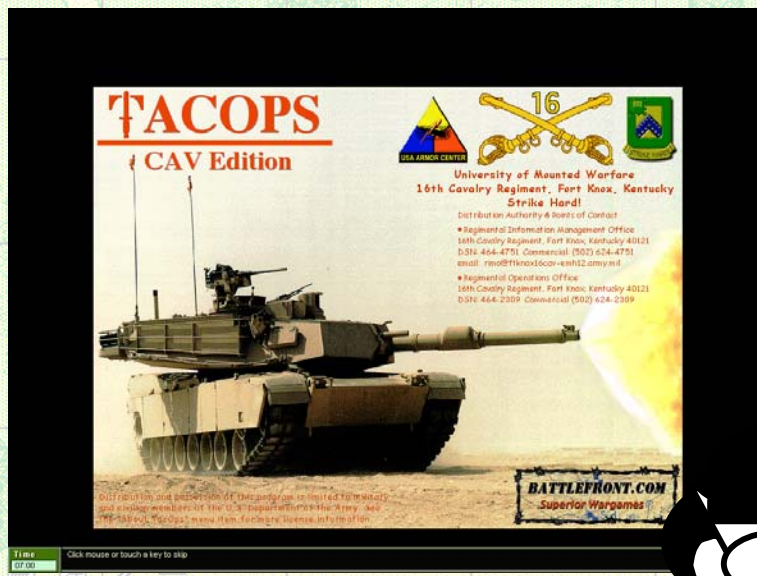
Color or grayscale monitor set for at least 256 colors or shades of gray.

10 MB of memory available for allocation to the program (15-20 MB is recommended.)

TacOps Files

- Tacops.exe = Game system
- *.sce = Standard scenario files (eg. Task Force Glascock.sce)
- *.map = terrain data file (eg. Map001.map)
- *.tac = Saved games
 - ◆ Autosave.tac
 - ◆ AutoSavexxx.tac (eg. AutoSave001.tac)
 - ◆ *****.tac
- netfile.blu OR ordfile.red = net play
- Play by E-mail
 - ◆ BTxxx.bmo & RTxxx.rmo & BTxxx_YYMMDD_HHMM

Startup Screen





TacOps

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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

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

Map and Unit Symbols

TacOpsCav Edition - Task Force Gallagher 1

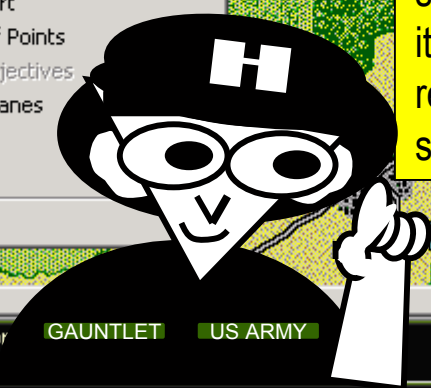
File Combat Orders Map Reports Network Options Help

- Change Unit Symbol Size F2
- Change Unit Symbol Info F3
- Change Unit Symbol Style F4
- Frame Own Units
- Hide Units of Teammates
- Hide Units With Orders
- Hide Units With Checks
- Hide All Units Ctrl+H
- Redraw Map Ctrl+R
- View Terrain Ctrl+T
- Line of Sight Check... Ctrl+L
- Thermal LOS Check... Alt+L
- ✓ Show Scroll Bars
- Show 1000m Grid
- Show Grid Coordinates
- Show Situation Map... Ctrl+M
- Plot Unit Names
- Plot Fire Support
- Plot Target Ref Points
- Plot Mission Objectives
- Plot Minefield Lanes
- ✓ Plot Wrecks
- Clear Wrecks
- Map Legend

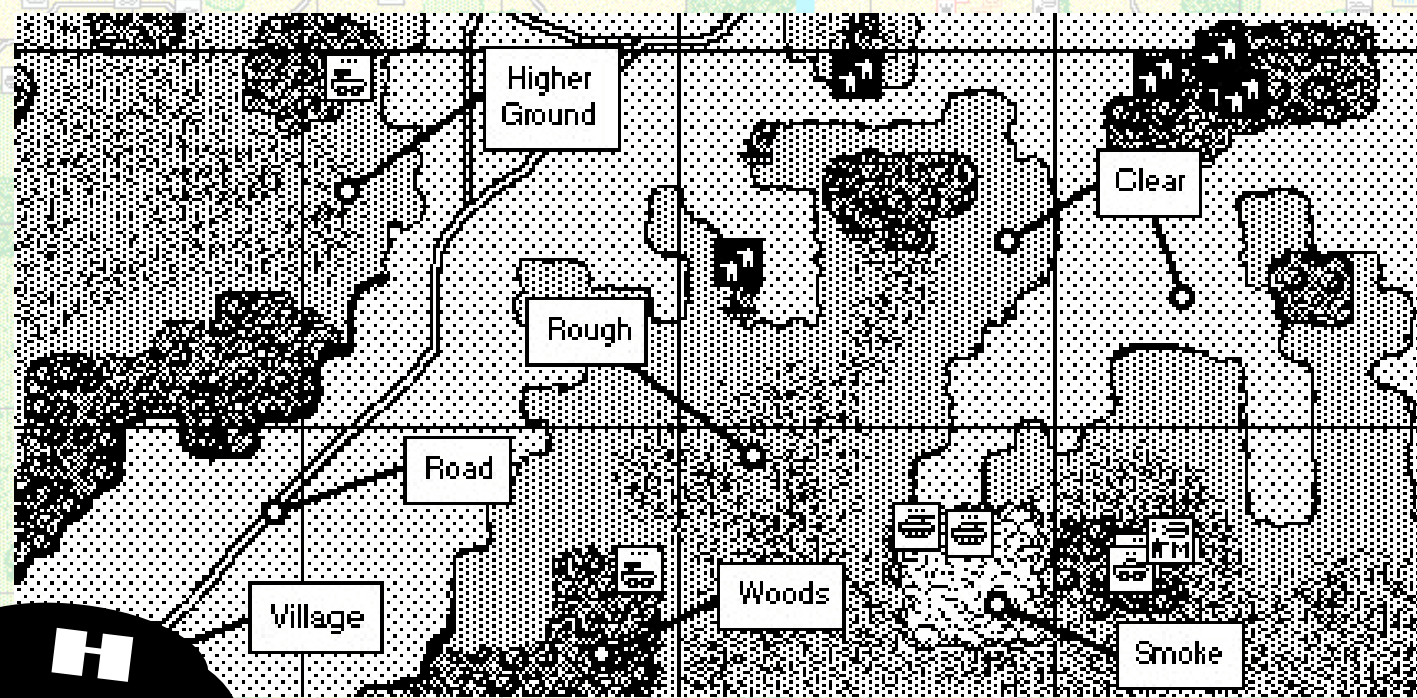
Time 07:00

Blue - You may now issue or GAUNTLET US ARMY

To view a miniature version of the entire battle map, select the **Map/Show Situation Map** menu item. Use the usual window closing procedures or click within the situation map to close the window and return to the regular map. Clicking inside the map area of the situation window will not only return to the regular map, it will also scroll and center the regular map to the same relative click point. Some maps may not have a miniature situation map display.

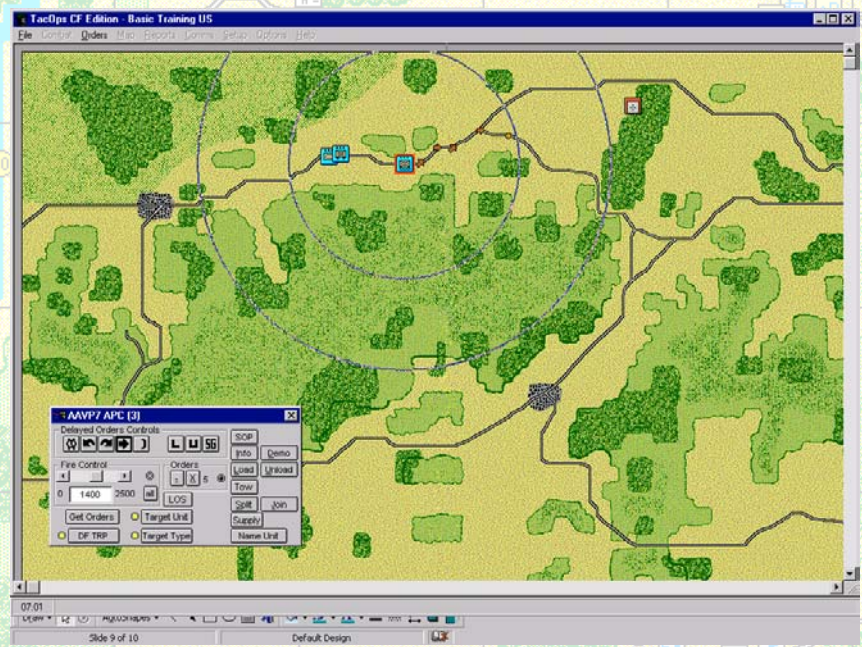
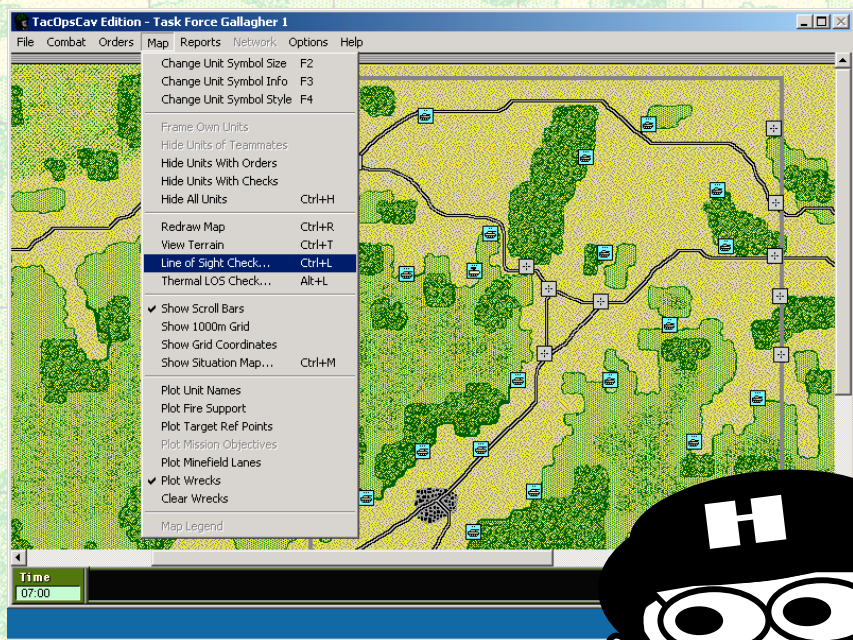


Terrain Symbols



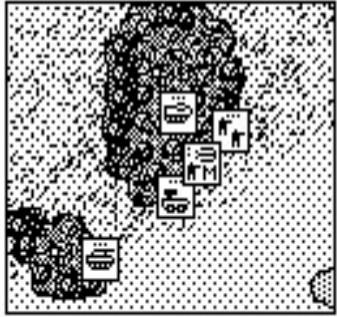

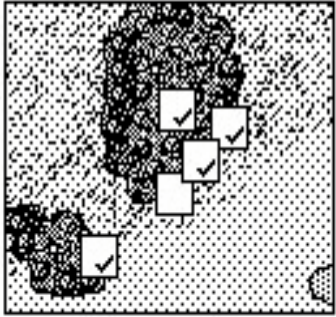







GAUNTLETL US ARMY

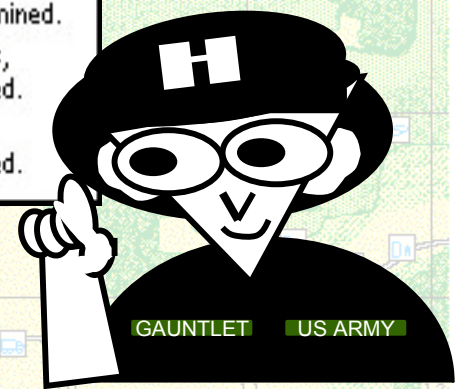
Checking Line of Sight



GAUNTLET US ARMY

Unit Symbols

Silhouette	Tactical Disposition	Orders Status
		
 Infantry platoon.	 (Exposed)	<input type="checkbox"/> Unit has no orders, has not been examined.
 Tank platoon.	 (Partial Cover or Defilade)	<input checked="" type="checkbox"/> Unit has no orders, has been examined.
 ATGM section (medium).	 (Entrenched)	<input checked="" type="checkbox"/> Unit has orders, has been examined.
 APC platoon (AAV7).		



Giving Orders to Units

Unit Orders Window

AAVP7 APC (3)

Delayed Orders Controls
       
Forward

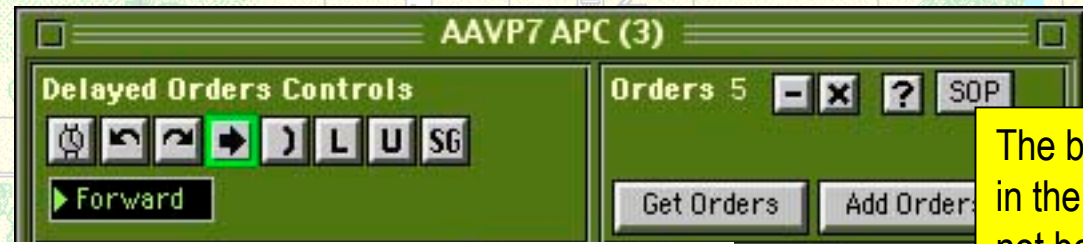
Fire Control
0 2500
Target Priorities
☒ Rules of Engagement
☒ Unit ☒ DFTRP ☒ Type

Orders 5    SOP
Get Orders **Add Orders**

Load **Unload** **Unit Info**
Tow **Release** **Demo**
Split **Join** **Name Unit**
Supply



Delayed Unit Orders Control



The buttons in the **"Delayed Orders Controls"** box in the **Unit Orders Window** give orders that will not be executed until the next combat phase.

- Wait 15 seconds.
- Change facing counterclockwise 45 degrees.
- Change facing counterclockwise 45 degrees.
- Change tactical disposition to exposed.
- Helicopter down one level.
- Helicopter up one level.
- Helicopter to land.
- Seek cover or enter an entrenchment.
- Indicates that a unit is inside an entrenchment
- Load personnel into APC or helicopter.
- Unload personnel. from APC or helicopter.
- Fire smoke grenade.

The "Seek Cover" button in the unit orders window does not order a unit to enter an entrenchment unless the center point of the unit marker is already over an entrenchment map symbol.

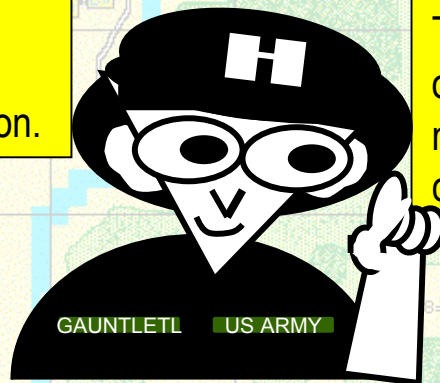


GAUNTLET US ARMY

Instant Unit Orders Control

The **Fire Control** box shows and adjusts a unit's current engagement range limit between zero meters and the maximum useful range of its longest reaching weapon.

The **Orders box** shows and adjusts the delayed orders status of a unit - its unexecuted movement orders, facing changes, mode changes, and the like.



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

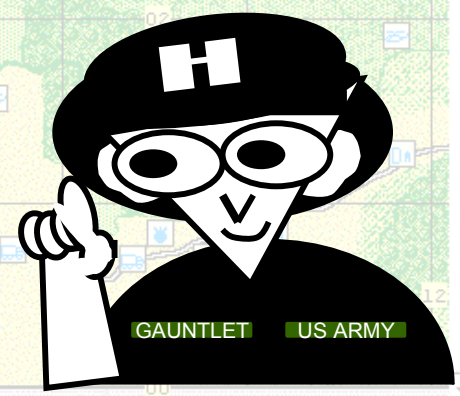
☐ Unload

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] [Play] [Stop] [L] [U] [SG]
▶ Forward

Fire Control
0 2500 2500
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



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	Info
MK19 Grenade Lnchr	1700	600	Info
7.62mm Machine Gun	1500	3000	Info
M16 Rifle	500	3600	Info

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



120mm Gun M1A2

Minimum Range: 0

Useful Range: 3500

Antiarmor Effect: Kinetic energy.

Advanced penetrator

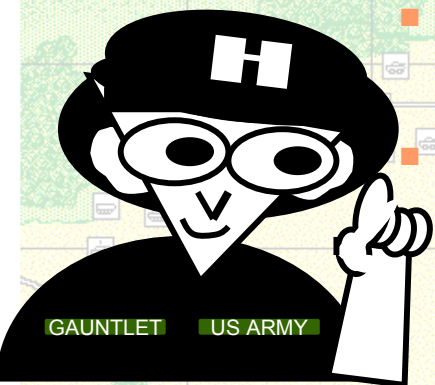
Range Reference Points:	0m	1000m	1500m	2000m	2500m	3500m
Basic Hit Probability:	95%	90%	80%	70%	50%	15%
Armor Penetration:	680mm	670mm	660mm	640mm	620mm	580mm

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.

Time 07:00

Blue - You may now issue or change orders.

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

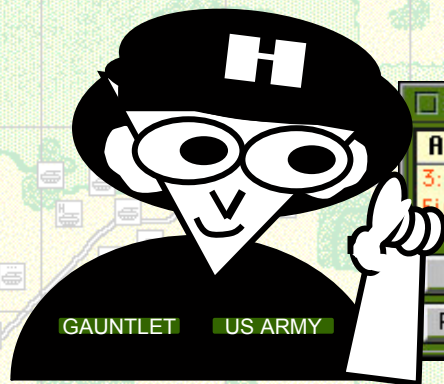
Split

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

Register As TRP

Shift To TRP

Delete TRP

☒ Plot Fire Support

☒ 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

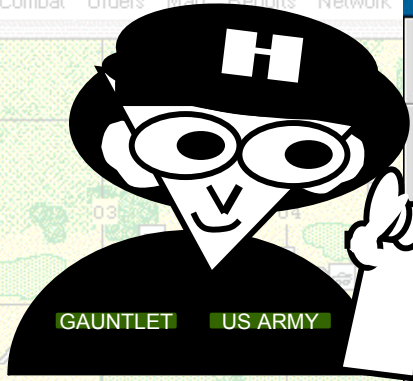
Shift Target

☒ 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.



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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Major, USMC (retired)

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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](#)

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

Select Network Mode

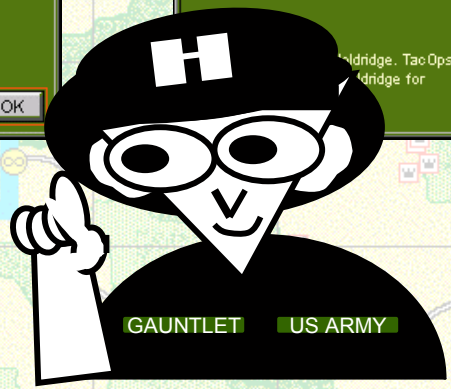
- ☒ Host Game
- ☐ Join Game

Select Simulation To Load:

- ☒ Standard Scenario
- ☐ Saved Game

Select Language

- ☒ English
- ☐ Français



Two-Player Network Game



TacOps

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- ☐ 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

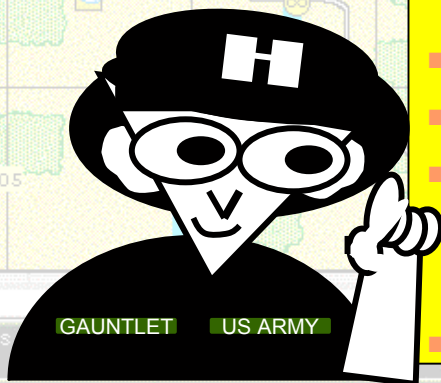
Blue: Enter a new password if you want orders and visibility security for your units. If you don't use a password, a sneaky opponent could view your hidden units without your knowledge.

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

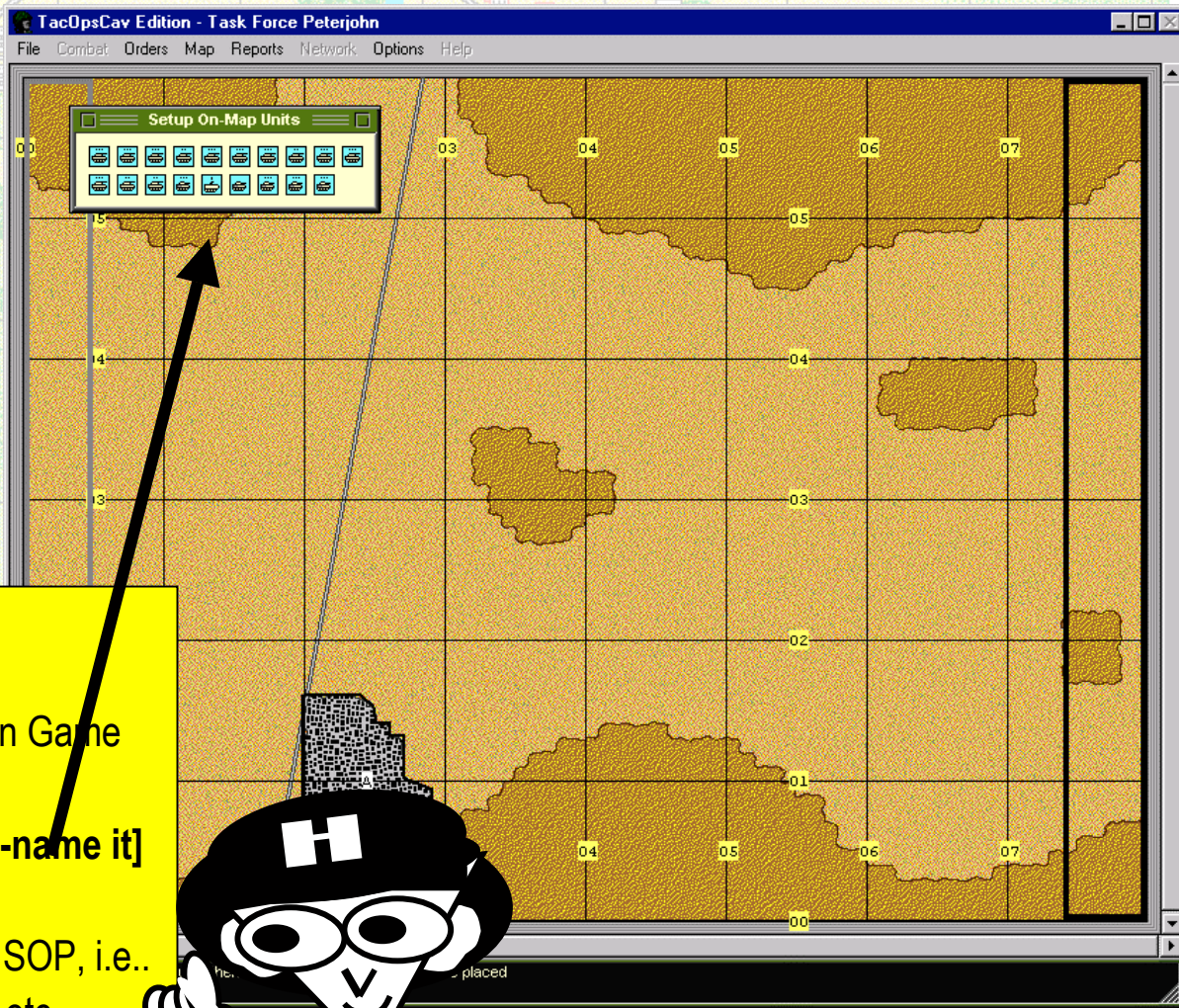
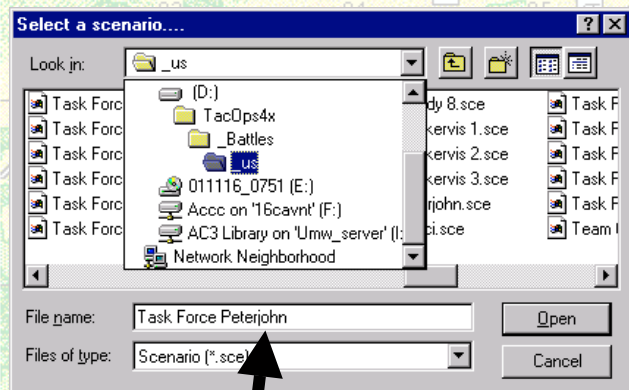
- Open Game
- Select Two Player Network
- Select Color/Team then Host or Join Game
- Select Scenario
- Set up forces / save the game [re-name it]
- Log onto Network
- Determine with opponent a fighting SOP, i.e.. Order for 2 min, fight one game turn etc.
- Fight!!!!



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

GAUNTLET US ARMY

Two-Player Network Game



- 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!!!!



Two-Player Network Game

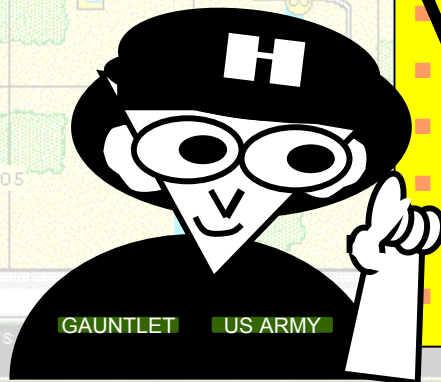
Log onto the network and find the computer to **host** the Game. This version is run across the network [LAN] but the hosting computer is in control.

Host a game using IP address:

Nickname: (1 to 15 characters)

PIN: 0

- 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!!!!**



Two-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

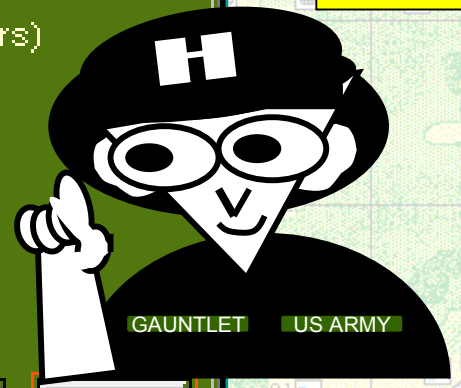
Nickname: Cook (1 to 15 characters)

PIN: 2

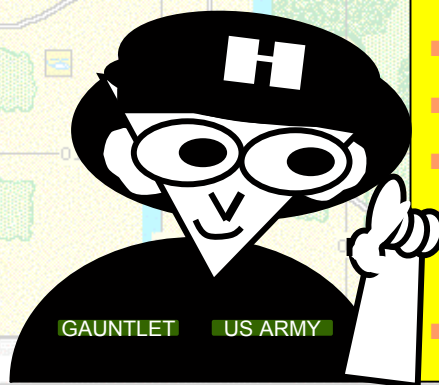
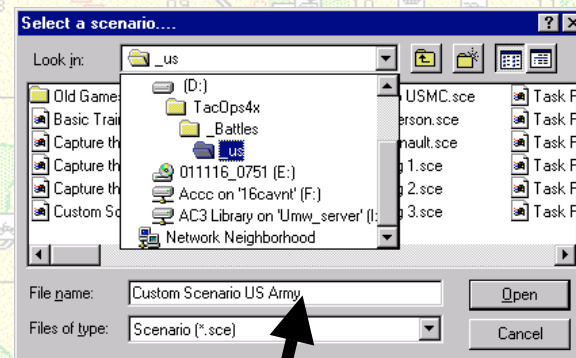
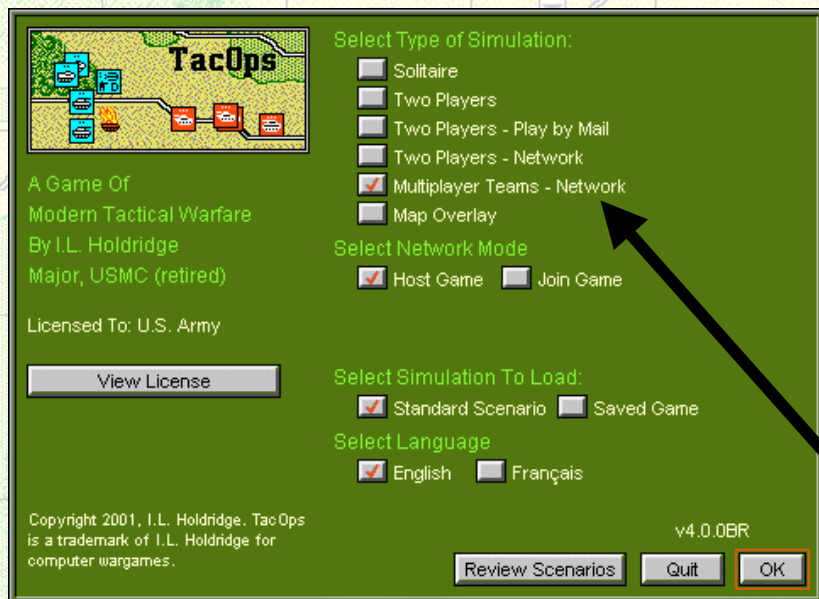
GAUNTLET US ARMY

Cancel OK

Host IP



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

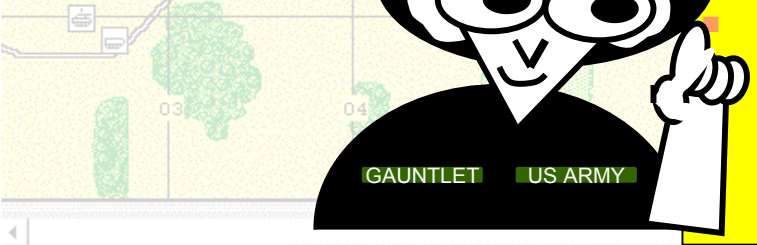
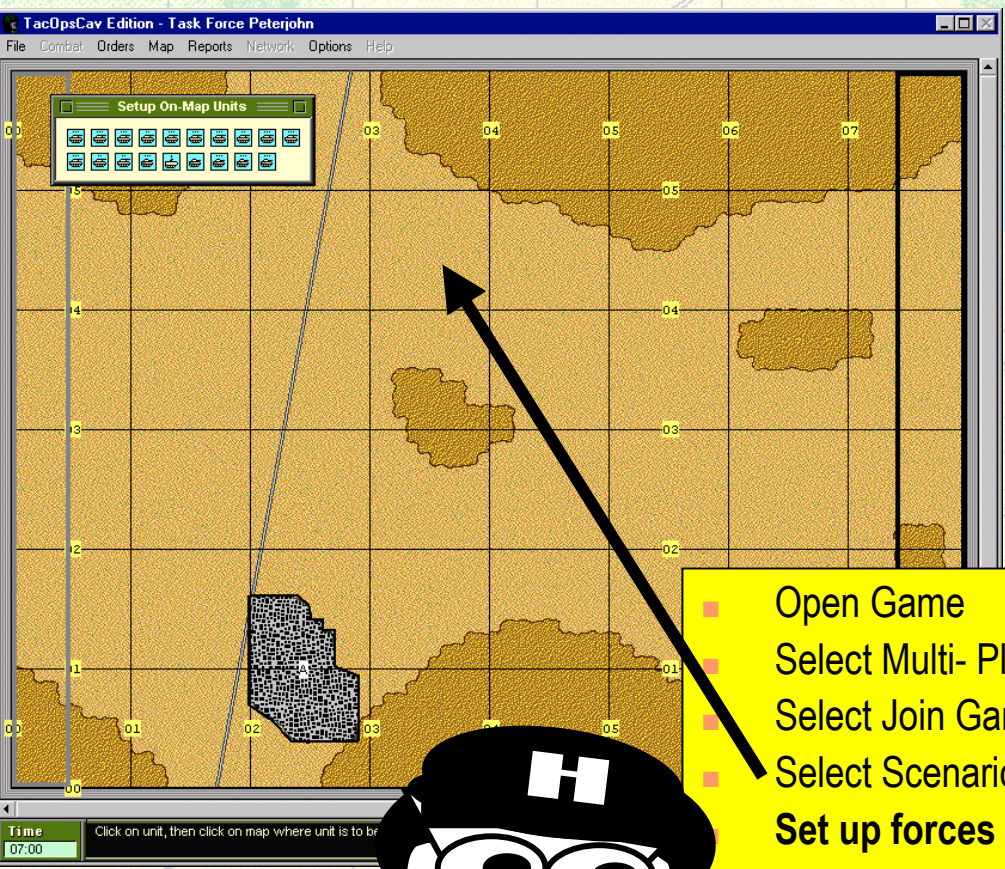
To join the game in 2 player or Multiplayer you need the IP Address of the Computer that is hosting the Game/fight.

Join a game at IP address: 147 238 155 24

Nickname: Cook (1 to 15 characters)

PIN: 2

Cancel OK

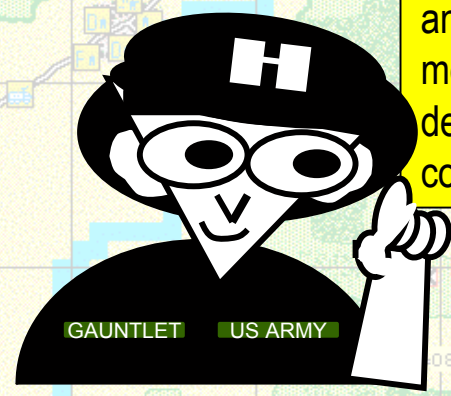


- Open Game
- Select Multi- Player Network
- Select Join Game then Color/Team
- Select Scenario
- Set up forces / save the game [re-name it]
- Log onto Network
- Determine with opponent a fighting SOP, i.e..
Order for 2 min, fight one game turn etc.
- Fight!!!!

- Log Onto Network...
- Send Situation Update To All
- Send A Message...
- Network Status...
- ✓ Umpire Controls Turns Automatic Turns
- Change PIN Listed Units...
- Change PIN Selected Units...
- Change PIN Off Map Artillery...
- Change PIN Air Support...
- Change PIN All...
- More Network Tools...

Network Chat

You may send text messages to the enemy commander by selecting the **Network/Send A Message** menu item. Avoid sending messages while the computers are exchanging orders. Sometimes your opponent may be doing something that is incompatible with receiving chat messages. If so you may not get an immediate response to a message but the message will be delivered as soon as the enemy commander starts a different activity.



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

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

Copyright 2001, I.L. Holdridge. TacOps
is a trademark of I.L. Holdridge for
computer wargames.

v4.0.0BR

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...

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Select Simulation To Load:

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- ☒ English ☐ Français

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computer wargames.

v4.0.0BR

Review Scenarios

Quit

OK

GAUNTLET US ARMY

Play By Modem

- 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.

File**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**

The File Menu



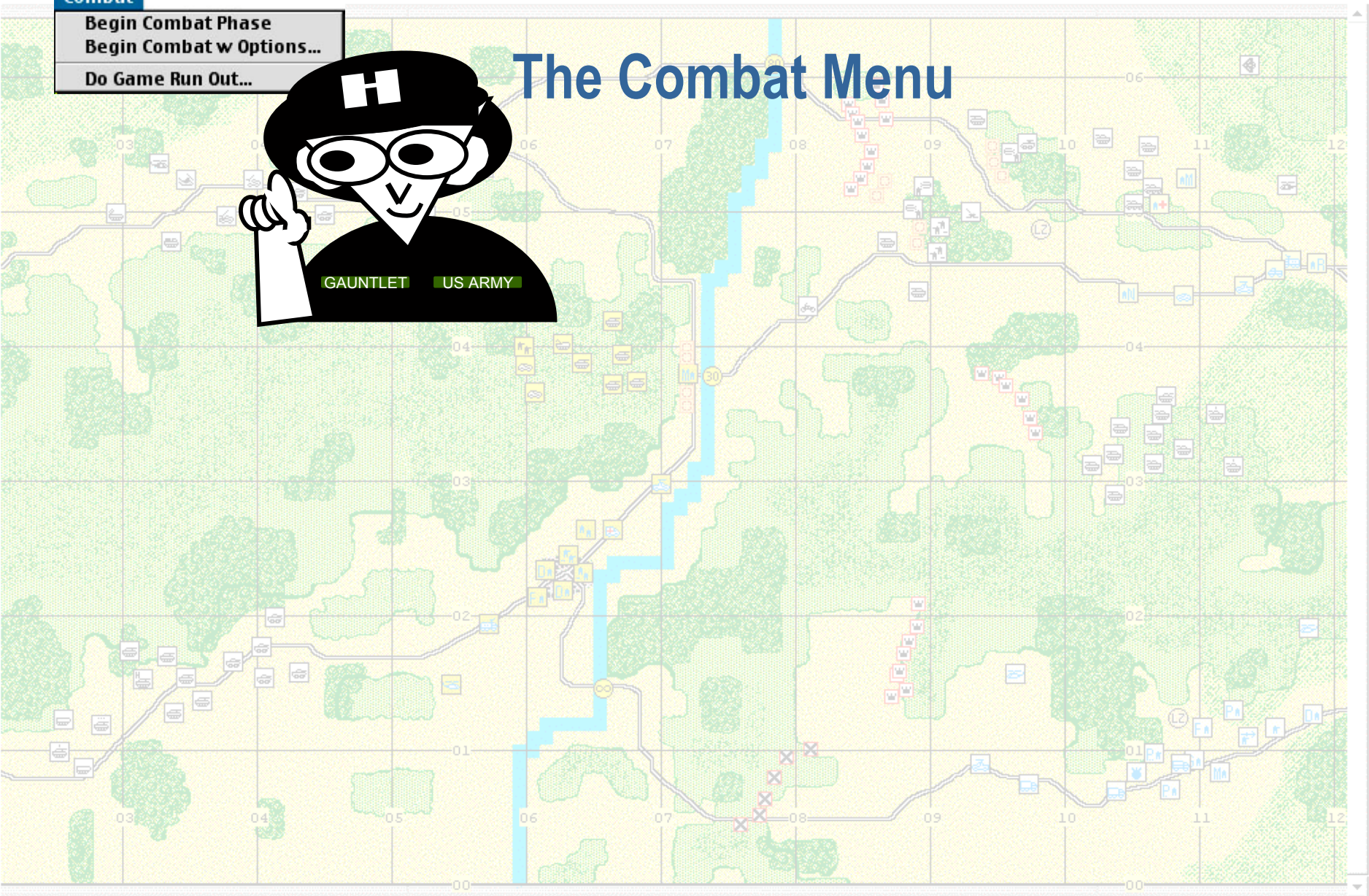
Time 07:00

Blue - You may now issue or change orders.

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

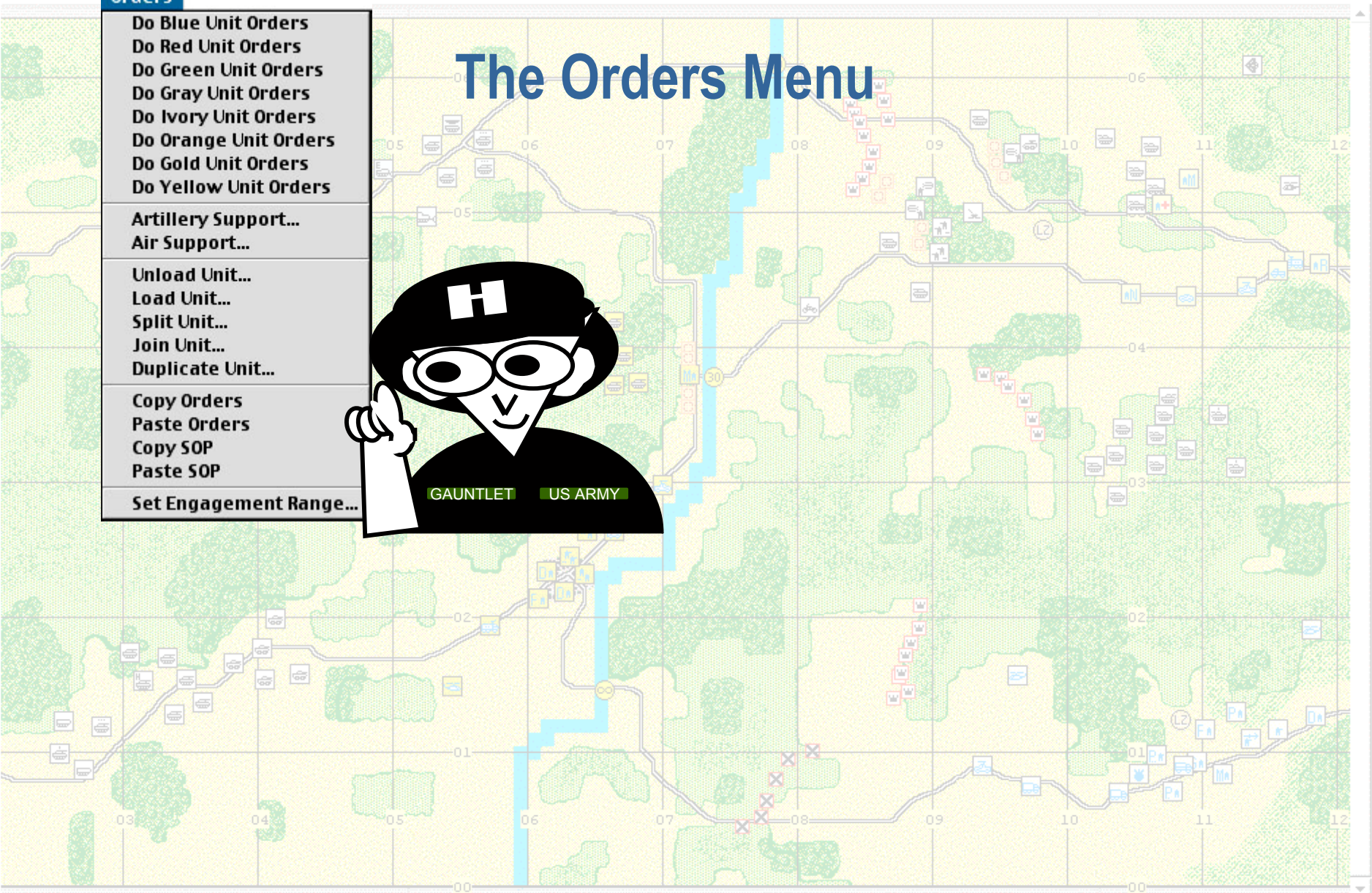
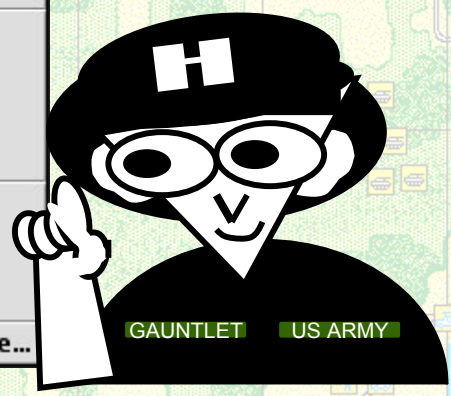


The Combat Menu



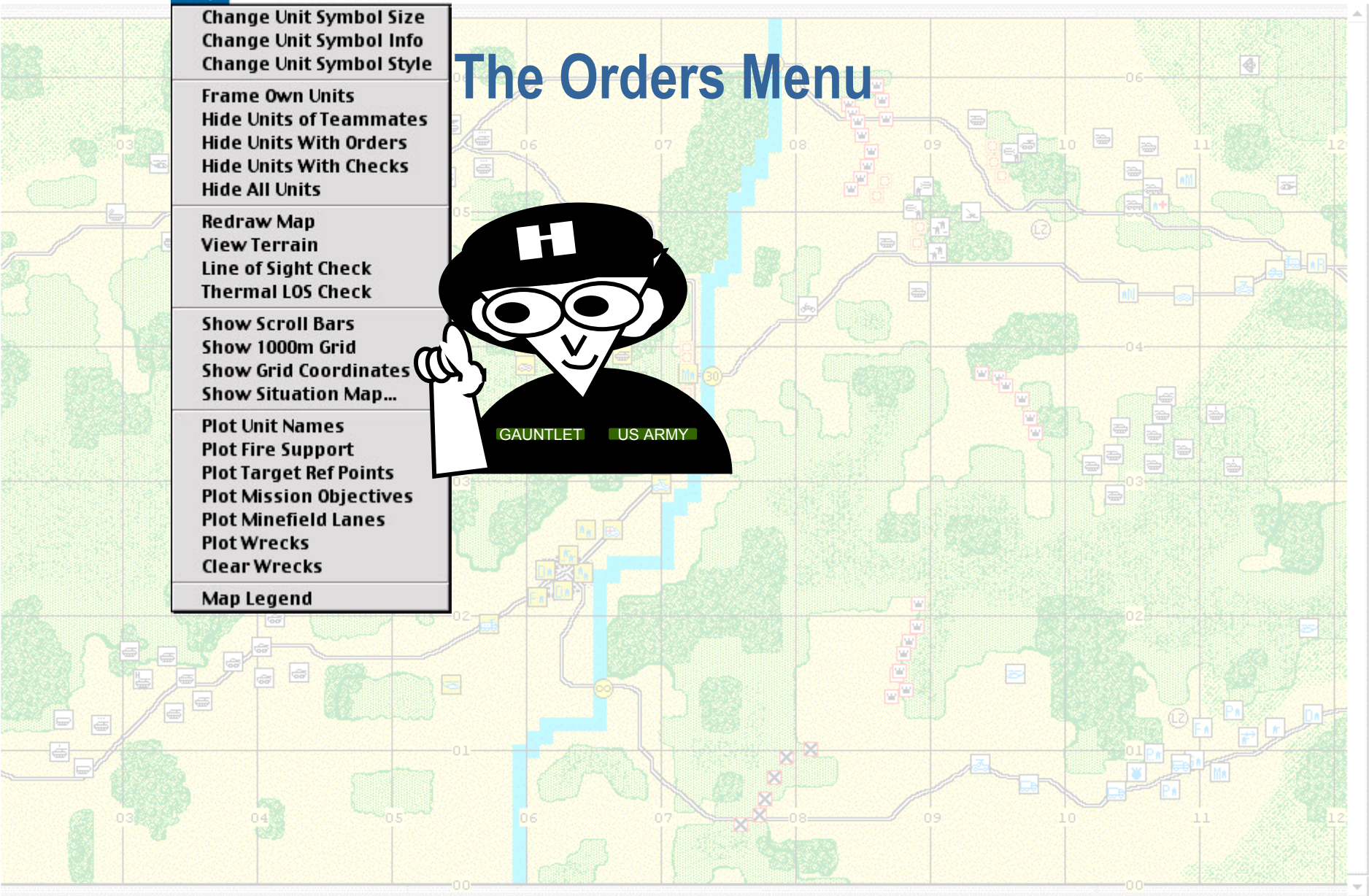
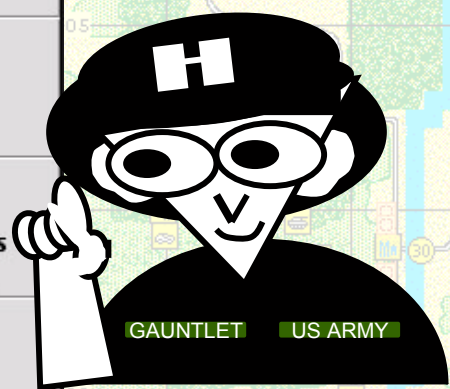
The Orders Menu

- 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...



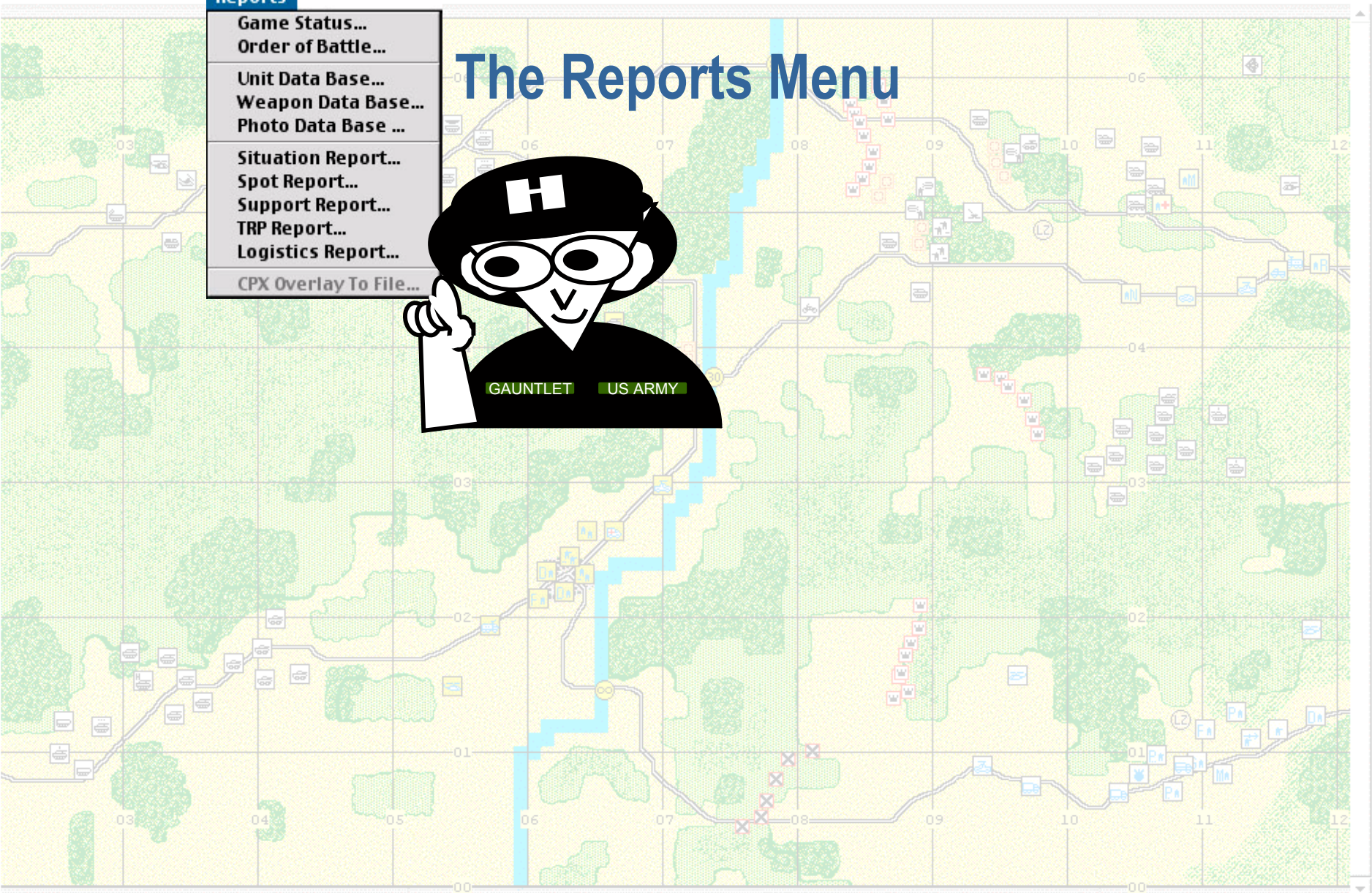
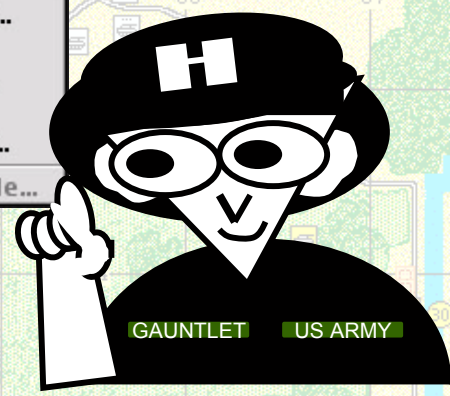
- Change Unit Symbol Size
- Change Unit Symbol Info
- Change Unit Symbol Style
- Frame Own Units
- Hide Units of Teammates
- Hide Units With Orders
- Hide Units With Checks
- Hide All Units
- Redraw Map
- View Terrain
- Line of Sight Check
- Thermal LOS Check
- Show Scroll Bars
- Show 1000m Grid
- Show Grid Coordinates
- Show Situation Map...
- Plot Unit Names
- Plot Fire Support
- Plot Target Ref Points
- Plot Mission Objectives
- Plot Minefield Lanes
- Plot Wrecks
- Clear Wrecks
- Map Legend

The Orders Menu



- 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...

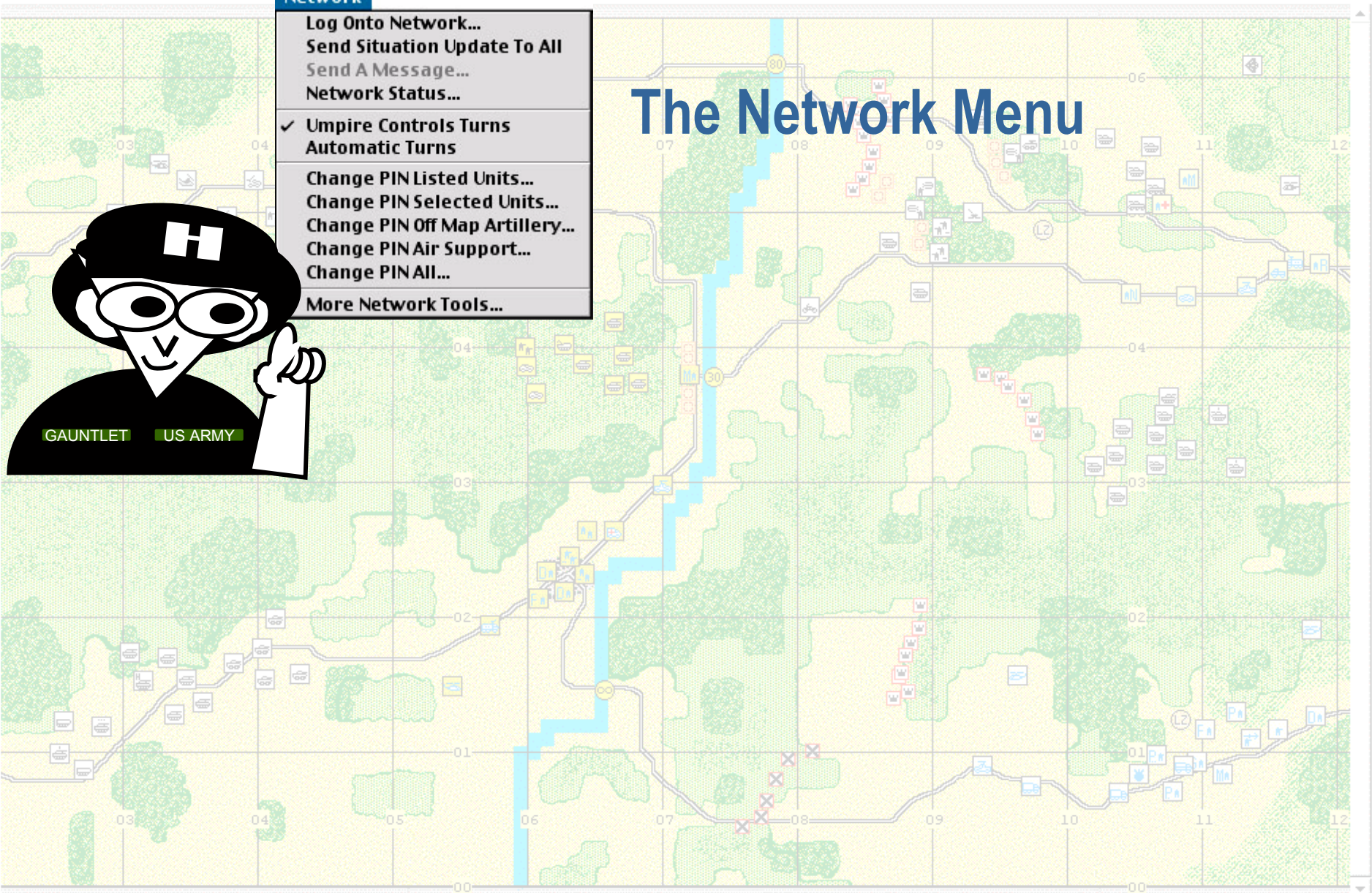
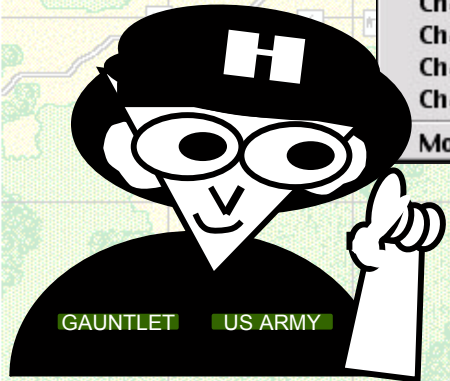
The Reports Menu



Network

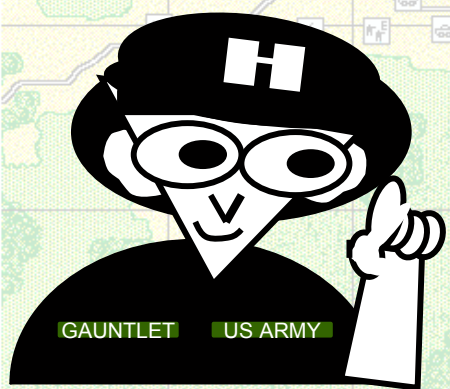
- Log Onto Network...
- Send Situation Update To All
- Send A Message...
- Network Status...
- ✓ Umpire Controls Turns Automatic Turns
- Change PIN Listed Units...
- Change PIN Selected Units...
- Change PIN Off Map Artillery...
- Change PIN Air Support...
- Change PIN All...
- More Network Tools...

The Network Menu

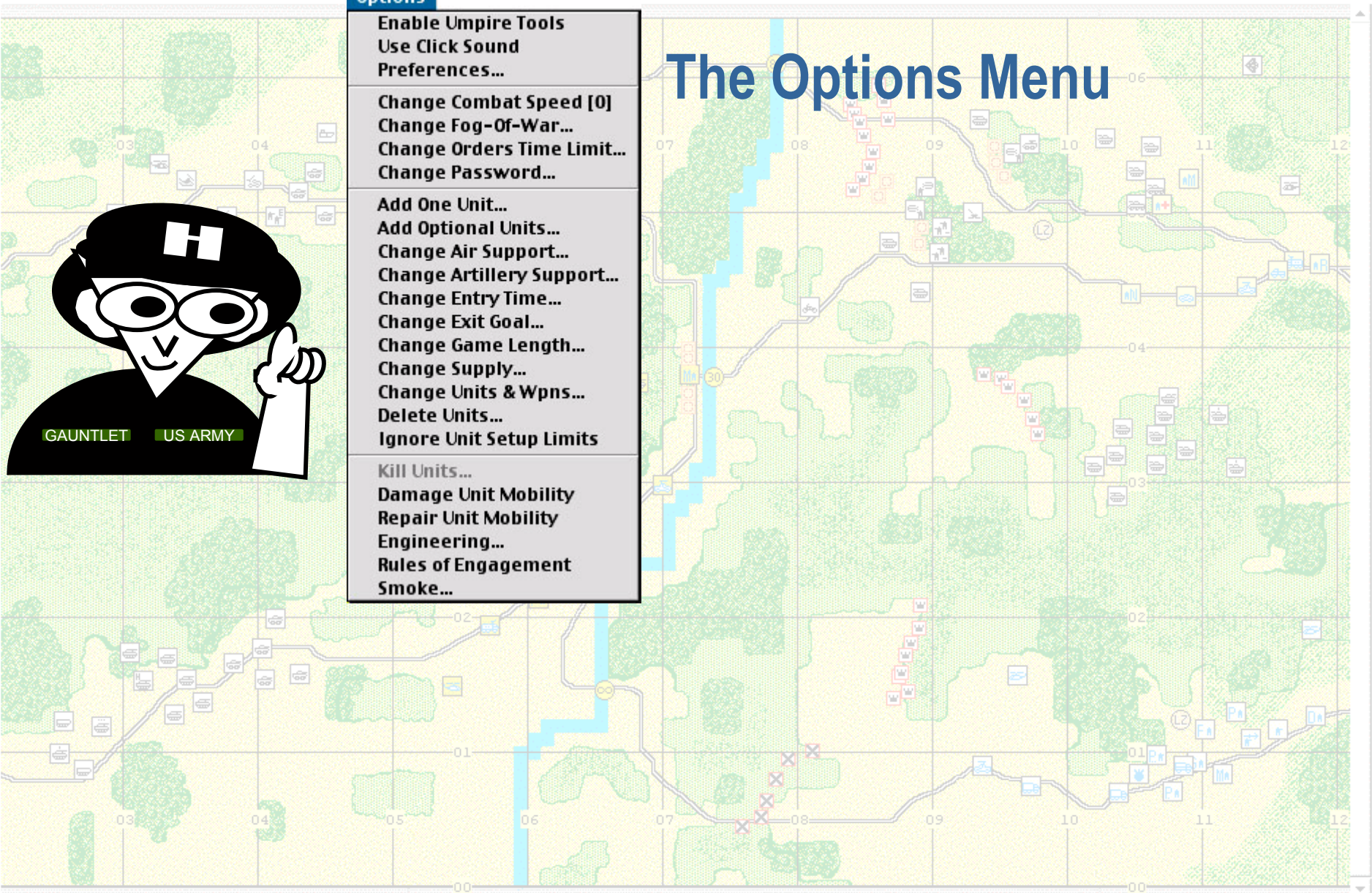


Options

- 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.



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:

☒ Ditch ☒ + Wire
☐ Barricade ☐ + Wire
☐ 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: ?

☒ Manual Labor: **0** Squad Hours + **60** Squad Minutes
 Manpower Limit: **20** Men
☒ Vehicle Mechanical Labor: **0** Vehicle Hours + **30** Vehicle Minutes
 Vehicle Limit: **2** Vehicles
☐ Explosive Line Charge
☒ Vehicle Launched Bridge

Default Settings Cancel

Optional Obstacle Name: **OK**

Select Military Load Classification:

☐ 10 ☐ 20 ☐ 30 ☐ 40 ☐ 50
☐ 60 ☐ 70 ☐ 80 ☐ 90 ☒ 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:

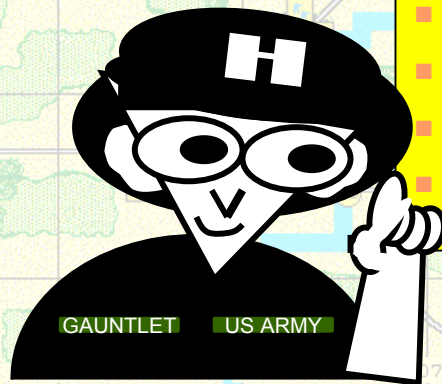
☒ Buried ☐ Surface Laid ☐ Scatterable

Position Known To:

☒ Blue ☐ Red ☐ Green ☐ Gray
☐ Ivory ☐ Orange ☐ Gold ☐ Yellow

Cancel **OK**

Building a Scenario as a Host

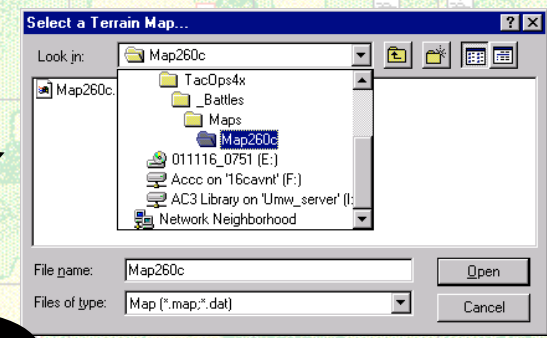
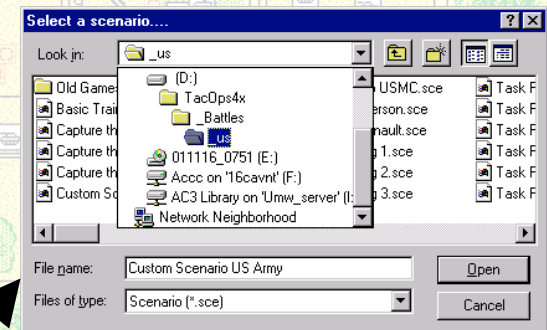


- **Open Game**
- **Select Multi-Player Network**
- **Select Host**
- Select Scenario to alter or select Custom US Scenario
- Select Orders to complete/color etc
- Emplace forces, Arty, Air, obstacles, etc
- Assign PINs for all forces [Host must be 0]
- Set Fog of War, ROE, and save the game
- Log onto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

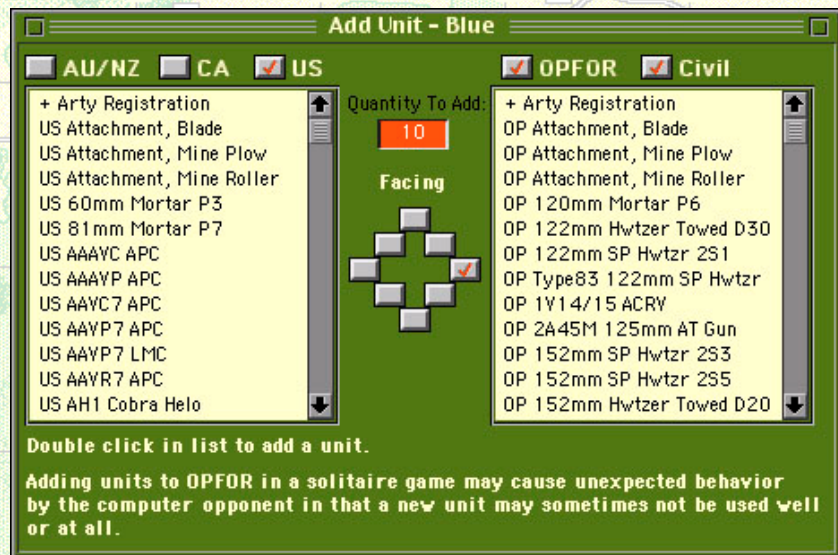
Building a Scenario as a Host

- 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...

- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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



- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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



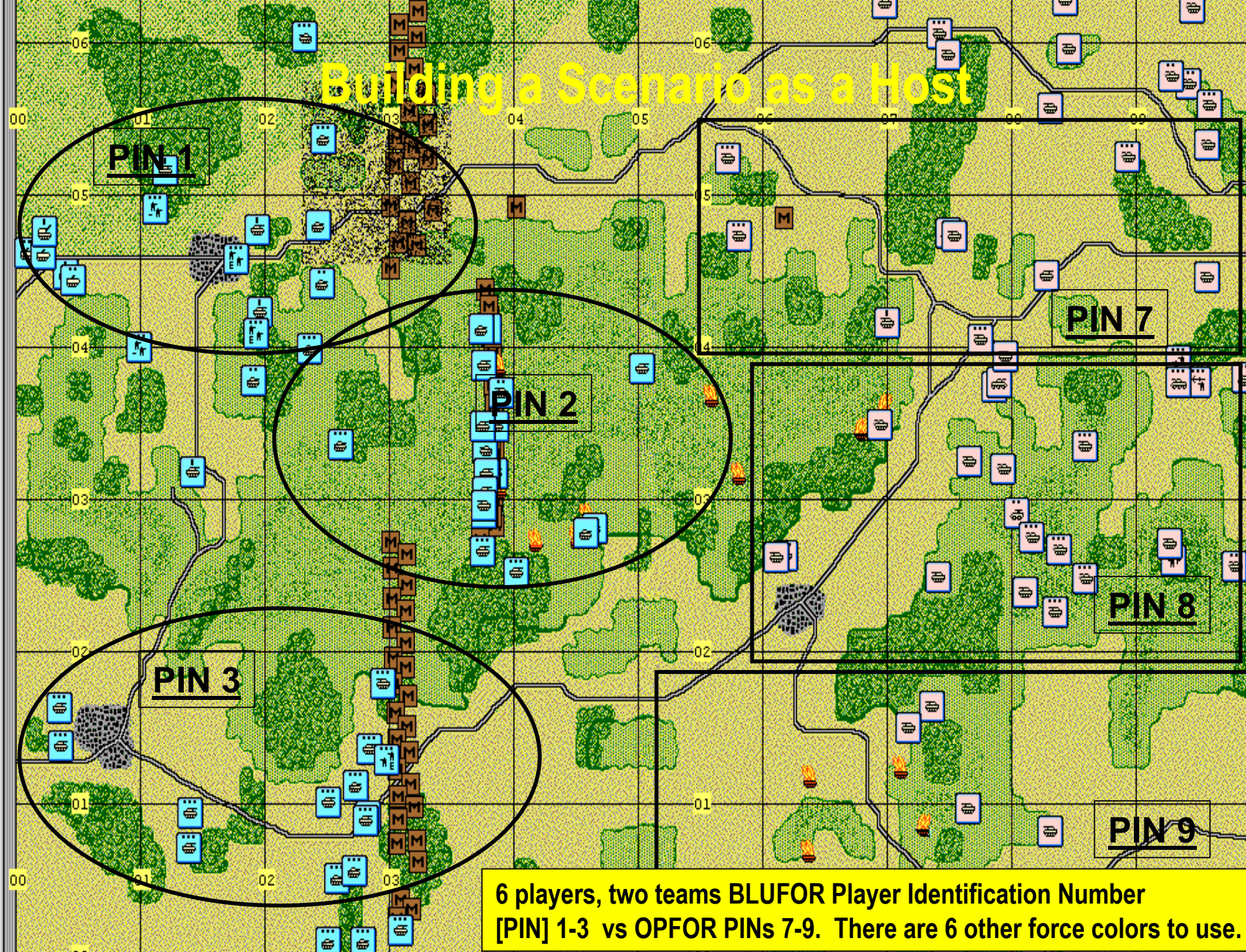
Building a Scenario as a Host



- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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.

Enable Empire 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...

Building a Scenario as a Host

A very powerful tool that is comparable to FBCB2 capability. You can control situational awareness from here.

Please enter fog-of-war changes. Passwords will be checked, if in use.

Blue	Red	Green	Gray	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Units shown on enemy screen at all times.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Units shown on enemy screen only when spotted.
Ivory	Orange	Gold	Yellow	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Units shown on enemy screen
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Units shown on enemy screen
<input type="checkbox"/> Enable Friendly vs Friendly Fog-of-War.				

If checked, other like forces can only observe each other if in LOS.



GAUNTLET US ARMY

- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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

The screenshot shows the TacOpsCav Edition interface. On the left is a map with a grid overlay. In the center is a menu titled "Select rules of engagement." with two columns of color combinations and their corresponding rules. On the right is a dialog box titled "Set time limit for orders(0 seconds to 10 minutes)..." with input fields for minutes and seconds, and buttons for "Off", "Cancel", and "OK".

Select rules of engagement.

Blue vs Red	Free Fire	Ivory vs Blue	Self Defense
Blue vs Green	Self Defense	Ivory vs Red	Self Defense
Blue vs Gray	Self Defense	Ivory vs Green	Self Defense
Blue vs Ivory	Self Defense	Ivory vs Gray	Self Defense
Blue vs Orange	Self Defense	Ivory vs Orange	Self Defense
Blue vs Gold	Self Defense	Ivory vs Gold	Self Defense
Blue vs Yellow	Self Defense	Ivory vs Yellow	Self Defense
Red vs Blue	Free Fire	Orange vs Blue	Self Defense
Red vs Green	Self Defense	Orange vs Red	Self Defense
Red vs Gray	Self Defense	Orange vs Green	Self Defense
Red vs Ivory	Self Defense	Orange vs Gray	Self Defense
Red vs Orange	Self Defense	Orange vs Ivory	Self Defense
Red vs Gold	Self Defense	Orange vs Gold	Self Defense
Red vs Yellow	Self Defense	Orange vs Yellow	Self Defense
Green vs Blue	Self Defense	Gold vs Blue	Self Defense
Green vs Red	Self Defense	Gold vs Red	Self Defense
Green vs Gray	Self Defense	Gold vs Green	Self Defense
Green vs Ivory	Self Defense	Gold vs Gray	Self Defense
Green vs Orange	Self Defense	Gold vs Ivory	Self Defense
Green vs Gold	Self Defense	Gold vs Orange	Self Defense
Green vs Yellow	Self Defense	Gold vs Yellow	Self Defense
Gray vs Blue	Self Defense	Yellow vs Blue	Self Defense
Gray vs Red	Self Defense	Yellow vs Red	Self Defense
Gray vs Green	Self Defense	Yellow vs Green	Self Defense
Gray vs Ivory	Self Defense	Yellow vs Gray	Self Defense
Gray vs Orange	Self Defense	Yellow vs Ivory	Self Defense
Gray vs Gold	Self Defense	Yellow vs Orange	Self Defense
Gray vs Yellow	Self Defense	Yellow vs Gold	Self Defense

Set time limit for orders(0 seconds to 10 minutes)...

0 Minutes 0 Seconds

Off Cancel OK

- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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

Host a game using IP address:

▶ 147.238.155.24

Nickname:

Host/Umpire

(1 to 15 characters)

PIN: 0

Cancel

OK



- Open Game
- Select Multi-Player Network
- Select Host
- Select Scenario to alter or select Custom US Scenario and Map
- 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**

Time
07:00

Blue - You may now issue or change orders.

Building a Scenario as a Host

Select option

☐ **Begin combat phase immediately.**

- Orders are immediately collected from remote players.
- Situation on host computer is transmitted to remote players.
- Combat phase is executed by host and by remote players.

☐ **Begin combat phase without collecting player orders.**

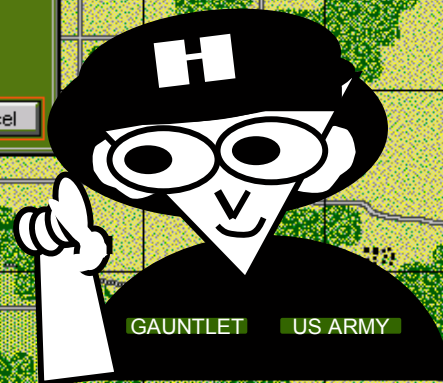
- Orders are not collected from remote players.
- Situation on host computer is transmitted to remote players.
- Combat phase is executed by host and by remote players.

☐ **Begin combat phase on host computer only.**

- Orders are not collected from remote players.
- Situation on host computer is not transmitted to remote players.
- Combat phase is executed by host only.
- Must be followed eventually by use of
'Send host situation to players' or
'Begin combat phase without collecting player orders'

Cancel

The Host starts combat phases and hosts all play.
The Host always has perfect situational awareness
in multiplayer mode.



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



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

