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**VOLUME 2**

**AWSIM 2.2**

**SENIOR CONTROLLER AND CONTROLLER  
TRAINING MANUAL**

Prepared for:

Electronic Systems Center  
Air Force Materiel Command, USAF  
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Please contact Lt. Brian Clifford with any questions, comments, responses to the Training Manual Questionnaire, and the Submittal Form via one of the following methods. The Training Manual Questionnaire and Submittal Form are found in Appendix E of this document.

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## 1. AWSIM 2.2 Introduction

The Air Warfare Simulation 2.2 (AWSIM 2.2) is the official U.S. Air Force theater-level wargaming model. The Air Force produced AWSIM 2.2 to assist in the training of Air Force Air Operations Centers. AWSIM 2.2 can support the training of the Air Force component (AFFOR) staff of either a Joint Task Force (JTF) or Unified/Sub-unified Commander's (CinC) staff, as well as the Joint Force Air Component Commander's (JFACC) staff at either level.

AWSIM 2.2 is an interactive, computer driven, time-stepped simulation of a theater air warfare environment. The simulation is latitude and longitude based and simulates day and night operations and limited weather conditions over a smooth earth (no terrain). AWSIM 2.2 supports a two-sided interactive scenario in which the two opposing sides (BLUE and ORANGE) can define, organize and control their assigned forces. A NEUTRAL side can also be played, and the NEUTRAL database provides exercise controllers the ability to increase players in the simulation.

The units modeled in AWSIM 2.2 include airbases, aircraft, helicopters, surface-to-air missiles (SAM), short range air defense (SHORAD) systems (not to include small arms), cruise missiles (CM), theater ballistic missiles (TBM), ships, boats, submarines, and radar sites. Virtually all conventional air-to-air, air-to-surface, and surface-to-air weapons systems can be modeled. Note AWSIM 2.2 does not model nuclear weapons.

Each station sees the tactical situation generated from the operational collection systems in both a pictorial view on the Graphical Input Aggregate Control (GIAC) and in a tabular format on the Air Status Boards (ASTAB).

At each game minute, or cycle during game execution, the tactical situation is updated and displayed on the terminals at each workstation. Based on the information displayed and the training audience's analysis of the situation, orders will be generated to the Response Cell, who will, in turn, input those orders into the computer.

AWSIM 2.2 is not an analytical model. Much of what happens in AWSIM 2.2 is based on probability and stochastic number generation. AWSIM 2.2 is not designed for pre-scripting exactly what will happen. Its intended use is as a dynamic, free-play war simulation. Due to design, it is almost impossible for the response cell to make the same results occur twice.

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AWSIM 2.2 optionally interfaces with other models via point-to-point interfaces. The Joint Electronic Combat/Electronic Warfare Simulation (JECEWSI) is the best example. Additionally, AWSIM 2.2 has been interfaced to other wargaming simulations via the Aggregate Level Simulation Protocol (ALSP). These models include, but are not limited to, the Army's Corps Battle Simulation (CBS), the Navy's Research, Evaluation and Systems Analysis (RESA), & the Marine's MAGTF Tactical Warfare Simulation (MTWS).

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## 1.1 Controller Levels

The Training Manual is broken out into three controller level sections. Not all orders are available to every type of controller. The three types of controllers are "System Controller", "Senior Controller", and simply "Controller":

**System Controller** - The System Controller is responsible for controlling the game itself: starting it up, determining what scenario is executed and at what speed, pausing or stopping the game, etc.

**Senior Controller** - This level of controller is operating "behind the scenes" to keep the game realistic. The Senior Controller has the capability to "magically" change the state of the game, including number and type of assets on a side, their characteristics and location, available weapons and fuel, etc. Sometimes these "magic" changes are to force the game to follow a script, but most often the changes are made to help players over-come unintended responses to orders that were mistakenly issued.

**Controller** - A "player" on one of the opposing sides (Orange/Blue) or a neutral side who is participating in the simulated air war. The orders available at the Controller level permit the player to perform operations on assets under their control, for example, assembling and launching planes from a base, flying them along a route, directing attacks against targets, etc.

The orders which may be issued by each type of controller are organized in three permission levels: Level 1 (Controller), 2 (Senior Controller), and 3 (System Controller).

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## 1.2 References

1. Orders Reference Manual for the Air Warfare Simulation Re-engineering (AWSIM/R), Electronic Systems Center, PRISM Program, Revision 6/28/96.
2. System Specification for the Air Warfare Simulation Re-engineering (AWSIM/R), Electronic Systems Center, PRISM Program, Revision E, 8/1/96.
3. The Joint Warfighting Center's Air Warfare Simulation (AWSIM) Quick Reference Guide for Exercise Controllers, Joint Warfighting Center, Cubic Applications Inc., 1 Oct 95.
4. Air Operations Center (AOC) Quick Reference Checklist, Warrior Preparation Center, Air Operations Center, 18 July 1995.
5. AWSIMS Quick Reference Guide, Warrior Preparation Center, Blue Air Response Cell Staff, 2 Oct 96.

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## 2. Starting and Exiting AWSIM 2.2 Processes

### 2.1 SUN Solaris Common Desktop Environment Login

The Solaris™ Common Desktop Environment (CDE) is an easy-to-use interface that provides a consistent look and feel across UNIX® environments. CDE is the recommended user environment for AWSIM 2.2. For more information on CDE, see <http://www.sun.com/solaris/cde/index.html> on the Internet.

Make sure the workstation is plugged in and monitor is turned on. **The Login Screen should be displayed.** Contact the System Administrator if you have trouble logging in.

- Step 1:** Select "**Options**" from the **Login Screen**.
- Step 2:** Select "**Session**" from the **Options menu**.
- Step 3:** Select "**CDE**" from the **Session menu**.
- Step 4:** At the "**Login name:**" prompt, type the login name **<Enter>** or **click OK**.
- Step 5:** At the "**Password:**" prompt, type the password **<Enter>**. or **click OK**.

If Login Manager does not recognize your name or password, click Start Over and start the log in process over again.

If CDE is displayed on the Login Screen, then steps 1,2,3  
May be bypassed.

Once you've logged in, the CDE Front Panel and Console windows are displayed.

The Front Panel is a special window at the bottom of the display. It provides controls, indicators, and subpanels you use in your everyday work. The Front Panel also provides the workspace switch for selecting a workspace.

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Note: Throughout this manual “maple” refers to the name of the machine where the game is running.

**Step 6:** In the console window, type **xhost +** to allow display from any host.

▽	CONSOLE
killian%	xhost +

**Step 7:** In an Xterm window, remote login into the server (in this example “maple”) where the game software is located and “awsimr “ is the AWSIM account.

▽	XTERM
killian%	rlogin maple -l awsimr

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## 2.2 Operators Menu Startup

A System Controller must start the game before the Senior Controllers and Controllers can use the Operators Menu.

**Step 1:** At the "maple-awsimr"> prompt, type **cd ~/rungame <Enter>** to move into the rungame directory.

```
▽ xterm
setting DMQ for host maple
maple-awsimr> cd ~/rungame
maple-rungame>
```

**Step 2:** Type **setenv DISPLAY killian:0** to set the environment display to the local machine. Note: if you do not know the machine name or the IP address type **more /etc/hosts**. You can also alternate the IP address for the node name (killian)

```
▽ XTERM
maple-rungame> setenv DISPLAY killian:0
```

There are three different Operators Menus depending on your level. They are listed on the following pages. The Senior Controller Operators Menu will be used as an example throughout the Training Manual.

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**Senior Controller:**

**Step 3:** At the "maple-rungame"> prompt, type **op\_menu <Enter>** to bring up the Operators Menu.

```
▼ xterm
maple-rungame> op_menu
```

Senior Controllers use the following menu to bring up the ASTAB Display, Order Entry Controller, Text Editor, and other functions.

```
▼ xterm
OP_Menu (Sr. Controller) Version 2.0

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD?
```

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**Blue Controller:**

**Step 3:** At the “maple-rungame>” prompt, type **op\_menu\_blue <Enter>** to bring up the Operators Menu.

```
▼ xterm
maple-rungame> op_menu_blue
```

Blue Controllers use the following menu to bring up the ASTAB Display, Order Entry Controller, Text Editor, and other functions.

```
▼ xterm
OP_Menu (BLUE)

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD?
```

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**Orange Controller:**

**Step 3:** At the "maple-rungame"> prompt, type **op\_menu\_orange <Enter>** to bring up the Operators Menu.

```
▼ xterm
maple-rungame> op_menu_orange
```

Orange Controllers use the following menu to bring up the ASTAB Display, Order Entry Controller, Text Editor, and other functions.

```
▼ xterm
OP_Menu (ORANGE)

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD?
```

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### 2.3 ASTAB Display Start-up and Login

ASTABs are tabular game activity displays.

**Step 1:** At the Op Menu “CMD?” prompt, type **1** (or **sad**) **<Enter>** to bring up the ASTAB Display window.

```

▽ xterm
                                     OP_Menu (Sr. Controller)          Version 2.0

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD? 1
Starting ASTAB Display...
(Select by number or by abbreviation.) CMD?

```

The ASTAB DISPLAY window will appear.

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**Senior Controller Login:**

To login as a Controller, go to Page 21.

**Step 2:** At the ASTAB Display window “Enter Choice (q to quit):” prompt, type **2** <Enter> to login as a Senior Controller.

∇ ASTAB DISPLAY			
Scenario Control	Version: 2.2.1	Date: 06/21/1999	14:50
***** ad_exec	Version: 2.2.1	Date: 06/21/1999	14:50
Select Login Level			
1) Controller			
2) Senior Controller			
3) System Controller			
Enter Choice (q to quit): 2			
Enter password:			

**Step 3:** At the “Enter password:” prompt, type the password <Enter>.

∇ ASTAB DISPLAY
Enter password:

The Senior and System Controller ASTAB Board Menu (Board 1) will appear. See Section 3 of this manual for detailed information on working with ASTABs.

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**Controller Login:**

**Step 2:** At the ASTAB Display window “Enter Choice (q to quit):” prompt, type **1** **<Enter>** to login as a Controller.

∇		ASTAB DISPLAY	
Scenario Control	Version: 2.2.1	Date: 06/21/1999	14:50
***** ad_exec	Version: 2.2.1	Date: 06/21/1999	14:50
Select Login Level			
1) Controller			
2) Senior Controller			
3) System Controller			
Enter Choice (q to quit): 1			
Enter side B or O (or q to quit):			

**Step 3:** At the “Enter side B or O (or q to quit):” prompt, type **b** **<Enter>** to choose the Blue Side view.

∇		ASTAB DISPLAY	
Enter side B or O (or q to quit): b			
Enter password:			

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**Step 4:** At the “Enter password:” prompt, type the password **<Enter>** to join the Blue Forces.

▽	ASTAB DISPLAY
Enter password:	

The Controller ASTAB Board Menu (Board 1) will appear. See Section 3 of this manual for detailed information on working with ASTABs.

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## 2.4 Air Terminal Start-up and Login

The Order Entry Controller is also known as the Air Terminal and is used to enter orders and/or flight plans.

**Step 1:** At the Op Menu “CMD?” prompt, type **2** (or **soe**) **<Enter>** to bring up the Air Terminal window.

```

▼ xterm
OP_Menu (Sr. Controller) Version 2.0

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD? 2
Starting Air Terminal...
(Select by number or by abbreviation.) CMD?

```

The AIR TERMINAL window will appear.

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**Senior Controller Login:**

To login as a Controller, go to Page 27.

**Step 2:** At the Air Terminal window “Enter Choice (q to quit):” prompt, type **2** **<Enter>** to login as a Senior Controller.

```
∇ AIR TERMINAL
Scenario Control      Version: 2.2.1          Date: 06/21/1999 14:50
***** oe_exec       Version: 2.2.1.2      Date: 06/21/1999 14:50

      Select Login Level

1) Controller
2) Senior Controller
3) System Controller

Enter Choice (q to quit): 2
Is this a checker station? (y, n, or q to quit):
```

**Step 3:** At the “Is this a checker station? (y, n):” prompt, type **n <Enter>**.

```
∇ AIR TERMINAL

Is this a checker station? (y, n, or q to quit): n
Enter password:
```

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**Step 4:** At the “Enter password:” prompt, type the password **<Enter>**.

```
∇ AIR TERMINAL
Enter password:

Station 001 is ready. Press ? for orders syntax help and
<CTRL-W> for control character help.
Configured for the 'AWSIM and ALSP' ground subtargets.
(250545) --
>
```

- Note: 1) In this example, “Station 001” indicates the first Air Terminal to be opened. Each subsequently opened Air Terminal is assigned a succeeding number. Therefore, the next Air Terminal to be opened becomes Station 002.
- 2) The “(250545)” above represents the game cycle time.

The Air Terminal will accept orders at the “>” prompt. See Section 4 of this manual for detailed information on working with the Air Terminal.

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**Controller Login:**

**Step 2:** At the Air Terminal window “Enter Choice (q to quit):” prompt, type **1** **<Enter>** to login as a Controller.

```
∇ AIR TERMINAL
Scenario Control Version: 2.2.1 Date: 06/21/1999 14:50
***** oe_exec Version: 2.2.1.2 Date: 06/21/1999 14:50

Select Login Level

1) Controller
2) Senior Controller
3) System Controller

Enter Choice (q to quit): 1
Enter side B or O (or q to quit):
```

**Step 3:** At the “Enter side B or O (or q to quit):” prompt, type **b** **<Enter>** to choose the Blue Side view.

```
∇ AIR TERMINAL

Enter side B or O (or q to quit): b
Enter view 1 - 4 (or q to quit):
```

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**Step 4:** At the “Enter view 1 - 4 (or q to quit):” prompt, type **1 <Enter>** to choose View 1.

▽	AIR TERMINAL
Enter view 1 - 4 (or q to quit): 1 Is this a checker station? (y, n, or q to quit):	

**Step 5:** At the “Is this a checker station? (y, n):” prompt, type **n <Enter>**.

▽	AIR TERMINAL
Is this a checker station? (y, n, or q to quit): n Enter password:	

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**Step 6:** At the “Enter password:” prompt, type the password **<Enter>** to join the Blue Forces.

```
▽ AIR TERMINAL
Enter password:

Station 001 is ready. Press ? for orders syntax help and
<CTRL-W> for control character help.
Configured for the 'AWSIM and ALSP' ground subtargets.
(250534) --
>
```

Note: 1) In this example, “Station 001” indicates the first Air Terminal to be opened. Each subsequently opened Air Terminal is assigned a succeeding number. Therefore, the next Air Terminal to be opened becomes Station 002.

2) The “(250534)” above represents the game cycle time.

The Air Terminal will accept orders at the “>” prompt. See Section 4 of this manual for detailed information on working with the Air Terminal.

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## 2.5 Build Terminal (Text Editor) Start-up

The Build Terminal is used to create new flight plans or edit pre-existing ones. You can enter flight plans using the Ctrl-F command in the Air Terminal. See Section 4 for more information on Ctrl-F files.

**Step 1:** At the Op Menu “CMD?” prompt, type **3** (or **edt**) **<Enter>** to display the Text Editor window.

```

V
xterm
OP_ Menu (Sr. Controller) Version 2.0
1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD? 3
(Select by number or by abbreviation.) CMD?

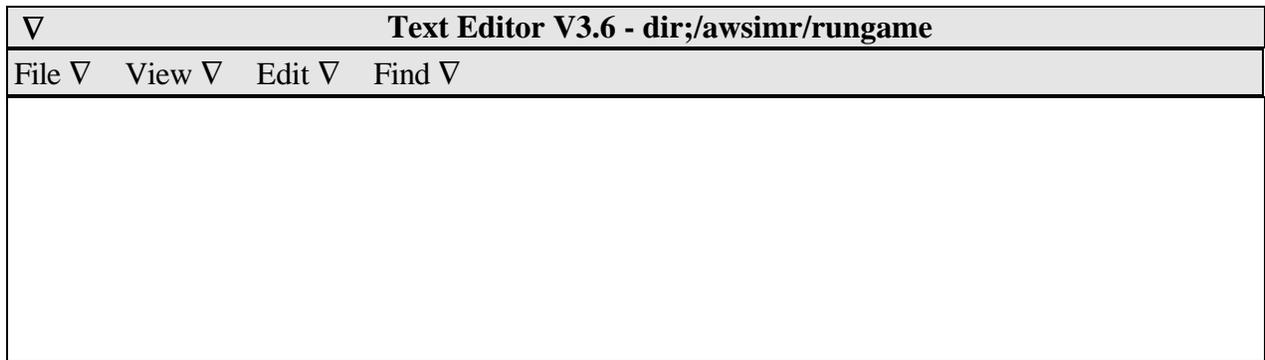
```

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---

The Text Editor window will appear as shown below.



See Section 5 of this manual for more information on working with Text Editor.

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## 2.6 GIAC Air Terminal Start-up and Login

GIAC and game Air Terminals serve the same function.

NOTE: None of the commands on the left hand side “ladder” of the GIAC will work unless an Air Terminal is “logged in” on the GIAC screen!

**Step 1:** At the “Which system?” prompt, type in the Air Terminal server’s name, then hit **<Enter>**. In the example below the “1afc” in the title bar is the GIAC login name.

```
▼ Air Terminal for 1afc
AuxTerm Login Air

This terminal can be used to log into the Air Model System

Which system? maple
Running: telnet maple
Trying xxx.xx.xx.xxx...
Connected to maple.hanscom.af.mil.
Escape character is '^]'.

SunOS 5.6

login:
```

Note: In the above example, “xxx.xx.xx.xxx” represents the IP address for the local client.

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**Step 2:** At the “login:” prompt, type the username **<Enter>**. In the example below, “awsimr” is the username.

```
▼ Air Terminal for 1afc
login: awsimr
Password:
```

**Step 3:** At the “Password:” prompt, type the password **<Enter>**.

```
▼ Air Terminal for 1afc
Password:
Last login: Fri Feb 3 10:04:04 on console
Sun Microsystems, Inc. SunOS 5.6 Generic August 1997
setting DMQ for host maple
maple-awsimr>
```

**Step 4:** At the “maple-awsimr>” prompt, type **cd ~/rungame <Enter>** to change to the correct directory.

```
▼ Air Terminal for 1afc
maple-awsimr> cd ~/rungame
maple-rungame>
```

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**Step 5:** At the “maple-rungame>” prompt, type **oe\_exec <Enter>** to begin the Air Terminal Login process.

```
▼ Air Terminal for 1afc
maple-rungame> oe_exec
Scenario Control    Version: 2.2.1          Date: 06/21/1999 14:50
***** oe_exec    Version: 2.2.1.2      Date: 06/21/1999 14:50

      Select Login Level

1) Controller
2) Senior Controller
3) System Controller

Enter Choice (q to quit):
```

**Step 6:** At the “Enter Choice (q to quit):” prompt, type **2 <Enter>** to login as a Senior Controller.

```
▼ Air Terminal for 1afc
Scenario Control    Version: 2.2.1          Date: 06/21/1999 14:50
***** oe_exec    Version: 2.2.1.2      Date: 06/21/1999 14:50

      Select Login Level

1) Controller
2) Senior Controller
3) System Controller

Enter Choice (q to quit): 2
Is this a checker station? (y, n, or q to quit):
```

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**Step 7:** At the “Is this a checker station? (y, n):” prompt, type **n <Enter>**.

▽	Air Terminal for 1afc
Is this a checker station? (y, n, or q to quit): n Enter password:	

**Step 8:** At the “Enter password:” prompt, type the password **<Enter>**.

▽	Air Terminal for 1afc
Enter password:	
Station 002 is ready. Press ? for orders syntax help and <CTRL-W> for control character help. Configured for the 'AWSIM and ALSP' ground subtargets. (250059) -- >	

Note: This Air Terminal station is assigned the number “002” because it was opened second. The “(250059)” represents the game cycle time.

The GIAC Air Terminal is ready for the order entry process at the “>” prompt. See Section 4 of this manual for detailed information on working with the Air Terminal.

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## 2.7 VT100 Terminal Start-up and Login

**Step 1:** At the “local>” prompt, type **connect**, the host server’s name, and then hit **<Enter>**.

```
local> connect maple
```

**Step 2:** At the “login:” prompt, type the account name **<Enter>**. In the example below, “awsimr” is the username.

```
login: awsimr
```

**Step 3:** At the “Password:” prompt, type the password **<Enter>**.

```
Password:
```

**Step 4:** At the “>” prompt, type **astab <Enter>** to begin the ASTAB Login processes.

```
> astab
```

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**Step 5:** At the “Enter Choice (q to quit):” prompt, type **1 <Enter>** to login as a Controller.

▽ ASTAB DISPLAY		
Scenario Control	Version: 2.2.1	Date: 06/21/1999 14:50
***** ad_exec	Version: 2.2.1	Date: 06/21/1999 14:50
Select Login Level		
1) Controller		
2) Senior Controller		
3) System Controller		
Enter Choice (q to quit): 1		

**Step 6:** At the “Enter side B or O (or q to quit):” prompt, type **b <Enter>** to choose the Blue Side view.

▽ ASTAB DISPLAY
Enter side B or O (or q to quit): b

**Step 7:** At the “Enter password:” prompt, type the password **<Enter>** to join the Blue Forces.

▽ ASTAB DISPLAY
Enter password:

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## 2.8 GIAC Air Terminal Shutdown

**Step 1:** Go to the GIAC Air Terminal window.

**Step 2:** At the ">" prompt, hit **<Ctrl-T>** to logout of Air Terminal.

```
Air Terminal for 1afc
>
Log out of station 002? (y, n):
```

**Step 3:** At the "Log out of station 002? (y, n):" prompt, type **y <Enter>** to logout of this Air Terminal station.

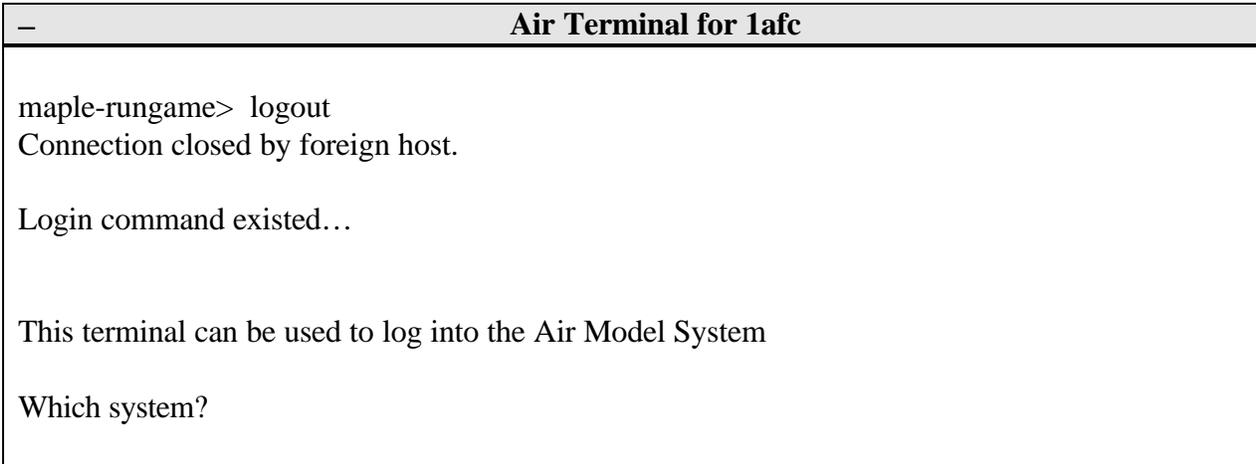
```
Air Terminal for 1afc
Log out of station 002? (y, n): y
(250248)
station 002 logged off.
maple-rungame>
```

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**Step 4:**



```
maple-rungame> logout
Connection closed by foreign host.

Login command existed...

This terminal can be used to log into the Air Model System

Which system?
```

**Step 5:** Click on the bar in the top left corner of the window with the right mouse button to activate the pull-down menu.

**Step 6:** Click on **Close** to remove the GIAC Air Terminal window.

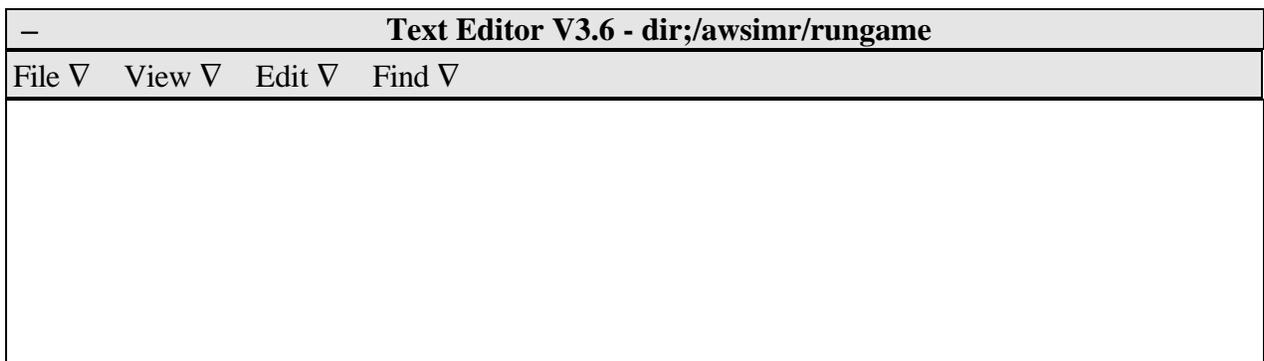
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## 2.9 Build Terminal (Text Editor) Shutdown

**Step 1:** Go to the Text Editor window.

**Step 2:** Click on the bar in the top left corner of the window with the right mouse button to activate the pull-down menu.



**Step 3:** Click on **Close** to close the Text Editor.

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## 2.10 Air Terminal Shutdown

**Step 1:** Go to the Air Terminal window.

**Step 2:** At the ">" prompt, hit **<Ctrl-T>**.

∇	AIR TERMINAL
>	
Log out of station 001? (y, n):	

**Step 3:** At the "Log out of station 001? (y, n):" type **y <Enter>** to kill the Air Terminal processes.

∇	AIR TERMINAL
Log out of station 001? (y, n):	y

The AIR TERMINAL window will disappear.

---

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## 2.11 ASTAB Display Shutdown

**Step 1:** Go to the ASTAB Display window.

**Step 2:** At the "Enter:" prompt, type **exit** <Enter>.

```
▽ ASTAB DISPLAY

To display an ASTAB Board, Enter: <Board><Side><View>
*Board = 1-20, 31-32 or 'EXIT' to exit display
*Side (opt) = b (lue), o (range), n (eutral)
*View (opt) = 1-4 for blue and orange, 1 for neutral
<cr> or <down arrow key> = Next Page
-<cr> or <up arrow key> = Prev Page
<right arrow key> = Next board in the same view
<left arrow key> = Prev board in the same view

To print an ASTAB Board, Enter:
p <view> <Board> [<Board>...] [from <DTG>] [to <DTG>] [save]
* View = all, b, o, n, b1, b2, b3, b4, o1, o2, o3, o4, or n1
* Board = 2 - 20, and 31 - 32 * DTG = Game Time
* save = save the text file
Multiple boards must be separated by a space
To print boards 2, 3, 4, 5, 7, 11, 12, and 13 of all Blue views,
use either command: p b 2 - 5 7 11 - 13 or p b 2 3 4 5 7 11 12 13

DISPLAY: ALL
Enter: exit
```

**Step 3:** At the "Do you really want to quit? (y/n)" prompt, type **y** <Enter> to kill the ASTAB Display processes.

```
▽ ASTAB DISPLAY

DISPLAY: ALL
Do you really want to quit? (y/n) y
```

The ASTAB DISPLAY window will disappear.

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## 2.12 Op Menu Shutdown

**Step 1:** Go to the Op Menu window.

**Step 2:** At the "CMD?" prompt, type **8** (or **q**) **<Enter>** to close the Op Menu.

```
▼ xterm
OP_Menu (Sr. Controller) Version 2.0

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD? 8
maple-rungame>
```

**Step 3:** At the ">" prompt, type **logout** **<Enter>** to log out of the remote server.

```
▼ xterm
maple-rungame> logout
Connection closed.
killian>
```

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### 2.13 System Logout

**Step 1:** Move pointer to the background (i.e., outside any window on the screen).

**Step 2:** Click on right mouse button.

**Step 3:** Click on **Logout...** from the pull-down menu.

**Step 4:** Click on **OK Return Home** in the Logout Confirmation window.

The Login screen is displayed.

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### **3. Air Status Boards (ASTABs)**

#### **3.1 Introduction**

Each station sees the tactical situation generated from data based on the geographical displays (GIAC) and the tabular displays, known as Air Status Boards (ASTABs). This information provides the basis for each controller's knowledge of wargame forces. Highlights on the ASTABs also present to the operator a clear view of what tactical situations have changed between two consecutive game cycles.

A total of 22 ASTAB Boards are currently supported by AWSIM 2.2. All controllers (System, Senior, and Controller) have access to the following ASTABs:

- Active Track Status
- Air Mobility Status
- Air to Air Status
- Air to Gnd/Air to Surface Damage History
- Air to Surface Status
- Aircraft Characteristics
- Aircraft Maximum Weapon Load
- Airspace Coordination
- Aux Mission Status
- Base And Ship Logistics Report
- Base And Carrier Status/History
- Degraded Sortie Generation Rate
- Help
- History Of Destroyed Air Objects
- Mission History
- Mission Status
- Pending Flight Mission Status
- Pending CM/TBM Mission Status
- Squadron Default Values
- Site and Ship Surface To Air/Surface To Surface Status

Typically only System and Senior controllers have access to those boards listed below:

- Jamming Status
- Special Probability Of Kills

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### 3.2 Choosing a Board

The following information is helpful in moving within the ASTAB Displays. It will be displayed at the bottom of Board 1.

Note: Depending on your login level Board 1 will differ. If you login as a Controller, Board 1 will appear as the Controller ASTAB Menu which is displayed in Section 3.7. If you login as a Senior or System Controller, Board 1 will appear as the Senior and System Controller ASTAB Menu which is displayed in Section 3.6.

ASTAB DISPLAY	
To display an ASTAB Board, Enter: <Board><Side><View> *Board = 1-20, 31-32 or 'EXIT' to exit display *Side (opt) = b (lue), o (range), n (eutral) *View (opt) = 1-4 for blue and orange, 1 for neutral <cr> or <down arrow key> = Next Page <cr> or <up arrow key> = Prev Page <right arrow key> = Next board in the same view <left arrow key> = Prev board in the same view  DISPLAY: ALL Enter: exit	To print an ASTAB Board, Enter: p <view> <Board> [<Board>...] [from <DTG>] [to <DTG>] [save] * View = all, b, o, n, b1, b2, b3, b4, o1, o2, o3, o4, or n1 * Board = 2 - 20, and 31 - 32 * DTG = Game Time * save = save the text file Multiple boards must be separated by a space To print boards 2, 3, 4, 5, 7, 11, 12, and 13 of all Blue views, use either command: p b 2 - 5 7 11 - 13 or p b 2 3 4 5 7 11 12 13

To view a specific board, you must enter the board number from Board 1.

**Step 1:** At the "Enter:" prompt, type **5 <Enter>** to display Board [5] Mission Status.

The Senior and System Controller levels have the capability of switching sides (Blue, Orange, or Neutral). When you login to the ASTAB Displays, the default is set to the neutral view.

**Step 2:** At the "Enter:" prompt, type **3b <Enter>** to display Board [3] Base and Carrier Status/History in view Blue 1. There is no space between the entry fields (i.e. 2b not 2 b).

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There are four possible views for both Blue & Orange and one for Neutral. Although most information is available in Blue 1 or Orange 1, sometimes information is kept in more than one view (e.g., SCUD information may be kept in view Orange 2).

Note: The view of an object is determined in the database. Different objects can correspond to different geographical areas (e.g., view 1= Europe, view 4 = Korea).

**Step 3:** At the "Enter:" prompt, type **12b4 <Enter>** to display Board [12] Air to Ground/Air to Surface Damage History in view Blue 4.

When switching from one board to another the user need not type the side and view each time. If you are currently viewing Board [8] Air To Air Status as Orange 2 and want to change view to Board [4] Base and Ship Logistics Report, do the following:

**Step 4:** At the "Enter:" prompt, type **4 <Enter>** to display Board [4] Base and Ship Logistics Report. The Orange 2 view will remain the same.

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### 3.3 Paging

Many ASTABs consist of more than one page. The user has the capability to page forwards or backwards.

**Step 1:** At the “Enter” prompt, hit the <Enter> key to page forwards.

▽	ASTAB DISPLAY
	DISPLAY: ALL Enter:

**Step 2:** At the “Enter” prompt, type the minus key <-><Enter> to page backwards.

Paging backwards from Page 1 is useful when working with boards which accumulate large amounts of data such as the Mission History Board.

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### 3.4 Printing ASTABS

**Step 1:** At the “Enter” prompt, type **p b1 5 <Enter>** to print Board 5 in view Blue 1.  
Note: there is a space between the print command, view, and board number (p b1 5).

ASTAB DISPLAY	
To display an ASTAB Board, Enter: <Board><Side><View>	To print an ASTAB Board, Enter:
*Board = 1-20, 31-32 or 'EXIT' to exit display	p <view> <Board> [<Board>...] [from <DTG>] [to <DTG>] [save]
*Side (opt) = b (lue), o (range), n (eutral)	* View = all, b, o, n, b1, b2, b3, b4, o1, o2, o3, o4, or n1
*View (opt) = 1-4 for blue and orange, 1 for neutral	* Board = 2 - 20, and 31 - 32 * DTG = Game Time
<cr> or <down arrow key> = Next Page	* save = save the text file
-<cr> or <up arrow key> = Prev Page	Multiple boards must be separated by a space
<right arrow key> = Next board in the same view	To print boards 2, 3, 4, 5, 7, 11, 12, and 13 of all Blue views,
<left arrow key> = Prev board in the same view	use either command: p b 2 - 5 7 11 - 13 or p b 2 3 4 5 7 11 12 13
DISPLAY: ALL	
Enter: p b1 5	

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### 3.5 Filtering

The ASTAB Board columns which have a double underline below the title indicate filtering capability. For example, the user can filter by the Basename on Board [3] Base and Carrier Status/History.

Figure 3.1 displays the Filtering Criteria for each of the ASTAB Boards. It lists the Field Titles as seen on the ASTABs, Fieldname to use, and any Special Values. The Filtering Criteria is also displayed on the ASTAB examples beginning on page 59 of this manual.

Filtering applies only to the board currently being viewed. The default is set to display all the data.

▽	ASTAB DISPLAY
	DISPLAY: ALL Enter:

Typing `d <fieldname> <value> <Enter>` filters a single value. A space is needed between the entry fields, see the example below.

**Step 1:** At the "Enter" prompt in Board 5, type `d typeac f15c <Enter>` to only view missions with F15C aircraft.

▽	ASTAB DISPLAY
	DISPLAY: ALL Enter: d typeac f15c

When filtering on ACT, ALT, FUELWT, GH, or RDR, you need not specify a value. Ex., `d act <Enter>` or `d gh <Enter>`.

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Typing `d <fieldname> <value,value> <Enter>` filters multiple values.

**Step 2:** At the “Enter” prompt in Board 5, type `d basename edar,edad <Enter>` to only view missions with departure bases EDAR and EDAD.

∇	ASTAB DISPLAY
DISPLAY: TYPEAC F15C Enter: d depbase edar, edad	

**Step 3:** At the “Enter” prompt in Board 3, type `d squadron 5? <Enter>` to only view missions with squadrons beginning with 5. The question mark (?) is used for wildcard filtering.

∇	ASTAB DISPLAY
DISPLAY: ALL Enter: d squadron 5?	

**Step 4:** At the “Enter” prompt, type `d all <Enter>` to exit filtering.

∇	ASTAB DISPLAY
DISPLAY: SQUADRON 5? Enter: d all	

The display will return to showing all information.

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**FILTERING CRITERIA**

BOARD	FIELD TITLE AS SEEN ON ASTABS	FIELDNAME TO USE	SPECIAL VALUE	BOARD	FIELD TITLE AS SEEN ON ASTABS	FIELDNAME TO USE	SPECIAL VALUE	
2	BASENAME	BASENAME		8	MISSION#	MISSION#		
	TYPE	TYPE			GH	GH	G	
	SQUADRON	SQUADRON			C/S	CS		
	TYPE A/C	TYPEAC			MSN	MSN		
	STATUS	STATUS			TYPE A/C	TYPEAC		
3	BASENAME	BASENAME			*FUELWT PER AC	FUELWT	*	
	TYPE	TYPE			ALT	ALT	*	
	SQUADRON	SQUADRON			RDR	RDR	*	
	TYPE A/C	TYPEAC			STAT	STAT		
	STATUS	STATUS			TRACK	TRACK		
4	BASENAME	BASENAME		9	MSN#/UNIT	MSN#		
	TYPE	TYPE			GH	GH	G	
	L	L			C/S	CS		
	EXPENDABLES	WEAPON			TRACKTYPE	TRACKTYPE		
5	MISSION#	MISSION#		TRACK#	TRACK#			
	GH	GH	G	10	UNITNAME	UNITNAME		
	C/S	CS			TY	TY		
	DEP BASE	DEPBASE			GH	GH	G	
	MSN	MSN			TGT MOD	TGT		
	TYPE A/C	TYPEAC			ACT	ACT		
	*FUELWT PER AC	FUELWT	*		STAT	STAT		
	ALT	ALT	*		SAM WEAPONS	WEAPONS		
	STAT	STAT			TRACK	TRACK		
	RDR	RDR	*		11	MISSION#	MISSION#	
6	MISSION#	MISSION#				C/S	CS	
	ATOID	ATO		MSN		MSN		
	C/S	CS		TYPE A/C		TYPEAC		
	MSN	MSN		*FUELWT PER AC		FUELWT	*	
	TYPE A/C	TYPEAC		HOMEBASE		HOMEBASE		
	STAT	STAT		DEP BASE		DEPBASE		
	MASTER	MASTER		STAT		STAT		
	M1	M1		12		UNITNAME	UNITNAME	
	M2	M2				TYPE	TYPE	
	M3/A	M3A			MISSION#	MISSION#		
M3/C	M3C		13	MISSION#	MISSION#			
M4	M4			TAIL#	TAIL			
CC	CC			TYPE	TYPE			
7	MISSION#	MISSION#			MSN	MSN		
	GH	GH		G	REASON	REASON		
	C/S	CS			ATKRMSN#	ATKRMSN#		
	MSN	MSN			FROMBASE	FROMBASE		
	TYPE A/C	TYPEAC			CS/NAME	CSNAME		
	*FUELWT PER AC	FUELWT		*	ATKRTYPE	ATKRTYPE		
	ALT	ALT		*	WEPNUSED	WEPNUSED		
	STAT	STAT						
	RDR	RDR	*					

**Figure 3.1**

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**FILTERING CRITERIA (continued)**

BOARD	FIELD TITLE AS SEEN ON ASTABS	FIELDNAME TO USE	SPECIAL VALUE	BOARD	FIELD TITLE AS SEEN ON ASTABS	FIELDNAME TO USE	SPECIAL VALUE
14	MISSION#	MISSION#		19	MISSION#	MISSION#	
	ATOID	ATO			ATO	ATO	
	C/S	CS			C/S	CS	
	DEPBASE	DEPBASE			DEP BASE	DEPBASE	
	SQUADRON	SQUADRON			MSN	MSN	
	TYPE A/C	TYPEAC			TYPE A/C	TYPEAC	
	MSN	MSN			STAT	STAT	
	RCVYBASE	RCVYBASE			M1	M1	
ATKRMSN#	ATKRMSN#		M2		M2		
			M3		M3		
15	NAME	NAME		CC	CC		
	ATO	ATO					
	TYPE	TYPE		20	UNITNAME	UNITNAME	
	ASSIGNED	ASSIGNED			TYPE	TYPE	
TYPE A/C	TYPEAC		TYPE WPN		WPN		
			MISSION#		MISSION#		
16	SQUADRON	SQUADRON		ATO	ATO		
	BASE	BASE					
	TYPE A/C	TYPEAC		31	WPN NAME	WEAPON	
	NAME	SCL			TYPE	TYPE	
	DEFINED MISSION	MISSION			TARGET	TARGET	
TYPE WPN	WPN						
17	TYPE A/C	TYPEAC		32	UNITNAME	UNITNAME	
	TYPE WPN	WPN			C/S	CS	
					UNITYTYPE	UNITYTYPE	
18	TYPE A/C	TYPEAC					
	REACT TOATK	REACT					
	EXPD	EXPD					
	LOG SIM	LOGSIM					

**Figure 3.1 (continued)**

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**COMMON ASTAB ACRONYMS and ABBREVIATIONS**

<b>MISSION TYPES</b>		<b>FLIGHT STATUS</b>	
ABC	Airborne C2 Center	ATK	Air to Ground Attack
AD	Air Defense	BING	Bingo
AEW	Airborne Early Warning	ENR	Enroute
AI	Air Interdiction	FIRE	Shooting
AIRLF	Airlift	INCT	Intercepting
AML	Troop/Cargo Helicopter Operation (AMPHIB)	LNCH	Awaiting Launch
ASW	Antisubmarine Warfare	REFU	Refueling
ATK	Attack	STA	On Station
BAI	Battlefield Air Interdiction	ONGD	On Ground
CAP	Combat Air Patrol	<b>ROE STATUS</b>	
CAS	Close Air Support	FA	Weapons Free Air
COMM	Communications Relay	FL	Weapons Free All
CRGLF	Cargo Lift	FM	Weapons Free Arm
CSAR	Combat Search and Rescue	FS	Weapons Free Surface
DCA	Defensive Counterair	H	Weapons Hold
ESC	Escort	TA	Weapons Tight Air
ESM	Electronic Support Measures	TL	Weapons Tight All
EW	Electronic Warfare		
FAC	Forward Air Controller	TS	Weapons Tight Surface
FY	Ferry		
MP	Maritime Patrol	<b>SITE STATUS</b>	
NONE	None	OPER	Operational
OAS	Offensive Air Support	SUPA	Suppressed by Air
OCA	Offensive Counter Air	SUPG	Suppressed by Gnd
REC	Reconnaissance	MOVE	Non-Op Moving
RSC	Rescue	MX	Non-Op Maintenance
SAR	Search and Rescue	DMGD	Non-Op Damaged
SCP	Surface Combat Air Patrol	DEST	Non-Op Destroyed
SPC	Special Operations		
STRCAP	Strike Cap		
STRK	Strike		
SURV	Surveillance		
SWP	Sweep		
TADP	Tactical Airdrop		
TNK	Tanker		
WW	Wild Weasel		

**Figure 3.2**

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### 3.6 Board [1] Senior and System Controller ASTAB Board Menu

```
VIEW: BLUE1                               SENIOR AND SYSTEM CONTROLLER ASTAB BOARD MENU                               GAME TIME: 010100

  1) HELP (Display This Menu)              11) AIR MOBILITY STATUS                  31) SPECIAL PROBABILITY OF KILLS
  2) DEGRADED SORTIE GENERATION RATE       12) AIR TO GND/AIR TO SURFACE DAMAGE HISTORY  32) JAMMING STATUS
  3) BASE AND CARRIER STATUS/HISTORY      13) HISTORY OF DESTROYED AIR OBJECTS
  4) BASE AND SHIP LOGISTICS REPORT        14) MISSION HISTORY
  5) MISSION STATUS                        15) AIRSPACE COORDINATION
  6) AUX MISSION STATUS                    16) SQUADRON DEFAULT VALUES
  7) AIR TO SURFACE STATUS                 17) AIRCRAFT MAXIMUM WEAPON LOAD
  8) AIR TO AIR STATUS                     18) AIRCRAFT CHARACTERISTICS
  9) ACTIVE TRACK STATUS                   19) PENDING FLIGHT MISSION STATUS
 10) SITE AND SHIP SURFACE TO AIR/SURFACE 20) PENDING CM/TBM MISSION STATUS
      TO SURFACE STATUS

To display an ASTAB Board, Enter: <Board><Side><View>
* Board      = 1-20, 31-32 or `EXIT' to exit display
* Side (opt) = b(lue), o(range), n(eutral)
* View (opt) = 1-4 for blue and orange, 1 for neutral
<cr> or <down arrow key> = Next Page
-<cr> or <up arrow key>   = Prev Page
<right arrow key>       = Next board in the same view
<left arrow key>        = Prev board in the same view
DISPLAY: ALL
Enter:
```

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### 3.7 Board [1] Controller ASTAB Board Menu

```
VIEW: BLUE1                                CONTROLLER ASTAB BOARD MENU                                GAME TIME: 010100

  1) HELP (Display This Menu)                11) AIR MOBILITY STATUS
  2) DEGRADED SORTIE GENERATION RATE         12) AIR TO GND/AIR TO SURFACE DAMAGE HISTORY
  3) BASE AND CARRIER STATUS/HISTORY        13) HISTORY OF DESTROYED AIR OBJECTS
  4) BASE AND SHIP LOGISTICS REPORT          14) MISSION HISTORY
  5) MISSION STATUS                          15) AIRSPACE COORDINATION
  6) AUX MISSION STATUS                      16) SQUADRON DEFAULT VALUES
  7) AIR TO SURFACE STATUS                   17) AIRCRAFT MAXIMUM WEAPON LOAD
  8) AIR TO AIR STATUS                      18) AIRCRAFT CHARACTERISTICS
  9) ACTIVE TRACK STATUS                    19) PENDING FLIGHT MISSION STATUS
 10) SITE AND SHIP SURFACE TO AIR/SURFACE   20) PENDING CM/TBM MISSION STATUS
      TO SURFACE STATUS

To display an ASTAB Board, Enter: <Board><Side><View>
* Board      = 1-20 or `EXIT' to exit display
* Side (opt) = b(lue), o(range)
* View (opt) = 1-4 for blue and orange
<cr> or <down arrow key> = Next Page
-<cr> or <up arrow key>   = Prev Page
<right arrow key>       = Next board in the same view
<left arrow key>        = Prev board in the same view
DISPLAY: ALL
Enter:
```

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### 3.8 Board [2] Degraded Sortie Generation Rate

VIEW: BLUE1		[2] DEGRADED SORTIE GENERATION RATE - PAGE 1													GAME TIME: 010100									
-----GENERAL DATA-----													-CURRENT A/C MX STAT (HRS)-		BASE MAINT STAT-		-BASE/CARRIER INFORMATION--				DIVERTED			
BASENAME	TYPE	SQUADRON	DVT	ID	TYPE	A/C	1	2	4	6	12	18	24	48	72	QTOT	%CAP	REPAIR	STATUS	LR	RR	DTGHIT	DTGOPEN	FROMBASE
BITBURG	BASE	22FS		BT	F15C		.	.	.	.	.	.	.	.	.	.	75	010730	CLOSED	1	4	010010	010500	
BUECHEL	BASE	392FS		BC	TORNAOI		.	.	.	.	.	.	.	.	.	.	100	.	CLOSED	1	4	010056	010824	
		393WW	1	BC	TORNAOE		1	.	.	.	.	.	.	.	.	.	.	.						
FAIRFORD	BASE	402BS		FF	B52H		.	.	.	.	.	.	1	.	.	1	100	.	OPEN		4	4		
HAHN	BASE						.	.	.	.	.	.	.	.	.	.	100	.	OPEN		4	4		
KEARSEAG	CARR	VMFA331	2	KS	AV8B		.	.	.	.	.	.	.	.	.	.	100	.	OPEN		6	4		
		VMAH332		KS	AH1W		.	.	.	.	.	.	.	.	.	.	.	.						
RAMSTEIN	BASE	496FS	4	RM	F15E		.	.	.	.	.	.	.	.	.	.	89	010650	OPEN		4	4		
		512FS		RS	F16C		1	.	.	1	.	.	.	.	.	2	.	.						
		526FS		RS	F16C		1	.	.	.	2	1	.	.	.	3	.	.						
		9FS		RN	F117		.	.	.	.	.	.	.	.	.	.	.	.						
SEABEE	GHOB						.	.	.	.	.	.	.	.	.	.	.	.						
SEMBACH	BASE	496FS	***	RM	F15E		.	1	.	.	.	.	.	.	.	1	100	.	OPEN		4	4		RAMSTEIN
SPANGDAH	BASE	81WW		SP	F4G		.	.	.	.	.	.	.	.	.	.	100	.	OPEN		4	4		
		55TES		SP	EF111		.	.	.	.	.	.	.	.	.	.	.	.						
		393WW	***	BC	TORNAOE		.	.	.	.	.	.	.	.	.	.	.	.						BUECHEL
		VMFA331	***	KS	AV8B		.	1	.	.	.	.	.	.	.	1	.	.						KEARSEAG

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED **BASENAME** OR **TYPE** (ALL OR BASE/CARR(CARRIER)/GHOB(GHOST BASE)) OR INDIVIDUAL **SQUADRON(S)** OR **TYPEAC** (SEARCH FROM ALL)(DISPLAY ENTIRE BASE/SHIP ENTRY FOR EACH SQUADRON(S) SELECTED, BUT DISPLAY A BASE/SHIP NO MORE THAN ONE TIME (I.E. IF SELECTING SQUADRONS 81WW AND 55TES DISPLAY SPANGDAH ONLY ONCE)) OR BASE **STATUS** (OPEN/CLOSED).

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY BASE/CARRIER NAME ALPHABETICAL ORDER.

**DERIVED FROM VAX ASTAB:** 2

**HEADER AND FIELDS EXPLANATION:**

**BASENAME:** SE (SELF EXPLANATORY)

**TYPE:** UNIT TYPE (BASE/SHIP(CARRIER)/GHOB(GHOST BASE)/GHOC(GHOST SHIP))

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**SQUADRON:** SE  
**DVT:** (DIVERT) # - NUMBER OF AIRCRAFT THAT ARE DIVERTED FROM THIS SQUADRON.  
\*\*\* - THIS SQUADRON AT THIS BASE CONSISTS OF DIVERTED AIRCRAFT(SEE "DIVERTED FROMBASE" COLUMN TO DETERMINE HOMEBASE).  
**ID:** FIRST TWO DIGITS OF SQUADRON TAIL#  
**TYPE A/C:** SE  
**CURRENT A/C MX STAT (HRS):**  
CURRENT AIRCRAFT MAINTENANCE TIMES  
**QTOT:** SUM OF 2-72 HOURS  
**%CAP:** CURRENT MAINTENANCE CAPABILITY EXPRESSED AS PERCENTAGE  
**REPAIR:** DATE AND TIME MAINTENANCE CAPABILITY IS 100%  
**BASE STATUS:** OPEN OR CLOSED (NOTE: BASE STATUS IS INDEPENDENT OF LAUNCH RATE)  
**DTGHIT:** DATE AND TIME OF MOST RECENT AIR TO GROUND ATTACK  
**DTGOPEN:** DATE AND TIME BASE WILL BE OPEN FOR OPERATIONS  
**DIVERTED FROMBASE:**  
BASE OF FLIGHTS DATABASE ORIGIN.  
**LR:** LAUNCH RATE (NOTE: LAUNCH RATE IS INDEPENDENT OF BASE STATUS)  
**RR:** RECOVERY RATE  
**NOTE:** GHOST BASE AND GHOST CARRIER INFORMATION REMAIN BLANK FOR NOW.

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### 3.9 Board [3] Base and Carrier Status/History

VIEW: BLUE1		[3] BASE AND CARRIER STATUS/HISTORY - PAGE 1														GAME TIME: 010100											
-----GENERAL DATA-----				-----CURRENT A/C MX STATUS-----				TOTAL A-A				-SQ AC LOSSES--				-BASE/CARR INFORMATION--				DIVERTED							
BASENAME	TYPE	SQUADRON	DVT	ID	TYPE	A/C	ABN	A/L	5	15	30	60+	GA	CA	SRTIE	KILLS	AAE	SAM	OTH	ONG	STATUS	LR	DTGOPEN	MXSTAT	FROMBASE		
BITBURG	BASE	22FS		BT	F15C		.	.	21	.	.	.	.	21	.	.	.	.	.	.	.	CLOSED	1	010500	DSGR75		
BUECHEL	BASE	392FS		BC	TORNAOI		.	.	18	.	.	.	.	18	2	.	.	.	.	.	.	CLOSED	1	010824	OK		
		393WW	1	BC	TORNAOE		.	.	16	.	.	1	.	18	.	.	.	.	.	.	.						
FAIRFORD	BASE	402BS		FF	B52H		1	.	2	.	.	1	.	4	1	.	.	.	.	.	.	OPEN			OK		
KEARSEAG	CARR	VMFA331	2	KS	AV8B		2	.	2	.	.	.	.	6	4	.	.	.	.	.	.	OPEN			OK		
		VMFA332		KS	AH1W		.	.	8	.	.	.	.	8	.	.	.	.	.	.	.						
RAMSTEIN	BASE	496FS	4	RM	F15E		.	.	18	.	.	.	4	26	4	3	1	1	.	.	OPEN			DSGR89			
		512FS		RS	F16C		4	4	11	.	1	3	.	23	8	3	.	.	1	.	.						
		526FS		RS	F16C		.	.	19	.	.	4	2	25	4	2	.	.	1	.	.						
		9FS		RN	F117		2	.	16	.	.	.	.	18	2	.	.	.	.	.	.						
SEMBACH	BASE	496FS	***	RM	F15E		.	.	2	1	.	1	.	.	.	.	.	.	.	.	OPEN			OK	RAMSTEIN		
SPANGDAH	BASE	81WW		SP	F4G		2	.	10	.	.	.	.	12	.	.	.	.	.	.	OPEN			OK			
		55TES		SP	EF111		1	.	2	.	.	.	1	4	1	.	.	.	.	.	.						
		393WW	***	BC	TORNAOE		.	.	.	.	1	.	.	.	.	.	.	.	.	.	.				BUECHEL		
		VMFA331	***	KS	AV8B		.	.	.	1	.	1	.	.	.	.	.	.	.	.	.				KEARSEAG		
GRAND TOTALS							12	4	145	2	2	11	7	183	26	8	1	1	2	.							
DISPLAY: ALL																											
ENTER:																											

DISPLAYS: SAME AS DEGRADED SORTIE GENERATION RATE ASTAB

SEQUENCE: SAME AS DEGRADED SORTIE GENERATION RATE ASTAB

DERIVED FROM VAX ASTAB: 3

**HEADER AND FIELDS EXPLANATION:**

ALL GENERAL DATA: SAME AS DEGRADED SORTIE GENERATION RATE ASTAB

**CURRENT A/C MX STATUS:**

- ABN: # OF AIRCRAFT CURRENTLY AIRBORNE FROM THIS SQUADRON
- A/L: # OF AIRCRAFT CURRENTLY IN LAUNCH QUEUE
- 5/15/30: # OF AIRCRAFT CURRENTLY IN 5/15/30 MINUTE STATUS
- 60+: TOTAL # OF AIRCRAFT CURRENTLY AT 1 HOUR OR GREATER MAINTENANCE STATUS (TOTAL OF DEGRADED SORTIE GENERATION RATE ASTAB)

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**GA:** # OF AIRCRAFT ON GROUND ALERT.  
**CA:** # OF COMBAT AVAILABLE AIRCRAFT  
**TOTAL SORTIE:** TOTAL SORTIES FOR THIS SQUADRON (UPDATES AT TAKEOFF NOT LANDING)  
**A-A KILLS:** TOTAL NUMBER OF AIR TO AIR KILLS ACHIEVED BY THIS SQUADRON  
**SQ AC LOSSES:**  
**AAE:** NUMBER OF LOSSES DUE TO AIR TO AIR ENGAGEMENTS FOR THIS SQUADRON  
**SAM:** NUMBER OF LOSSES DUE TO SURFACE TO AIR ENGAGEMENTS FOR THIS SQUADRON  
**OTH:** OTHER LOSSES FOR THIS SQUADRON (MSOA VIOLATIONS, CRASH ON TAKEOFF/LANDING, MAYDAY, AND SYSFAILURE)  
**ONG:** NUMBER OF LOSSES DUE TO AIR TO GROUND ATTACK AT A BASE FOR THIS SQUADRON (INCLUDES ATTACKS ON DIVERTED AIRCRAFT BASES)  
**BASE/CARR INFORMATION:**  
**STATUS / LR / DTGOPEN:**  
DATA SAME AS DEGRADE SORTIE GENERATION RATE ASTAB EXCEPT "LR" WILL NOT BE DISPLAYED UNLESS IT IS LESS THAN  
THE ORIGINAL RATE  
**MXSTAT:** MAINTENANCE STATUS (DSGR MEANS THERE IS A DEGRADED SORTIE GENERATION RATE. 75 MEANS A CURRENT MAINTENANCE CAPABILITY  
OF 75% FOR BITBURG.)  
**DIVERTED FROMBASE:**  
SAME AS DEGRADED SORTIE GENERATION RATE ASTAB  
**GRAND TOTALS:** SUM OF BOARD 3 COLUMNS (PRESENT DISPLAYED VALUES)

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### 3.10 Board [4] Base and Ship Logistics Report

VIEW: BLUE1					[4] BASE AND SHIP LOGISTICS REPORT - PAGE 1					GAME TIME: 010100	
BASENAME	TYPE	L	SHLT	LATITUDE	LONGITUDE	-----EXPENDABLES (FUEL X 1000 LBS.)-----					
BITBURG	BASE	N	30	N46-00-00	W125-00-00	1B FUEL	1000 AIM120A	5000 AIM7M	8000 AIM9M	750000 MM20A	
BUECHEL	BASE	N	25	N45-00-00	W125-00-00	1B FUEL	2000 AGM88	11000 CBU71	5000 MK82	3000 MK84	
						5000 MW1-1	2000 MW1-2				
FAIRFORD	BASE	N	30	N45-00-00	W100-00-00	1B FUEL	1000 AGM129	1000 AGM86	5000 M117	5000 MK82	
						5000 MK84					
HAHN	BASE	N	0	N44-00-00	W125-00-00	100000 FUEL					
KEARSEAG	CARR	N	0	N40-00-00	W125-00-00	75000 FUEL	500 AGM65F	6000 GAU12	800 MK82		
KENNEDY	GHOC	N		N35-00-00	W120-00-00						
RAMSTEIN	BASE	N	50	N43-00-00	W125-00-00	1B FUEL	1000 AIM120A	5000 AIM7M	8000 AIM9M	15000 CBU87	
						3000 CBU89	5000 DURANDAL	1000 GBU10	2000 GBU12	2000 GBU24	
						2000 GBU27	12000 MK82	10000 MK84	750000 MM20A	750000 MM20G	
SEABEE	GHOB	N		N40-00-00	W125-00-00						
SEMBACH	BASE	N	10	N43-00-00	W127-00-00	100000 FUEL					
SPANGDAH	BASE	N	50	N46-00-00	W126-00-00	1B FUEL	1000 AIM7M	1000 AIM9M	2000 AGM88	5000 MK82	
						3000 MK84	50000 MM20A	50000 MM20G			
VICENNES	SHIP	N		N50-00-00	W126-00-00	50 SM2B4	500 TLAM				
DISPLAY: ALL											
ENTER:											

**DISPLAYS:** DISPLAY SELECTED **BASENAME** (ALL/BASE NAME(S)/CARRIER NAME(S)), UNIT **TYPE** (ALL OR BASE/CARR(CARRIER)/SHIP/GHOB (GHOST BASE)/GHOC(GHOST CARRIER) OR A SINGLE **WEAPON** TYPE(SEARCH FROM ALL)(DISPLAY ENTIRE BASE(S) INFORMATION) (USED TO DETERMINE WHICH BASES HAVE A PARTICULAR WEAPON TYPE)

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY BASE/CARRIER NAME ALPHABETICAL ORDER

**DERIVED FROM VAX ASTAB:** 4

**HEADER AND FIELDS EXPLANATION:**

**BASENAME/TYPE:** SAME AS DEGRADED SORTIE GENERATION RATE ASTAB

**L:** LOGSIM ELIGIBLE

**SHLT:** NUMBER OF SHELTERS CURRENTLY AT THE BASE. LEFT BLANK FOR GHOST BASES.

**LATITUDE:** CURRENT BASE/CARRIER LATITUDE

**LONGITUDE:** CURRENT BASE/CARRIER LONGITUDE

**EXPENDABLES:** AS DEPICTED WITH FUEL ALWAYS IN THE UPPER LEFT CORNER. LEFT BLANK FOR GHOST BASES.

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3.11 Board [5] Mission Status

VIEW: BLUE1		[5] MISSION STATUS - PAGE 1													GAME TIME: 010100							
MISSION#	ATO	H	C/S	DEP BASE	MSN	NR	TYPE	A/C	D	*PER	AC	JP%	CRS	SPD	ALT	LATITUDE	LONGITUDE	STAT	RDR	W	LCHDTG	RCVDTG
LIFTER01	DAY1		XC500	SEMBACH	TADP	4	C130E			100000	70	350	250	5000	N44-00-00	W125-00-00	ADRP	OFF	H		010030	
	CLD:		CBS																			
LIFTER05	DAY1		XC505	BITBURG	AIRLF	2	C130E			100000	70	350	250	15000	N44-00-00	W126-00-00	ENR	OFF	H		010035	
	CLD:		20 AIM7M		10 MK82																	010110
JAMMER01	DAY1		SP100	SPANGDAH	EW	1	EF111			15000	80	350	400	15000	N43-00-00	W126-00-00	STA	OFF	H		010010	
	JMR:		BND3A		TGT: FANSONG																	
	JMR:		BND3B		TGT: LOWBLOW																	
BUFF01	DAY1		FF002	FAIRFORD	OCA	1	B52H			200000	70	270	300	20000	N40-00-00	W126-00-00	BING	OFF	FS		010015	
	EXP:		0 AGM86																			
CRUZ004	DAY1		C0004			1	AGM86				090	400	500	N40-00-00	W120-00-00	ATK					010030	
CRUZ005	DAY1		C0005			1	AGM86				090	400	500	N40-00-00	W120-06-00	ATK					010031	
CRUZ006	DAY1		C0006			1	AGM129		D		090	400	500	N40-00-00	W120-12-00	ATK					010032	
CRUZ007	DAY1		C0007			1	AGM88		D		090	400	500	N40-00-00	W120-18-00	ATK					010100	
WILDW01	DAY1		SP200	SPANGDAH	WW	2	F4G			20000	80	350	400	15000	N43-10-00	W126-00-00	FIRE	OFF	FM		010020	
	ARM:		FANSONG		LOWBLOW																	
	EXP:		3 AGM88																			
STEALTH1	DAY1		RN001	RAMSTEIN	OCA	2	F117		D	10000	80	350	450	20000	N45-30-00	W126-30-00	ATK	OFF	FS		010025	
	EXP:		4 GBU27																			
MARINE2	DAY1		KS003	KEARSEAG	BAI	2	AV8B			15000	90	350	400	* 500	N43-00-00	W125-00-00	ENR	OFF	TL		010030	
	EXP:		4 AIM9M		10 GAU12		8 MK82															
1FS001	DAY1		RS105	RAMSTEIN	AD	2	F16C			10000	90	270	480	15000	N45-00-00	W125-00-00	INCT	A	FA		010030	
	EXP:		6 AIM120A		4 AIM9M		10 MM20A															
7ML001	DAY1		RS107	RAMSTEIN	ESC	2	F16C		*	2000	20	350	400	500	N43-00-00	W125-00-00	BING	A*S	FA		010030	
	EXP:		8 AIM120A		4 AIM9M		10 MM20A															010130
TBM0004	DAY1		T0004			1	NIKESSM				360	10K	.2M	N44-00-00	W128-00-00	ATK					010058	
8ML001	DAY1		RS111	RAMSTEIN	AI	4	F16C			12000	100						LNCH				010110	
	EXP:		8 AIM9M		16 MK82																	
DISPLAY: ALL																						

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ENTER:

**DISPLAYS:** DISPLAY SELECTED **MISSION#** OR **ATO** OR **GH** (G) OR **CS** (CALLSIGN(S)) OR **DEPBASE** (DEPART BASE(S)) OR **MSN** (ALL(DEFAULT) OR CAS/BAI/OCA/AD ETC., (ANY COMBINATION) OR AIR-AIR OR AIR-GROUND (A-A/A-G GROUPS OF SELECTED MISSION TYPES) OR **TYPEAC** (SEARCH FROM ALL) OR **FUELWT** (DISPLAYS FLTS WITH FUEL WARNING (\*)) OR **ALT** (DISPLAYS FLTS WITH MSOA WARNING (\*)) OR **STAT** OR **RDR** (DISPLAYS FLTS BEING RADAR JAMMED (\*)). THE GH, FUELWT, ALT, AND RDR FILTERS DO NOT HAVE VALUES.

**SEQUENCE:** ARRANGE BY EVENT IN ALPHABETICAL ORDER.

**COMBINES VAX ASTABS:** 5/12/13/14/15/16/18/19/20/21

**HEADER AND FIELDS EXPLANATION:**

**MISSION#:** EVENT NAME FOR FLIGHTS.  
**ATO:** ATO ID  
**GH:** G INDICATES GHOST FLIGHT  
**C/S:** FLIGHT CALLSIGN (FLIGHT LEAD TAIL#). FOR CRUISE MISSILES CXXXX. FOR TBM'S TXXXX.  
**DEP BASE:** BASE FLIGHT TOOK OFF FROM WHILE AIRBORNE, OR BASE THE FLIGHT IS EXPECTED TO DEPART FROM WHILE AWAITING LAUNCH/TURNING.  
**MSN:** FLIGHT MISSION (CAS/BAI/AI/OCA ETC.)  
**NR:** NUMBER OF AIRCRAFT IN FLIGHT. NUMBER OF CRUISE MISSILES OR TBM'S.  
**TYPE A/C:** TYPE AIRCRAFT/CRUISE MISSILE/TBM  
**D:** TRACK IS DROPPED FROM THIS FLIGHT, CRUISE MISSILE OR TBM (AUTOMATICALLY OR MANUALLY)  
**\*:** INDICATES FUEL WARNING STATUS AS DETERMINED BY THE MODEL. LEAVE BLANK FOR CM/TBM'S  
**FUELWT PER AC:** FUEL WEIGHT PER AIRCRAFT (IN LBS). LEAVE BLANK FOR CM/TBM'S  
**JP%:** % OF FUEL REMAINING (FOR FLIGHT OR PER AIRCRAFT). LEAVE BLANK FOR CM/TBM'S  
**CRS:** COURSE  
**SPD:** SPEED IN KNOTS. FOR FLIGHTS/CRUISE MISSILES/TBM'S FASTER THAN 9999 KNOTS, USE FIRST TWO DIGITS AS KNOTS IN THOUSANDS, THEN ADD A "K" (FOR THOUSANDS) FOR THE THIRD CHARACTER.  
**ALT:** ALTITUDE. FOR TBM'S HIGHER THAN 99,999 FEET, USE FIRST TWO DIGITS FOR MILLIONS OF FEET (.1=100,000 FEET, 2=2,000,000 FEET), THEN ADD A "M" (FOR MILLION) FOR THE THIRD CHARACTER "\*" IS DISPLAYED WHEN THE A/C TYPE IS FLYING BELOW MSOA DEFINED FOR THE TYPE.

**PRESENT POSITION:**  
**LATITUDE:** SE  
**LONGITUDE:** SE  
**STAT:** SAME AS AIR TO AIR STATUS BOARD, PLUS ATK=AIR TO GROUND ATTACK, REC=RECON, ADRP=AIRDROP, AND BUGO=BUGOUT. STAT IS ATK FOR ALL CRUISE MISSILES/TBM'S.  
**RDR:** RADAR STATUS "OFF", "A" (AIR SEARCH ONLY ON), "S" (SURFACE SEARCH ONLY ON), AND "A S" (BOTH AIR AND SURFACE SEARCH ON) "\*" SIGNIFIES THAT SEARCH RADAR(S) IS "JAMMED"  
**W:** ROE STATUS (H=WEAPONS HOLD, TA=WEAPONS TIGHT AIR, TS=WEAPONS TIGHT SURFACE, TM=WEAPON TIGHT ARM, TL=WEAPONS TIGHT ALL, FA=WEAPONS FREE AIR, FS=WEAPONS FREE SURFACE, FM=WEAPONS FREE ARM, FL=WEAPONS FREE ALL)  
**TOT:** TIME OVER TARGET FOR AIR TO GROUND MISSIONS  
**TGT/TIN/BE:** TARGET NAME OR TIN# OR BE# AS APPLICABLE  
**LCHDTG:** ESTIMATED/ACTUAL DATE AND TIME OF LAUNCH FOR FLIGHTS. TIME OF LAUNCH FOR CRUISE MISSILES/TBM'S  
**RCVDTG:** CURRENT ANTICIPATED DATE AND TIME OF LANDING. LEAVE BLANK FOR CRUISE MISSILES/TBM'S

**ADDITIONAL INFORMATION:**

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**ARM:** PRIORITY OF TARGET RADAR(S) COMMANDED FOR THIS FLIGHT.  
**CLD:** LOAD OF AWSIM OBJECTS CARRIED BY AWSIM INTERNAL AIRLIFT/CARGO MISSIONS (NON-EXPENDABLE).  
**EXP:** # AND TYPE OF WEAPONS/CRUISE MISSILES THIS FLIGHT IS CARRYING.  
**JMR:** TYPE JAMMER SELECTED BY THIS EW FLIGHT.

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### 3.12 Board [6] AUX Mission Status

VIEW: BLUE1		[6] AUX MISSION STATUS - PAGE 1											GAME TIME: 010100		
MISSION#	ATO	TY	G	C/S OR SHIPNAME	MSN	NR	SHIPCLAS	STAT	MASTER	M1	M2	M3/A	M3/C	M4	CC
LIFTER01	DAY1	FL		XC500	TADP	4	C130E	ENR	ON	31 ON	* OFF	6034 ON	250 ON	ON	US
NATOLIFT	DAY1	FL		XC600	TADP	4	C130H	ENR	ON	* ON	4120* OFF	6056 ON	150 ON	ON	UK
WILDW00	DAY1	FL		SP200	WW	2	F4G	FIRE	OFF	31* OFF	4056* ON	6045* OFF	50* ON	* OFF	US
WILDW01	DAY1	FL		SP300	WW	2	F4G	FIRE	OFF	* ON	* ON	* OFF	* OFF	* ON	US
		SP	G	CVN69		1	EISEN		ON	03 ON	7701 ON	3751 ON		ON	

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED **MISSION#** OR **ATO** OR **TY** OR **G** OR **CS** OR **MSN** OR **TYPEAC** OR **STAT** OR **MASTER** (ON/OFF) OR **M1** (CODE/ON/OFF) OR **M2** (CODE/ON/OFF) OR **M3A** (CODE/ON/OFF) OR **M3C** (ON/OFF) OR **M4** (ON/OFF) OR **CC**.

**SEQUENCE:** SAME AS BOARD 5

**COMBINES VAX ASTABS:** NEW

**HEADER AND FIELDS EXPLANATION:**

**MISSION / ATO / G / MSN / NR:**

SAME AS MISSION STATUS BOARD.

**TY:** MISSION TYPE (FL=FLIGHT, SP=SHIP)

**CS OR SHIPNAME:** AIRCRAFT CALLSIGN OR SHIPNAME

**TYPEAC, SHIPCLAS:**

TYPE OF AIRCRAFT OR SHIP CLASS

**STAT:** SAME AS MISSION STATUS BOARD.

**MASTER:** MASTER ON/OFF SWITCH

**M1, M2, M3/A, M3/C:**

MODE 1, MODE 2, MODE 3/A, AND MODE 3/C (ALT IN HUNDREDSOF FEET) MODE CODE AND ON/OFF SWITCH SETTING FOR A FLIGHT.

IF THE IFF CODE(S) NEVER GET SET FOR THE FLIGHT, THEN THE CORRESPONDING MODE FIELD WILL BE BLANKED OUT.

"\*" - THE CODE IS NOT SQUAWKING,

"ON/OFF" - ON/OFF STATUS OF EACH MODE

**M4:** MODE 4 ON/OFF STATUS, THIS FIELD WILL BE BLANKED OUT IF THE FLIGHT IS NOT MODE 4 CAPABLE (DEFINED BY COUNTRY CODE)

**CC:** COUNTRY CODE

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### 3.13 Board [7] Air to Surface Status

VIEW: BLUE1	[7] AIR TO SURFACE STATUS - PAGE 1													GAME TIME: 010100						
G	FUELWT --PRESENT POSITION--										ALT	----CURRENT TARGET INFORMATION----				LCHDTG				
MISSION#	H	C/S	MSN	NR	TYPE	A/C	*PER	AC	LATITUDE	LONGITUDE	CRS	SPD	100	RDR	W	STAT	TOTDTG	TYP	TGT/TN/BE	RCVDTG
=====	=	=====	----	=====	=====	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----	-----
BUFF01		FF002	OCA	1	B52H		200000		N40-00-00	W126-00-00	270	300	200	OFF	FS	BING	010115	BEN	KDME8273IFDN	010015
		EXP:		0	AGM86															
CRUZ004		C0004		1	AGM86				N40-00-00	W120-00-00	090	400	5			ATK	010200	N41-00-00.9	W125-43-01.9	010030
CRUZ005		C0005		1	AGM86				N40-00-00	W120-06-00	090	400	5			ATK	010201	N41-00-20.0	W120-08-23.6	010031
CRUZ006		C0006		1	AGM129				N40-00-00	W120-12-00	090	400	5			ATK	010130	N41-01-00.0	W120-13-23.0	010032
CRUZ007		C0007		1	AGM88				N40-00-00	W120-18-00	090	400	5			ATK	010123	N40-00-09.5	W121-00-00.0	010100
STEALTH1		RN001	OCA	2	F117		10000		N45-30-00	W126-30-00	350	450	200	OFF	FS	ATK		OPFBASE5		010025
		EXP:		4	GBU27															
TBM0004		T0004		1	NIKESM				N44-00-00	W128-00-00	360	10K	.2M			ATK	010125	OPFBASE3		010058
DISPLAY: ALL																				
ENTER:																				

**DISPLAYS:** DISPLAY SELECTED **MISSION#** (ALL OR MISSION#(S)) OR **GH** (G) OR **CS** (ALL OR CALLSIGN(S)) OR **MSN** (ALL OR AI/ASW/ATK/BAI/CAS/FAC/OAS/OCA/REC/SCP/STRK/SURV/WW (ANY COMBINATION)) OR **TYPEAC** (TYPE A/C (SEARCH FROM ALL)) OR **FUELWT** (DISPLAYS FLTS WITH FUEL WARNING (\*)) OR **ALT** (DISPLAYS FLTS WITH MSOA WARNING (\*)) OR **RDR** (DISPLAYS FLTS BEING RADAR JAMMED (\*)) OR **STAT**. THE GH, FUELWT, ALT, AND RDR FILTERS DO NOT HAVE VALUES.

**SEQUENCE:** ARRANGE BY MISSION#, THEN BY CALLSIGN IN ALPHABETICAL ORDER

**DERIVED FROM VAX ASTAB:**

**HEADER AND FIELDS EXPLANATION:**

**MISSION#:** SE  
**GH:** G INDICATES GHOST UNIT.  
**C/S:** CALLSIGN (FLIGHT LEAD TAIL#).  
**MSN:** MISSION.  
**NR:** NUMBER OF AIRCRAFT IN FLIGHT.  
**TYPE A/C:** SE  
**\*:** INDICATES FUEL WARNING STATUS AS DETERMINED BY THE MODEL.  
**FUELWT PER AC:** FUEL WEIGHT PER AIRCRAFT (IN LBS).  
**PRESENT POSITION:**  
**LATITUDE:** SE  
**LONGITUDE:** SE

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**CRS:** COURSE.  
**SPD:** SPEED.  
**ALT/100:** ALTITUDE IN HUNDREDS OF FEET (150 IS 15000 FEET).  
**RDR:** RADAR STATUS "OFF", "A" (AIR SEARCH ONLY ON), "S" (SURFACE SEARCH ONLY ON), AND "A S" (BOTH AIR AND SURFACE SEARCH ON) "\*" SIGNIFIES THAT SEARCH RADAR(S) IS "JAMMED".  
**W:** ROE STATUS (H=WEAPONS HOLD, TA=WEAPONS TIGHT AIR, TS=WEAPONS TIGHT SURFACE, TL=WEAPONS TIGHT ALL, FA=WEAPONS FREE AIR, FS=WEAPONS FREE SURFACE, FM=WEAPONS FREE ARM, FL=WEAPONS FREE ALL).  
**STAT:** FLIGHT STATUS (LNCH=AWAITING LAUNCH, ENR=ENROUTE, ENG=ENGAGED, REFU= REFUELING, STA=ON STATION, INCT=PAIR COMMAND GIVEN, BING=BINGO).  
**CURRENT TARGET INFORMATION:**  
**TOTDTG:** ESTIMATED/ACTUAL TIME OVER TARGET.  
**TYP:** TARGET TYPE (BEN=BE NUMBER, BES=BE NUMBER WITH SUFFIX, CRN=CAS REQUEST NUMBER, MLN=MISSION LOCATION NAME, PIN=ELECTRONIC SITE/SET PIN IDENTIFIER, TN=TARGET NUMBER, TTN=THEATER TARGET NUMBER)  
**TGT/TN/BE:** CURRENT TARGET.  
**LCHDTG:** ESTIMATED/ACTUAL DATE AND TIME OF LAUNCH.  
**RCVDTG:** CURRENT ANTICIPATED DATE AND TIME OF LANDING.  
**ADDITIONAL FLIGHT INFORMATION:**  
**ARM / CLD / EXP / JMR:**  
SAME AS THE `MISSION STATUS' ASTAB.

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### 3.14 Board [8] Air to Air Status

VIEW: BLUE1	[8] AIR TO AIR STATUS - PAGE 1																			GAME TIME: 010100						
G	FUELWT --PRESENT POSITION--										ALT	----CURRENT TARGET INFORMATION----									LCHDTG					
MISSION#	H	C/S	MSN	NR	TYPE	A/C	*PER	AC	LATITUDE	LONGITUDE	CRS	SPD	100	RDR	W	STAT	TRACK	ISZ	SP	CSZ	BER	RNG	ALT	CRS	SPD	RCVDTG
1FS001			RS105	AD	2	F16C		10000	N45-00-00	W125-00-00	270	480	150	A	FA	INCT	AA045	4	1	3	280	4	200	190	500	010030
			EXP:																							
7ML001			RS107	ESC	2	F16C	*	2000	N43-00-00	W125-00-00	350	400	* 5	A*S	FA	BING										010030
			EXP:																							010130

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAYS SELECTED **MISSION#** (ALL OR EVENT(S)) OR **GH** (G) OR **CS** (ALL OR CALLSIGN(S)) OR **MSN** (ALL OR AD/DCA/CAP/ESC/SWP/STRCAP (ANY COMBINATION)) OR **TYPEAC** (TYPE A/C (SEARCH FROM ALL)) OR **FUELWT** (DISPLAYS FLTS WITH FUEL WARNING (\*)) OR **ALT** (DISPLAYS FLTS WITH MSOA WARNING (\*)) OR **RDR** (DISPLAYS FLTS BEING RADAR JAMMED (\*)) OR **STAT** OR **TRACK**. THE GH, FUELWT, ALT, AND RDR FILTERS DO NOT HAVE VALUES.

**SEQUENCE:** SAME AS MISSION STATUS ASTAB

**COMBINES VAX ASTABS:** 6/27

**HEADER AND FIELDS EXPLANATION:**

**MISSION#:** SE  
**GH:** G INDICATES GHOST UNIT  
**C/S:** CALLSIGN (FLIGHT LEAD TAIL#)  
**MSN:** MISSION  
**NR:** NUMBER OF AIRCRAFT IN FLIGHT  
**TYPE A/C:** SE  
**\*:** INDICATES FUEL WARNING STATUS AS DETERMINED BY THE MODEL  
**FUELWT PER AC:** FUEL WEIGHT PER AIRCRAFT (IN LBS)  
**PRESENT POSITION:**  
**LATITUDE:** SE  
**LONGITUDE:** SE  
**CRS:** COURSE  
**SPD:** SPEED  
**ALT/100:** ALTITUDE IN HUNDREDS OF FEET (150 IS 15000 FEET)  
**RDR:** RADAR STATUS "OFF", "A" (AIR SEARCH ONLY ON), "S" (SURFACE SEARCH ONLY ON), AND "A S" (BOTH AIR AND SURFACE

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**W:** SEARCH ON) "\*" SIGNIFIES THAT SEARCH RADAR(S) IS "JAMMED".  
ROE STATUS (H=WEAPONS HOLD, TA=WEAPONS TIGHT AIR, TS=WEAPONS TIGHT SURFACE, TL=WEAPONS TIGHT ALL,  
FA=WEAPONS FREE AIR, FS=WEAPONS FREE SURFACE, FM=WEAPONS FREE ARM, FL=WEAPONS FREE ALL)  
**STAT:** FLIGHT STATUS (LNCH=AWAITING LAUNCH, ENR=ENROUTE, ENG=ENGAGED, REFU= REFUELING, STA=ON STATION,  
INCT=PAIR COMMAND GIVEN, BING=BINGO).

**CURRENT TARGET INFORMATION:**

**TRACK:** CURRENT TARGET TRACK  
**ISZ:** INITIAL SIZE OF CURRENT TARGET  
**SP:** # OF KILLS ON CURRENT TARGET  
**CSZ:** CURRENT SIZE OF CURRENT TARGET (ISZ-SP=CSZ)  
**BER:** CURRENT BEARING TO CURRENT TARGET  
**RNG:** CURRENT RANGE TO CURRENT TARGET  
**ALT:** CURRENT ALTITUDE OF CURRENT TARGET (EXPESSED IN HUNDREDS OF FEET 200=20000FT)  
**CRS:** CURRENT COURSE OF CURRENT TARGET  
**SPD:** CURRENT SPEED OF CURRENT TARGET  
**LCHDTG:** ESTIMATED/ACTUAL DATE AND TIME OF LAUNCH  
**RCVDTG:** CURRENT ANTICIPATED DATE AND TIME OF LANDING

**ADDITIONAL INFORMATION:**

**ARM / CLD / EXP / JMR / TGT:**  
SAME AS MISSION STATUS ASTAB

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### 3.15 Board [9] Active Track Status

VIEW: BLUE1														[9] ACTIVE TRACK STATUS - PAGE 1		GAME TIME: 010100	
--DETECTING UNIT --				-----CURRENT TARGET INFORMATION-----				DTGLAST	---TRACK POSITION---			TYP	TKR	VID/SHIP			
MSN#/UNIT	GH	C/S	TRACKTYPE	TRACK#	TGTCS	BEARING	RANGE	DETECT	LATITUDE	LONGITUDE	DET	CLS	CLASS	COND			
MARINE2		KS003	SURFACE	JA031		090	35	010100	N45-00-00	W125-00-00	VIS	ENY	SLAVA	DAY			
1FS001		RS105	AIR	AA044	CS001	280	1	010100	N45-00-00	W120-00-00	VIS	ENY	FLOGGERS	DAY			
1FS001		RS105	AIR	AA045	CS003	280	4	010100	N45-00-00	W120-00-00	RDR	ENY					
SOCI			AIR	AA046		000	40	010058	N40-40-00	W125-00-00	RDR	ENY					

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED **MSN#** (INDIVIDUAL EVENT(S)/UNITS(S)) OR **GH** (G) OR **CS** (CALLSIGN(S)) OR **TRACKTYPE** (ALL OR SURFACE/AIR) OR **TRACK#** (DISPLAY ALL FLIGHTS/UNITS DETECTING THE TRACK (SEARCH FROM ALL). THE GH FILTER DOES NOT HAVE A VALUE.

**SEQUENCE:** HIGHEST PAGE ENTRY IS NEWEST TRACK (DETERMINED BY FIRST DETECTION TIME)

**COMBINES VAX ASTABS:** 10/11

**HEADER AND FIELDS EXPLANATION:**

**DETECTING UNIT:**

**MSN# / UNIT:** EVENT FOR AIRCRAFT, UNIT FOR SURFACE UNITS  
**GH:** G INDICATES GHOST UNIT  
**C/S:** CALLSIGN (FLIGHT LEADERS TAIL#)

**CURRENT TARGET INFORMATION:**

**TRACKTYPE:** SURFACE OR AIR  
**TRACK#:** TRACK NUMBER THAT THIS AIRCRAFT OR SURFACE UNIT IS DETECTING (COULD BE MORE THAN ONE, BUT THAT WOULD BE LISTED ON A LOWER LINE)  
**TGTCS:** TARGET CALLSIGN (FOR SENIOR OR SYSTEM CONTROLLER ONLY)  
**BEARING:** CURRENT BEARING TO TRACK  
**RANGE:** CURRENT RANGE TO TRACK

**DTG LAST DETECT:** DATE AND TIME TRACK WAS LAST DETECTED

**TRACK POSITION:**

**LATITUDE:** LATITUDE AT LAST DETECTION (MAY NOT BE CURRENT)  
**LONGITUDE:** LONGITUDE AT LAST DETECTION (MAY NOT BE CURRENT)

**TYP DET:** TYPE OF DETECTION, VIS=VISUAL, RDR=RADAR

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**TRK CLS:** TRACK CATEGORY (FRD = FRIENDLY, ENY = ENEMY, NEU = NEUTRAL, AND UNK = UNKNOWN) BY VIEW  
**VID/SHIP CLASS:** VISUAL IDENTIFICATION FOR AIRCRAFT DETECTED OR CLASS OF SHIP FOR SHIP VISUAL DETECTION  
**COND:** CURRENT CONDITIONS (DAY/ NITE) OF TARGET.

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### 3.16 Board [10] Site and Ship Surface to Air/Surface to Surface Status

VIEW: BLUE1	[10] SITE AND SHIP SURFACE TO AIR/SURFACE TO SURFACE STATUS - PAGE 1																GAME TIME: 010100									
UNITNAME	TY	H	MOD	LATITUDE	LONGITUDE	PTL	RADAR	ACT	RAD	W	STAT	QTY	WEAPONS	TRACK	ISZ	CSZ	TP	FR	HT	MS	#FR	#HT	#MS	TBM	DTG	UP
IHAWK	SA		AIR	N35-00-00	W130-00-00	000	RHAWK	OFF	10	H	MX	50	IHAWK								2	1	1	0	010020	010300
PATRIOT	SA		BTH	N35-00-00	W125-00-00	350	RPATT	OFF	130	H	OPER	50	PATRIOT								0	0	0	0		
PATRT005	SA	G	TBM	N45-00-00	W125-00-00	000	RPATT	ON	10	F	OPER	62	PATRIOT	JA021	1	1	TB	1	0	1	10	8	4	8		
PATRT007	SA	G	AIR	N40-00-00	W125-00-00	000	RPATT	OFF	10	H	DEST										0	0	0	0		
RADSITE1	RA	G		N36-00-00	W125-00-00		ERAPD	OFF	10		MOVE															
ROLAND02	SA	G	AIR	N44-00-00	W110-00-00	000	RRLND	OFF	10	H	SUPG	35	ROLAND	LOCKED BY ALSP							4	2	2	0		
SOCI	RA			N40-00-00	W125-00-00		TPS88	ON*	10		OPER															
SOCII	RA			N40-00-00	W126-00-00		TPS88	OFF	10		SUPA														010056	010101
SOCIV	RA	G		N40-00-00	W128-00-00		TPS88	OFF	10		DEST														010055	
STINGER	SD		AIR	N00-01-00	W000-01-00	000	BRADR	OFF	10	H	OPER	20	STINGER								0	0	0	0		
VICENNES	SP		AIR	N30-00-00	W120-00-00	325	SPY1	ON	10	T	OPER	50	SM2B4	JA023	4	3	AC	2	1	1	6	4	2	0		
XNIKSS	SS			N30-00-00	W121-00-00		NIKERDR	OFF	10		OPER	20	NIKSS	JA022												

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED UNITNAME(S) (SEARCH FROM ALL) OR TY (UNITYTYPE, DEFAULT IS ALL) OR GH (GHOST "G") OR TGT (TARGET MODE) OR ACT (JAMMED "\*\*") OR WEAPONS (TYPE OF SAM WEAPON, DISPLAY ENTIRE UNIT ENTRY) OR TRACK. NOTE: BASE/CARRIER/SHIP/SUB WILL ONLY BE DISPLAYED IF THEY HAVE SAM WEAPONS. THE GH FILTER DOES NOT HAVE A VALUE.

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY UNITNAME ALPHABETICAL ORDER

**COMBINES VAX ASTABS:** 8/9/34/35/109

**DEFAULT VALUES:** TGT MOD=AIR, PTL=180, ACT=OFF, W=HOLD(H), STAT=OPER (THIS DEFAULT FOR AWSIM OWNED OBJECTS ONLY)

**HEADER AND FIELDS EXPLANATION:**

**UNITNAME:** SE  
**TY:** UNIT TYPE. VALID ENTRIES ARE: SA (SAM SITE), SS (SSM SITE), RA (RADAR SITE), BA (BASE), CA (CARRIER), SP (SHIP), AND SD (SHORAD SITE)

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### 3.17 Board [11] Air Mobility Status

VIEW: BLUE1															[11] AIR MOBILITY STATUS - PAGE 1					GAME TIME: 010100	
MISSION#	C/S	MSN	NR	TYPE	A/C	*PER AC	FUELWT	HOMEBASE	DEP	BASE	DEPDTG	LATITUDE	LONGITUDE	PRESENT CONDITIONS	CRS	SPD	ALT	STAT	AIRDROP	COORDINATES/	
=====	=====	=====	---	=====	=====	=====	=====	=====	=====	=====	-----	-----	-----	-----	-----	-----	-----	=====	-----	-----	
LIFTER01	XC500	TADP	4	C130E		100000		RAMSTEIN	SEMBACH		010030	N44-00-00	W125-00-00	350 250 5000	ADRP				N45-00-00	W125-00-00	
	CLD:	CBS																			
LIFTER05	XC505	AIRLF	2	C130E		100000		RAMSTEIN	BITBURG		010035	N44-00-00	W126-00-00	350 250 15000	ENR				BUCHEL	010110	
	CLD:	20 AIM7M		10 MK82																	
DISPLAY: ALL																					
ENTER:																					

**DISPLAYS:** DISPLAY SELECTED **MISSION#** OR INDIVIDUAL EVENT(S) OR **CS** (CALLSIGN(S)) OR **MSN** (ALL OR AIRLF/CRGLF/TADP/AML/TNK) OR **TYPEAC** (TYPE(S) A/C) OR **FUELWT** (FUEL WARNING "\*\*") OR **HOMEBASE(S)** OR **DEPBASE** (DEP BASE(S)) (SEARCH FROM ALL) OR **STAT**.  
NOTE: FOR MISSION TYPES OTHER THAN "AIRLF", "CRGLF", "TADP", AND "AML" MISSION(S), BOARD WILL DISPLAY ONLY THOSE FLIGHTS THAT HAVE CARGO LOADED. "AIRLF", "CRGLF", "TADP", AND "AML" WILL ALWAYS BE DISPLAYED REGARDLESS OF CARGO LOADING STATUS. THE FUELWT FILTER DOES NOT HAVE A VALUE.

**SEQUENCE:** SAME AS MISSION STATUS ASTAB

**DERIVED FROM VAX ASTAB:** 17

**HEADER AND FIELDS EXPLANATION:**

**MISSION# / (C/S) / MSN / NR / TYPE AC / \*/FUELWT PER AC:**

PER AC SAME AS MISSION STATUS ASTAB EXPLANATION

**HOMEBASE:** BASE FLIGHT IS FROM IN THE GAME.

**DEP BASE:** BASE THE FLIGHT LAST DEPARTED FROM. WHILE IN AWAITING LAUNCH STATUS DUE TO SCRAMBLE, LAUNCH OR TURN, DEP BASE WILL BE THE BASE THE FLIGHT WILL BE TAKING OFF FROM. WHILE AIRBORNE, BASE THE FLIGHT TOOK OFF FROM.

**DEPDTG:** DATE AND TIME FLIGHT DEPARTED DEP BASE (SHOWS ETD WHILE IN AWAITING LAUNCH STATUS)

**PRESENT POSITION:**

**LATITUDE:** SE

**LONGITUDE:** SE

**PRESENT CONDITIONS:**

**CRS / SPD / ALT / STAT:**

SEE MISSION STATUS ASTAB EXPLANATION

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**AIRDROP COORDINATES:**

IF MISSION IS AIRDROP, COORDINATES FLIGHT IS GOING TO AIRDROP CBS GROUNDUNIT/SUPPLIES. FILLS TURNBASE LNDDTG  
FIELDS UNTIL AIRDROP COMPLETE.

**RCVYBASE:**

BASE FLIGHT IS RECOVERING INTO.

**LNDDTG:**

ANTICIPATED DATE AND TIME FLIGHT WILL LAND.

**ADDITIONAL INFORMATION:**

**CLD:**

AWSIM OBJECTS THAT THE AIRLIFT FLIGHT IS CARRYING. "CBS" IF FLIGHT WAS ORDERED TO "CARGOLOAD CBS".

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### 3.18 Board [12] Air to Ground/Air to Surface Damage History

VIEW: BLUE1													[12] AIR TO GROUND/AIR TO SURFACE DAMAGE HISTORY - PAGE 1			GAME TIME: 010100		
DAMAGED													-----ATTACKER INFORMATION-----					
UNITNAME	TYPE	LATITUDE	LONGITUDE	TGT #	EPUS	DTGHIT	DTGOPEN	REPAIR	A/C	SHL	POL%	WPN%	MISSION#	# & TYPE AC	# & TYPE WPN			
BUECHEL	BASE	N45-00-00.0	W125-00-00.0	RWY	500	010056	010824		0	0	.	.	BADGUY02	4 FLOGGERJ	8 FAB1000			
IHAWK	SAM	N35-00-00.0	W125-00-00.0	RDR	500	010020	010300		.	.	.	.	BADGUY03	4 FENCERD	16 AS16B			
BITBURG	BASE	N46-00-00.0	W125-00-00.0	SHL	700	010010	010500	010730	3	3	.	.	BADGUY01	4 FLOGGERD	8 KHB1500L			
DISPLAY: ALL																		
ENTER:																		

**DISPLAYS:** DISPLAY SELECTED **UNITNAME(S)** OR **TYPE** (ALL OR BASE/CARR(CARRIER)/SHIP/SAM(SAMSITE)/RAD(RADARSITE)/SHOR(SHORAD)/SUB(SUBMARINE)  
 (SEARCH FROM ALL) OR **MISSION#** (OF ATTACKER).

**SEQUENCE:** HIGHEST PAGE ENTRY IS LEAST RECENT EVENT (BY DTGHIT)

**DERIVED FROM VAX ASTAB: 22**

**HEADER AND FIELDS EXPLANATION:**

**DAMAGE UNITNAME:SE**

**TYPE:** UNIT TYPE

**DAMAGE UNIT POS:**

**LATITUDE:** SE

**LONGITUDE:** SE

**TGT:** AWSIM SUBTARGETS

**#EPUS:** # OF EPUS THAT HIT UNIT

**DTGHIT:** DATE AND TIME UNIT WAS HIT

**DTGOPEN:** DATE AND TIME UNIT WILL BE OPERATIONAL (SAM/RADAR/SHORAD/SHIP) OR OPEN (BASE/CARRIER)

**TIMEMX REPAIR:** DATE AND TIME MAINTENANCE WILL BE REPAIRED FOR BASE/CARRIER

**A/C:** # OF AIRCRAFT DESTROYED ON BASE/CARRIER

**SHL:** # OF SHELTERS DESTROYED ON BASE

**POL%:** % OF POL DESTROYED ON BASE/CARRIER

**WPN%:** % OF WEAPONS DESTROYED ON BASE/CARRIER/SITE

**ATTACKER INFORMATION (SENIOR CONTROLLER ONLY):**

**MISSION#:** SE FOR BOMBS/ASMS, USE LAUNCHING AC OR LAUNCHING UNIT FOR CRUISE MISSILES/TBMS

**# & TYPE AC:** SE FOR ALL TYPE WEAPONS

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# & TYPE WPN: # AND TYPE OF WEAPONS DROPPED ON VICTIM UNIT  
(FOR CRUISE MISSILES/TBMS USE # AND TYPE CRUISE MISSILES/TBMS TO HIT TGT). BLANK FOR SENIOR CONTROLLER DAMAGE.

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### 3.19 Board [13] History of Destroyed Air Objects

VIEW: BLUE1													[13] HISTORY OF DESTROYED AIR OBJECTS - PAGE 1			GAME TIME: 010100	
MISSION#	TAIL#	TYPE	MSN	KILLED AT	LAT/LONG	ALT	DTGKLD	REASON	ATKRMSN#	FROMBASE	CS/NAME	ATKRTYPE	WEPNUSED				
=====	=====	=====	=====	-----	-----	-----	-----	=====	=====	=====	=====	=====	=====	=====	=====	=====	=====
CRUZ	C0001	AGM86		N44-35-00	W127-00-00	500	010057	AAE	BADGUY04	OPFBASE2	ZZ500	FXHOUNDA	AA9				
TBM	T0001	NIKESM		N44-35-00	W127-00-00	100000	010056	SAM			SAM1001	SA10	SA10				
01FS0101	*RS204	F16C	CAP	N45-00-00	W126-30-00	5000	010040	MAYDAY									
15FS0100	+RS104	F16C	OCA	N45-00-00	W125-00-00	200	010035	BIRD									
15ML0011	RM103	F15E	OCA	N45-25-00	W127-00-00	500	010027	SAM			SAM1501	SA15	SA15				
15ML0011	RM104	F15E	OCA	N45-05-00	W127-00-00	500	010010	AAE	BADGUY03	OPFBASE2	ZZ104	FULCRUMA	AA11				
	BT100	F15C		N46-00-00	W125-00-00		010010	BASEATK	BADGUY01	OPFBASE2	ZZ701	FLOGGERD					
	BT101	F15C		N46-00-00	W125-00-00		010010	BASEATK	BADGUY01	OPFBASE2	ZZ701	FLOGGERD					
	BT102	F15C		N46-00-00	W125-00-00		010010	BASEATK	BADGUY01	OPFBASE2	ZZ701	FLOGGERD					
01FS0102	BT201	F15C	DCA	N44-35-00	W125-00-00	1000	010010	OUTFUEL	*CONTROL								
DISPLAY: ALL																	
ENTER:																	

**DISPLAYS:** DISPLAY SELECTED MISSION# OR TAIL OR TYPE OR MSN TYPE(S) (BAI/CAS/AI/OCA ETC. (ANY COMBINATION)) OR REASON OR ATKRMNS# OR FROMBASE OR CSNAME OR ATKRTYPE OR WEPNUSED.

**SEQUENCE:** HIGHEST PAGE ENTRY IS LATEST OBJECT DATE AND TIME KILLED(DTGKLD)

**COMBINES VAX ASTABS:** 23/112

**HEADER AND FIELDS EXPLANATION:**

**MISSION#** EVENT OF FLIGHT. CRUZ FOR CRUISE MISSILES. TBM FOR TBMS.  
**\*** RESURRECTED AIRCRAFT.  
**+** REPLENISHED AIRCRAFT (BY SQUADRON).  
**TAIL#:** TAIL# OF ANY AIRCRAFT/CRUISE MISSILE/TBM DESTROYED DURING THE FLIGHT (CRUISE MISSILE AND TBM TAIL NUMBERS ARE GENERATED BY THE GAME IN SEQUENTIAL ORDER STARTING WITH C0001 FOR CRUISE MISSILES AND T0001 FOR TBMS).  
**TYPE:** TYPE OF AIRCRAFT FOR FLIGHTS. FOR CRUISE MISSILES/TBMS, TYPE OF CRUISE MISSILE/TBM DESTROYED.  
**MSN:** TYPE OF MISSION FOR FLIGHTS. N/A FOR CRUISE MISSILES/TBMS  
**KILLED AT LAT/LONG:** COORDINATES THAT THE AIRCRAFT/CRUISE MISSILE/TBM WAS DESTROYED.  
**ALT:** ALTITUDE THE AIRCRAFT/CRUISE MISSILE/TBM WAS KILLED.  
**DTGKLD:** DATE AND TIME THE AIRCRAFT/CRUISE MISSILE/TBM WAS KILLED.  
**REASON:** HOW TARGET WAS DESTROYED.  
**ATKRMSN#:** ATTACKER MISSION NUMBER. ONLY POPULATED IF ATTACKER WAS A FLIGHT. (SENIOR CONTROLLER ONLY).

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**FROMBASE:** ATTACKERS BASE OF DEPARTURE. LEAVE BLANK FOR AIRCRAFT/CRUISE MISSILES DESTROYED BY ANY MEANS OTHER THAN AN AIR TO AIR ENGAGEMENT. ONLY POPULATED IF ATTACKER WAS A FLIGHT, BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**CS/NAME:** ATTACKERS CALLSIGN FOR AIR TO AIR ENGAGEMENTS. SAM/SHIP/SUB/SHORAD NAME FOR SURFACE TO AIR ENGAGEMENTS. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**ATKRTYPE:** ATTACKERS TYPE AC FOR AIR TO AIR ENGAGEMENTS. SAM/SHIP/SUB/SHORAD CLASS FOR SURFACE TO AIR ENGAGEMENTS. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**WEPNUSED:** TYPE AAM/SAM/CIWS USED FOR KILL. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

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### 3.20 Board [14] Mission History

VIEW: BLUE1		[14] MISSION HISTORY - PAGE 1										GAME TIME: 010100								
MISSION#	ATO-	-C/S-	DEPBASE	LCHDTG	SQUADRON	--TYPE	AC---	RCVYBASE	RCVDTG											
-MSN-	TS/TO/TG/LD	TOTDTG	TGTNAME	SUB	#EPU	VICTM	-----	TGT	LAT/LONG-----	#	&	TYPE	OF	WEAPONS	EXPENDED	TYP	-----	TGT/TN/BE-----		
TAIL#	DTGENG	--ALT--	ATKMSN#	FROMBASE	CS/NAME	ATKRTYPE	WEPNUSED	ENGAGEMENT	LAT/LONG-	TYPE	ENGAGEMENT									
CRUZ001	C0001	VICENNES	010020			1	TLAMC													
N/A	/	/01/	010059	OPFBASE2	SHL	400		N45-10-00.3	W125-00-00.0	1	TLAMC									
CRUZ002	C0002	15ML001	010050			1	AGM86													
	/	/00/																		
	C0002	010057	500	BADGUY04	OPFBASE2	ZZ500		FXHOUNDA	AA9			N44-35-00	W127-00-00	AAE						
TBM0001	T0001	NIKE002	010050			1	NIKESSM													
N/A	01/01/00/																			
	T0001	010056	100000				SAM1001		SA10			N44-35-00	W127-00-00	SAM						
17ML001	BC102	BUECHEL	010020	393WW		1	TORNADOE	SPANGDAH	010057											
WW	/	/ /01																		(NOTE: BC102 HAD A PROBLEM, SPLIT OFF AND DIVERTED TO SPANGDAH)
17ML001	BC101	BUECHEL	010020	393WW		1	TORNADOE	BUECHEL	010055											
WW	02/02/ /01																			
15ML001	FF001	FAIRFORD	010015	402BS		1	B52G	FAIRFORD	010155											
OCA	01/01/ /01													1	AGM86					
15ML0011	RM101	RAMSTEIN	010010	496TFS		4	F15E	SEMBACH	010050											
OCA	04/04/03		010020	OPFBASE3	POL	2000		N45-00-00.0	W127-00-00	6	GBU10									
			010020	FULCRUMA				N45-10-00	W126-50-00	1	AIM7M									
			010021	FULCRUMA			ZZ104	N45-10-00	W127-00-00	1	AIM9M									
			010026	FULCRUMA			ZZ103	N45-15-00	W127-00-00	1	AIM9M									
			010026	FULCRUMA			ZZ102	N45-15-00	W127-00-00	1	AIM9M									
	/02		010030	SAM1501	WEP	2000		N45-30-00.0	W127-00-00.0	12	CBU87									
			010035	FLOGGERG			ZZ002	N45-35-00	W127-00-00	1	AIM9M									
	/02													1	AIM7M					4
														12	CBU87					6
	RM104	010010	500	BADGUY03	OPFBASE2	ZZ201		FULCRUMA	AA11			N45-05-00	W127-00-00	AAE						
	RM103	010027	500				SAM1501					N45-25-00	W127-00-00	SAM						
		010035	500	BADGUY04	OPFBASE5	ZZ001		FLOGGERG	AA7C			N45-35-00	W127-00-00	AAE						
CARGO1	EF101	FRANKFUR	010005	3TAS		2	C130E	RAMSTEIN	010050											
AIRLF	02/02/ /02													10	MK82					
5FS0100	RS101	RAMSTEIN	010010	512TFS		4	F16C	RAMSTEIN	010045											
GOCA	04/04/04/		010030	OPFBASE1	SHL	350		N45-00-00.0	W125-00-00.0	4	GBU10									TN
	/03		010040	OPFBASE2	AC	350		N45-10-00.0	W125-00-00.0	4	GBU10									
	/03													8	GBU10					
RS104	010035	200						N45-00-00	W125-00-00		BIRD									

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VIEW: BLUE1		[14] MISSION HISTORY - PAGE 2										GAME TIME: 010100						
MISSION#	ATO-	-C/S-	DEPBASE	LCHDTG	SQUADRON	--TYPE	AC---	RCVYBASE	RCVDTG									
-MSN-	TS/TO/TG/LD	TOTDTG	TGTNAME	SUB	#EPU	VICTM	-----	TGT	LAT/LONG-----	#	&	TYPE	OF	WEAPONS	EXPENDED	TYP	-----	TGT/TN/BE-----
TAIL#	DTGENG	--ALT--	ATKREVTN	FROMBASE	CS/NAME	ATKRMSN#	WEPNUSED	ENGAGEMENT	LAT/LONG-	TYPE	ENGAGEMENT							
01FS0101	RS201	RAMSTEIN	010010	526TFS	4	F16C	RAMSTEIN	010045										
CAP	04/04/	/	010015	FLOGGERG	ZZ001	N45-00-00	W126-00-00	2	AIM120A									
			010020	FULCRUMA	ZZ101	N45-00-00	W126-30-00	2	AIM9M	10	MM20A							
	/03							2	AIM120A	2	AIM9M							
								10	MM20A									
	RS204	010040	5000					N45-00-00	W126-30-00	MAYDAY								
MARINE1	KS001	KEARSEAG	010015	VMFA331	2	AV8B	SPANGDAH	010040										
CAS	02/02/00/02																	
DISPLAY: ALL																		
ENTER:																		

**DISPLAYS:** DISPLAY SELECTED **MISSION#** OR **ATO** OR **CS** (CALLSIGN(S) (ANY SELECTED CALLSIGN SHOULD INCLUDE BOTH THE LAUNCHING FLIGHT AND ITS ASSOCIATED AIR LAUNCHED CRUISE MISSILE(S)), OR **DEPBASE**(S) OR **SQUADRON** OR **TYPEAC** OR **RCVYBASE** OR **MSN** TYPE(S)(BAI/CAS/AI/OCA ETC.(ANY COMBINATION)) OR **ATKRMSN#**(S)(SEARCH FROM ALL).

**SEQUENCE:** HIGHEST PAGE ENTRY IS LATEST OBJECT DELETE TIME (LAND TIME FOR FLIGHTS, IMPACT TIME (TOT) FOR CRUISE MISSILES/TBMS))

**COMBINES VAX ASTABS:** 23/24/25/26/28/30/27/112

**HEADER AND FIELDS EXPLANATION:**

**ADMINISTRATIVE DETAILS:**

- MISSION#:** EVENT OF FLIGHT. CRUZ FOR CRUISE MISSILES. TBM FOR TBMS.
- ATO:** ATO ID FROM CTAPS.
- C/S:** (CALLSIGN) TAIL# OF FLIGHT LEADER. LEAVE BLANK FOR CRUISE MISSILES AND TBMS.
- DEPBASE:** DEPARTURE BASE OF THE FLIGHT. LAUNCHING FLIGHT MISSION NUMBER FOR AIR LAUNCHED CRUISE MISSILES. FOR TBMS AND SURFACE LAUNCHED CRUISE MISSILES, SURFACE UNIT THAT FIRED THE CM/TBM.
- LCHDTG:** TAKEOFF DATE AND TIME FOR THE FLIGHT. FOR CRUISE MISSILES TIME OF LAUNCH FROM THE UNIT/FLIGHT. FOR TBMS, TIME OF LAUNCH FROM THE UNIT
- SQUADRON:** SQUADRON THE FLIGHT IS FROM. LEAVE BLANK FOR CRUISE MISSILES/TBMS.
- TYPE AC:** NUMBER AND TYPE OF AIRCRAFT FOR FLIGHTS. FOR CRUISE MISSILES/TBMS, NUMBER AND TYPE OF CRUISE MISSILES/TBMS LAUNCHED.
- RCVRBASE:** BASE OF LANDING FOR FLIGHTS. LEAVE BLANK FOR CRUISE MISSILES/TBMS
- RCVDTG:** DATE AND TIME OF LANDING FOR FLIGHTS. LEAVE BLANK FOR CRUISE MISSILES/TBMS

**OFFENSIVE ENGAGEMENTS:**

- MSN:** TYPE OF MISSION FOR FLIGHTS. N/A FOR CRUISE MISSILES/TBMS
- TS/TO/TG/LD:** TS= # OF AIRCRAFT/CRUISEMISSILES/TBMS COMMANDED TO LAUNCH/FIRE. TO= # OF AIRCRAFT/CRUISE MISSILES/TBMS ACTUALLY

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LAUNCHED/FIRED. TG= # OF AIRCRAFT/CRUISE MISSILES/TBMS THAT ACTUALLY MADE IT TO THE TARGET PER TARGET (COULD BE MORE THAN ONE FOR FLIGHTS. SEE ABOVE EXAMPLES)(LEAVE BLANK FOR AIR TO AIR ATTACKS. LD= # OF AIRCRAFT THAT ACTUALLY LANDED (LEAVE BLANK FOR CRUISE MISSILES/TBMS).

**TOTDTG:** DATE AND TIME OF BOMB/ASM/CRUISE MISSILE/TBM IMPACT. DATE AND TIME OF AIR TO AIR KILL FOR AIR TO AIR ENGAGEMENTS.

**TGTNAME:** TARGET UNIT NAME FOR AIR TO GROUND FLIGHTS/CRUISE MISSILES/TBMS. TARGET AIRCRAFT TYPE FOR AIR TO AIR ENGAGEMENTS.

**SUB:** AWSIM SUBTARGET FOR AIR TO GROUND ENGAGEMENTS/CRUISE MISSILES/TBMS.

**#EPU:** # OF EPUS TO HIT TARGET FOR AIR TO GROUND ENGAGEMENTS/CRUISE MISSILES/TBMS.

**VICTM:** TAIL# OF VICTIM AIRCRAFT FOR AIR TO AIR ENGAGEMENTS.

**TGT LAT/LONG:** COORDINATES FOR BOMB/ASM/CRUISE MISSILE/TBM IMPACT. COORDINATES OF VICTIM AIRCRAFTS DEMISE FOR AIR TO AIR ENGAGEMENTS.

**# & TYPE OF WPNS EXPENDED:**  
PER ENGAGEMENT OR TOTAL AS APPLICABLE (AIR TO GROUND OR AIR TO AIR). IF ONLY A SINGLE ENGAGEMENT, TS/TO/TG/LD AND # & TYPE WEAPONS EXPENDED WILL BE ON ONE LINE. IF MULTIPLE ENGAGEMENTS, USE EXAMPLES ABOVE (LD AND TOTAL # AND TYPES OF WEAPONS USED WILL BE ON LAST LINE). FOR AIRLIFT MISSIONS, AMOUNT OF CARGO OFFLOADED.

**TYP / TGT/TN/BE:**  
SAME AS THE 'AIR TO SURFACE' ASTAB.

**PRESENT LOSSES:**

**TAIL#:** TAIL# OF ANY AIRCRAFT/CRUISE MISSILE/TBM DESTROYED DURING THE FLIGHT (CRUISE MISSILE AND TBM TAIL NUMBERS ARE GENERATED BY THE GAME IN SEQUENTIAL ORDER STARTING WITH C0001 FOR CRUISE MISSILES AND T0001 FOR TBMS).

**DTGENG:** DATE AND TIME THAT AIRCRAFT/CRUISE MISSILE/TBM WAS ENGAGED.

**ALT:** ALTITUDE THAT AIRCRAFT/CRUISE MISSILE/TBM WAS KILLED.

**ATKRMSN#:** ATTACKER MISSION NUMBER. LEAVE BLANK FOR AIRCRAFT/CRUISE MISSILES DESTROYED BY ANY MEANS OTHER THAN AN AIR TO AIR ENGAGEMENT. (SENIOR CONTROLLER ONLY).

**FROMBASE:** ATTACKERS BASE OF DEPARTURE. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**CS/NAME:** ATTACKERS CALLSIGN FOR AIR TO AIR ENGAGEMENTS. SITE/SHIP/SUB NAME FOR SURFACE TO AIR ENGAGEMENTS. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**ATKRTYPE:** ATTACKERS TYPE AC FOR AIR TO AIR ENGAGEMENTS. SITE/SHIP/SUB CLASS FOR SURFACE TO AIR ENGAGEMENTS. DISPLAY ALSP FOR ALSP SAM SHOTS. (SENIOR CONTROLLER ONLY).

**WEPNUSED:** TYPE AAM/SAM/CIWS USED FOR KILL. BLANK FOR SENIOR CONTROLLER KILLS. (SENIOR CONTROLLER ONLY).

**ENGAGEMENT AT LAT/LONG:**  
COORDINATES THAT THE AIRCRAFT/CRUISE MISSILE/TBM WAS DESTROYED.

**TYPE ENGAGEMENT:**  
HOW IT WAS DESTROYED.

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### 3.21 Board [15] Airspace Coordination

VIEW: BLUE1		[15] AIRSPACE COORDINATION - PAGE 1								GAME TIME: 010100				
NAME	ATO	TYPE	PT	ORDERS	LAT/CRS	LONG/DIST	SPD	ALT	RNG/ RAD	FTRS/TKRS ASSIGNED	MSN C/S	NR	TYPE	A/C
BLUCAP	A	CAP	1	CAP	N51-25-00	E127-10-11	480	25000	65	BCAP1	MSN	4	F15C	
										BCAP2	MSN	2	F16C	
BLUORBIT	A	ORB	1	ORBIT	N50-45-15	E127-00-25	350	22000	10	TANK1	MSN	2	KC135R	
			2		N50-45-15	E127-30-15				TANK2	MSN	2	KC135R	
				F1	N50-30-15	E127-30-20				TANK3	MSN	1	KC10	
				F2	N51-00-15	E127-30-20								
				F3	N51-00-15	E127-00-20								
				F4	N50-30-15	E127-00-20								
BLURROUTE	A	CAP	1	CAP	N50-00-00	E127-00-00	480	22000	50	CAP	MSN	4	F15C	
BLURROUTE	A	ORB	1	ORBIT	N50-30-30	E127-00-05	350	20000	10	ORB	MSN	1	RC135V	
			2		N50-30-30	E127-00-55								
				F1	N50-00-00	E127-00-00								
				F2	N51-00-15	E127-30-20								
				F3	N51-00-15	E127-00-20								
				F4	N50-30-15	E127-00-20								
BLURROUTE	A	RTE	1	PRO POS	N50-00-20	E127-00-00	480	500						
			2	PRO COU	050	120	450	250						
			3	REFUEL	N53-00-10	E127-10-15				TANK4	MSN	2	KC135R	
			4	REFUEL	N54-00-10	E127-15-15				TK001	C/S	1	KC10	
			5	PRO POS	N55-00-00	E128-20-35	540	200						

DISPLAY: ALL  
 ENTER:

DISPLAYS: DISPLAY SELECTED NAME(S), ATO(S) TYPE(S), ASSIGNED, AND TYPEAC (TYPE A/C).

SEQUENCE: Arrange by NAME in alphabetical order, then by ATO, then by TYPE(Cap, then by ORB, then by RTE).

DERIVED FROM VAX ASTAB: 19 AND DAS ORBIT AND CAP BOARD

HEADER AND FIELDS EXPLANATION:

NAME: SE  
 ATO: ATO ID

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**TYPE:** CAP, ORBIT, OR ROUTE  
**PT:** SE (FOR ORBITS, 1 AND 2 ARE PTS DEFINED BY THE COMMAND, F1, F2, F3, AND F4 ARE PTS ACTUALLY FLOWN).  
**ORDERS:** SE  
**LAT/CRS:** LATITUDE OR COURSE  
**LONG/DIST:** LONGITUDE OR DISTANCE  
**SPD:** SE  
**ALT:** SE  
**RNG/RAD:** CAP RANGE/ORBIT RADIUS  
**FTRS/TKRS ASSIGNED:** FIGHTERS OR TANKER ASSIGNED (ONLY TANKERS THAT WERE IN THE ORIGINAL DEFINE ROUTE ORDER WILL BE DISPLAYED FOR ROUTES).  
**MSN C/S:** MISSION OR CALLSIGN  
**NR:** NUMBER OF A/C  
**TYPE A/C:** SE

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### 3.22 Board [16] Squadron Default Values

```

VIEW: BLUE1
                                [16] SQUADRON DEFAULT VALUES - PAGE 1
                                GAME TIME: 010100
----- DIVERTED BASES ----- MSL DEFINED ----- STANDARD CONVENTIONAL LOAD (SCL) -----
SQUADRON  BASE  TYPE A/C  BASE 1  BASE 2  BASE 3  BINGO MISSION  NAME  #  TYPE WPN  #  TYPE WPN  #  TYPE WPN  #  TYPE WPN
=====
22FS      EDAD   F15C    EDAB    EDA     EDAS    35000 AI      *DEFAULT  4  AIM120A  2  AIM9M    5  MM20A
VMFA331   KEARSEAG AV8B    KENNEDY  25000 ATK    SCL1    4  AGM65F    5  GAU12   8  MK82
DISPLAY: ALL
ENTER:

```

**DISPLAYS:** DISPLAY SELECTED SQUADRON, BASE, TYPEAC (TYPE A/C), MISSION, SCL NAME, AND WPN (TYPE OF WEAPON).

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY SQUADRON NAME ALPHABETICAL ORDER.

**DERIVED FROM VAX ASTAB:**

**HEADER AND FIELDS EXPLANATION:**

**SQUADRON:** SE (SELF EXPLANATORY)

**BASE:** SE

**TYPE A/C:** SE

**DIVERTED BASE:**

BASE 1/2/3: SE

**MSL BINGO:** MEAN SEA LEVEL BINGO ALTITUDE FOR THIS A/C

**DEFINED MISSION:** DEFINED MISSION FOR THE SQUADRON

**STANDARD CONVENTIONAL LOAD (SCL):**

**NAME:** NAME OF THE STANDARD CONVENTIONAL LOAD FOR THE SQUADRON

**#:** NUMBER OF WEAPONS FOR THE STANDARD CONVENTIONAL LOAD

**TYPE WPN:** TYPE OF THE WEAPON FOR THE STANDARD CONVENTIONAL LOAD

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### 3.23 Board [17] Aircraft Maximum Weapon Load

```
VIEW: BLUE1                                [17] AIRCRAFT MAXIMUM WEAPON LOAD - PAGE 1                                GAME TIME: 010100
TYPE A/C #  TYPE WPN #
=====  -----  -----  -----  -----  -----  -----  -----  -----  -----  -----
A10          6 AGM65D    6 AGM65G    8 MK82      4 MK84
DISPLAY: ALL
ENTER:
```

**DISPLAYS:** DISPLAY SELECETED **TYPEAC** (TYPE A/C) AND **WPN** (TYPE OF WEAPON).

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY TYPE A/C IN ALPHABETICAL ORDER.

**DERIVED FROM VAX ASTAB:**

**HEADER AND FIELDS EXPLANATION:**

**TYPE A/C:** SE  
**#:** TOTAL QUANTITIES  
**TYPE WPN:** TYPE OF THE WEAPON

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### 3.24 Board [18] Aircraft Characteristics

VIEW: BLUE1		[18] AIRCRAFT CHARACTERISTICS - PAGE 1																GAME TIME: 010100						
		RANGE LL				LNCH TURN REACT				MIN	MAX	LOG	-----LOGSIM-----											
TYPE	A/C	AEM	GEM	SEM	FL350	RAD	MAX ALT	MSOA	VMAX	QMAX	VCRU	DELY	TIME	TOATK	EXPD	MTBF	MX	MX	SIM	FMC	PBBAD	PBBDA	PBGAB	PBRTB
=====	----	----	----	----	----	----	----	----	----	----	----	----	----	=====	=====	----	----	----	=====	----	----	----	----	----
A10		80	100	100	1200	200	30000	100	360	350	300	5	30	NO	NO	600	200	100	YES	44.12	3.10	100.0	56.09	0.91

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED **TYPEAC** (TYPE A/C) AND **REACT** (YES/NO) OR **EXPD** (YES/NO) OR **LOGSIM** (YES/NO)

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY TYPE A/C IN ALPHABETICAL ORDER.

**DERIVED FROM VAX ASTAB:**

**HEADER AND FIELDS EXPLANATION:**

- TYPE A/C:** SE
- AEM:** AIR EFFECTIVENESS MULTIPLIER (FOR SENIOR OR SYSTEM CONTROLLER ONLY).
- GEM:** GROUND EFFECTIVENESS MULTIPLIER (FOR SENIOR OR SYSTEM CONTROLLER ONLY).
- SEM:** STANDOFF EFFECTIVENESS MULTIPLIER (FOR SENIOR OR SYSTEM CONTROLLER ONLY).
- RANGE FL350:** SE
- LL RAD:** SE
- MAX ALT:** MAXIMUM ALTITUDE
- MSOA:** MIN. SAFE OPERATING ALTITUDE
- VMAX:** MAX VELOCITY (35,000 FT)
- QMAX:** LOW ALTITUDE MAXIMUM VELOCITY
- VCRU:** DEFAULT CRUISE SPEED
- LNCH DELAY:** LAUNCH DELAY
- TURN TIME:** DEFAULT TIME TO TURN AIRCRAFT
- REACT TO ATK:** REACT TO ATTACK (YES/NO)
- EXPND:** EXPEND (YES/NO) AIR TO GROUND MUNITIONS IF REACT TO ATTACK SET TO YES (REACTING)
- MTBF:** MEAN TIME BETWEEN FAILURE (FOR SENIOR OR SYSTEM CONTROLLER ONLY).

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**MIN MX:** MEAN TIME TO PERFORM THE SCHEDULED MAINTENANCE (FOR SENIOR OR SYSTEM CONTROLLER ONLY).  
**STD MX:** STANDARD DEVIATION OR UNSCHEDULED MAINTENANCE (FOR SENIOR OR SYSTEM CONTROLLER ONLY).  
**LOGSIM:** LOGSIM ELIGIBLE  
**FMC:** FULL MISSION CAPABLE RATE  
**PBBAD:** PROBABILITY OF BASE ATTACK DAMAGE  
**PBBDA:** PROBABILITY OF BATTLE DAMAGE  
**PBGAB:** PROBABILITY OF GROUND ABORT  
**PBRTB:** PROBABILITY OF ROUTINE BREAK

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### 3.25 Board [19] Pending Flight Mission Status

VIEW: BLUE1		[19] PENDING FLIGHT MISSION STATUS - PAGE 1											GAME TIME: 010100		
													FUELWT		
MISSION#	ATO	C/S	DEP BASE	MSN	NR	TYPE	A/C	PER	AC	STAT	M1	M2	M3	CC	LCHDTG
PENDING1	DAY1		EDAR	DCA	4	F16C		10000	PEND	11	2222	3333	US	010500	
	EXP:	2	AIM9M	2	GBU10										
GDALERT1	DAY1	FF003	EDAR	AD	2	F16C		10000	GALT	12	2223	3334	US		
	EXP:	2	AIM120A	4	AIM9M	5	MM20A								
GDALERT2	DAY1	FX001	EDAF	AIRLF	1	C130E		100000	GALT	13	2224	3335	UK		
	CLD:	4	MK82												
DISPLAY: ALL															
ENTER:															

**DISPLAYS:** DISPLAY SELECTED MISSION# OR ATOID OR CS OR DEPBASE OR MSN OR TYPEAC OR STAT OR M1 (NUM) OR M2 (NUM) OR M3 (NUM) OR CC.

**SEQUENCE:** SAME AS BOARD 5/9 AS APPLICABLE

**HEADER AND FIELDS EXPLANATION:**

**MISSION# / ATO / DEP BASE / MSN / TYPE A/C / FUELWT PER AC:**

SAME AS BOARD 5.

**C/S:** SAME AS BOARD 5. BLANK IF CALLSIGN IS NOT SPECIFIED IN THE SCRAMBLE/LAUNCH ORDER.

**NR, EXP AND CLD:**

SAME AS BOARD 5, THEY WILL BE ESTIMATED (FROM ORDERS) FOR PENDING FLIGHTS (SINCE ACTUAL LOADS WILL BE BASED ON BASE LOGISTICS AVAILABILITY AT ASSEMBLY TIME.)

**STAT:** PEND = PENDING, GALT = GROUND ALERT

**M1, M2, M3:**

IFF MODE 1, MODE 2 AND MODE 3 SETTINGS

**CC:** COUNTRY CODE

**LCHDTG:** ESTIMATED TIME OF LAUNCH, WILL BE BLANK FOR ALL GROUND ALERT MISSIONS (GROUND ALERTS WILL RECEIVE LAUNCH TIME ONCE SCRAMBLED AND THE ENTRY WILL BE TRANSFERED TO BOARD 5 AT THAT TIME.)

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### 3.26 Board [20] Pending CM/TBM Mission Status

VIEW: BLUE1										[20] PENDING CM/TBM MISSION STATUS - PAGE 1				GAME TIME: 010100	
-----LAUNCH UNIT INFORMATION-----										-----TARGET INFORMATION-----					
UNITNAME	TYPE	LATITUDE	LONGITUDE	LCHDTG	TYPE	WPN	MISSION#	ATO	TOTDTG	LATITUDE	LONGITUDE	TYP	TGT/TN/BE		
ANZIO	SHIP	N01-45-12	W179-43-09	201001	TLAMC				201100	N05-00-08.1	W100-34-01.5	TN	197HDUEJDK		
	SHIP	N01-45-12	W179-43-09	201000	TLAMD				201100	N05-00-08.1	W100-34-01.5	BEN	12345678901234567890		
	SHIP	N01-45-12	W179-43-09	201001	TLAMD				201100	N05-00-08.1	W100-34-01.5				
BLSHOOT1	FLT	N45-00-00	E 50-00-00	100100	AGM86				100200	N50-00-00.0	W 45-00-00.0				
	FLT	N45-00-00	E 50-00-00	100101	AGM86	BLUECRUZ	A		100200	N50-00-00.0	W 45-00-01.0				
	FLT	N45-00-00	E 50-00-00	100103	AGM88	ATTACK1	A		100205	N50-00-00.0	W 45-00-01.1				
	FLT	N45-00-00	E 50-00-00	100102	AGM88	STRIKE1			100205	N50-00-00.0	W 45-00-01.1				
DISPLAY: ALL															
ENTER:															

DISPLAYS: DISPLAY SELECTED UNITNAME or TYPE or WPN or MISSION# or ATO

SEQUENCE: ARRANGE BY UNITNAME, THEN BY WEPNTYPE, THEN BY MISSION#, THEN BY ATO IN ALPHABETICAL ORDER, THEN BY LCHDTG

DERIVED FROM VAX ASTAB:

**HEADER AND FIELDS EXPLANATION:**

UNITNAME: UNITNAME OR FLIGHT MISSION#

UNITTYPE: FLT (FLIGHT), BASE, SITE, CARR (CARRIER), SHIP, SUB (SUBMARINE)

LATITUDE, LONGITUDE:

ESTIMATE/ACTUAL LAUNCH POSITION OF THE UNIT/FLIGHT AT LAUNCH TIME

LCHDTG: LAUNCH TIME

WEPNTYPE: SE

MISSION#: OPTIONAL MISSION NUMBER ENTERED IN THE SHOOT ORDER

ATO: OPTIONAL ATO ID NUMBER ENTERED IN THE SHOOT ORDER

TOTDTG: TIME OVER TARGET

LATITUDE, LONGITUDE:

TARGET POSITION

TYP / TGT/TN/BE:

SAME AS THE 'AIR TO SURFACE STATUS' BOARD.

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### 3.27 Board [31] Special Probability of Kills

```
VIEW: BLUE1      [31] SPECIAL PROBABILITY OF KILLS - PAGE 1      GAME TIME: 010100
```

WPN NAME	TYPE	TARGET	BAND	ALTITUDE	PK	RNG
=====	====	=====	-----	-----	---	----
AIM120A	AAM	FULCRUMA	UP	20000	40	30
			ABOVE		30	30
			DOWN	20000	50	30
PATRIOT	SAM	SCUDC	1	500	20	200
			2	600	30	300
			3	700	40	400
			4	800	50	500
			5	10000	60	1000

DISPLAY: ALL  
ENTER:

**DISPLAYS:** DISPLAY SELECTED WEAPON OR TYPE OR TARGET

**SEQUENCE:** ARRANGE BY WEAPON NAME IN ALPHABETICAL ORDER.

**HEADER AND FIELDS EXPLANATION:**

**WPN NAME:** NAME OF WEAPON SPECIAL PK APPLIES TO

**TYPE:** TYPE OF WEAPON (AAM/SAM/CIWS)

**TARGET:** NAME OF TARGET SPECIAL PK APPLIES TO WHEN ENGAGED BY WEAPON

**BAND:** FOR AAMs UP = ALL ALTITUDE ABOVE FLIGHT PRESENT ALTITUDE TO (FLIGHT PRESENT ALTITUDE + ENTERED VALUE)

ABOVE = ALTITUDE GREATER THAN (FLIGHT PRESENT ALTITUDE + ENTERED VALUE)

DOWN = ALL ALTITUDE BELOW FLIGHT PRESENT ALTITUDE TO (FLIGHT PRESENT ALTITUDE - ENTERED VALUE)

FOR SAMs ALTITUDE BAND FOR TARGET ENGAGEMENT

**ALTITUDE:** SE

**PK:** FOR AAMs UP = MODIFIED PK IN "UP" ALTITUDE BAND

ABOVE = MODIFIED PK IN "ABOVE" ALTITUDE BAND

DOWN = MODIFIED PK IN "DOWN" ALTITUDE BAND

FOR SAMs PK VALUE OF N IS FOR BAND DEFINED FROM N TO N-1 (BAND 1 TO GROUND FOR LOWEST BAND)

**RNG:** MAX RANGE FOR THE BAND, DEFINED SAME AS PK

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### 3.28 Board [32] Jamming Status

```

VIEW: BLUE1
MISSION# / [32] JAMMING STATUS - PAGE 1
UNITNAME C/S UNITTYPE RDR ACQ FACTOR LNCH FACTOR GUID FACTOR TERR FACTOR C3 -JAMMING POWER-
=====
1FS001 RS105 AIRCRAFT A* 022 95 100 022 100 100 022 100 100 022 100 100 90 022 -350 -350
PATRIOT5 SAMSITE ON* 022 100 100 022 100 100 022 80 100 022 100 100 100 022 -350 -350
RAMSTEIN BASE OFF 022 100 100 022 70 100 022 100 100 022 100 100 100 022 -350 -350
SOC05 RADSITE OFF 022 100 100 022 100 100 022 100 100 022 100 100 100 022 -300 -350
VICENNES SHIP OFF 022 100 100 022 100 100 022 95 100 022 100 100 100 022 -350 -350
DISPLAY: ALL
ENTER:
    
```

**DISPLAYS:** DISPLAY SELECTED **UNITNAME** (MISSION#(S) OR UNIT NAME(S)) OR **CS** (CALLSIGN(S)) OR **UNITTYPE**(S) (SEARCH FROM ALL)

**SEQUENCE:** HIGHEST PAGE ENTRY IS DETERMINED BY EVENT/UNITNAME ALPHABETICAL ORDER

**COMBINES VAX ASTABS:** 103/104/105

**HEADER AND FIELDS EXPLANATION:**

**MISSION#/UNITNAME:** MSN# FOR AIRCRAFT, UNIT NAME FOR SURFACE UNITS.  
**C/S:** CALLSIGN (FLIGHT LEADERS TAIL#) (AIRCRAFT ONLY)  
**UNITTYPE:** SE  
**RDR:** RADAR STATUS FOR FLIGHT, SITE, AND SHIP  
**ACQ FACTOR / LNCH FACTOR / GUID FACTOR / TERR FACTOR / JAMMING POWER:**  
**DIR:** SECTOR OF STRONGER JAMMING FACTOR  
**MAX:** STRONGEST JAMMING FACTOR (LOWEST VALUE)  
**MIN:** WEAKEST JAMMING FACTOR (HIGHEST VALUE)  
**C3 FAC:** COMM JAMMING FACTOR

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## AWSIM 2.2 MISSION TYPES

<u>MISSION</u>	<u>ABBV.</u>
Airborne C2 Center	ABC
Air Defense	AD
Airborne Early Warning	AEW
Air Interdiction	AI
Airlift	AIRLF
Troop/Cargo Helicopter Operation (AMPHIB)	AML
Antisubmarine Warfare	ASW
Attack	ATK
Battlefield Air Interdiction	BAI
Combat Air Patrol	CAP
Close Air Support	CAS
Communications Relay	COMM
Cargo Lift	CRGLF
Combat Search and Rescue	CSAR
Defensive Counterair	DCA
Escort	ESC
Electronic Support Measures	ESM
Electronic Warfare	EW
Forward Air Controller	FAC
Ferry	FY
Maritime Patrol	MP
None	NONE
Offensive Air Support	OAS
Offensive Counter Air	OCA
Reconnaissance	REC
Rescue	RSC
Search and Rescue	SAR
Surface Combat Air Patrol	SCP
Special Operations	SPC
Strike Cap	STRCAP
Strike	STRK
Surveillance	SURV
Sweep	SWP
Tactical Airdrop	TADP
Tanker	TNK
Wild Weasel	WW

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## 4. AIR TERMINAL

### 4.1 Overview

Air Terminals are established in either of two ways:

- By selecting the Air Terminal item from the Main Menu, or
- By using the Air Terminal within GIAC in the lower right window.

There are three login levels: 1) Controller, 2) Senior Controller, and 3) System Controller. The privileges of each controller increase down the list with the System Controller having the highest level.

The Air Terminal can be used to enter flight plans manually or using Ctrl-F files. When entering the flight plan, the benefit of using manual entry is the system feedback available by using the help (?) option. While entering the flight plan, the user also gets immediate feedback on some input errors. In a very small exercise it may be possible to enter all flight plans manually. However, if the user receives a 500 sortie Air Tasking Order (ATO) at their workstation with a 100 sortie "gorilla" package taking off at about the same time, manual entry is impractical. In this case, a Ctrl-F file should be constructed.

A secondary function of the Air Terminal is to use the typical flight plan commands to manually direct a flight (e.g. to change a target or send to refueling). There are three key points to remember when taking manual control of a flight.

- 1) If an aircraft has reached bingo state, it will accept no order until the <CANCEL BINGO> order is given.
- 2) Once the user takes manual control of a flight the last order given is the only one it will follow.
- 3) Manual orders are a temporary deviation to the flight plan. The flight plan will be resumed once the manual order is complete.

**Refer to the Controller Users Manual for a detailed description of manual order behaviors.**

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## 4.2 Entering Orders

Orders can be entered in one of two ways:

- Through a Ctrl-F file (a file which has been already created), or
- Typed in manually.

### 4.2.1 Entering Orders Through Ctrl-F Files

An order must be created in the Text Editor before it is read into the Air Terminal by using the Ctrl-F function. In our example, we are going to create a file in the Text Editor then read it into the Air Terminal.

**Step 1:** At the Op Menu “CMD?” prompt, type **3** (or **edt**) **<Enter>** to display the Text Editor window.

```
▼ xterm
OP_Menu (Sr. Controller) Version 2.0

1) ASTAB Display (sad)
2) Order Entry Controller (soe)
3) Edit a ctrl-F file (edt)
4) Mission Editor (med)
5) View the scenario report (scn)
6) Print ASTAB Data (pad)
7) Other commands (o)
8) Quit Menu (q)
(Select by number or by abbreviation.) CMD? 3
(Select by number or by abbreviation.) CMD?
```

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**Step 2:** Type the following flight plan.

▽	<b>Text Editor V3.6 - (NONE),dir;/awsim3/awsimr/fltpln_exmp</b>		
File ▾	View ▾	Edit ▾	Find ▾
define cap cpsn orange 1 n51-37 e09-20 altitude 20000  for jute scramble 4 213rg mission# ocap2 atoid a 180 450 25000 load 2 aa10c 4 aa11 5 rm30a mission ad proceed position n51-35 e09-10 assign cap cpsn weapons free air bingo time 60			

**Step 3:** Click on **File** to activate the pull-down menu.

**Step 4:** Click on **Save As ...**

**Step 5:** At the "Save As:" prompt, type **ad1**.

**Step 6:** Click on **Save** at the bottom of the window. The Text Editor command line will reflect the new filename.

▽	<b>Text Editor V3.6 - ad1, dir;/awsim3/awsimr/fltpln_exmp</b>
---	---

**Step 7:** Go to the Air Terminal. Hit **<Ctrl-F>**. At the "Filename:" prompt, type **/awsim3/awsimr/fltpln\_exmp/ad1** to load the flight plan.

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### 4.3 Control Character Functions

<Ctrl-A>	Cancel the current flight plan, route definition, or message.
<Ctrl-D>	Return to keyboard input.
<Ctrl-F>	Read orders from a file; ignored if in a flight plan, route definition, or message.
<Ctrl-H>	Delete a character.
<Ctrl-K>	Cancel the current order.
<Ctrl-T>	Logout of this station.
<Ctrl-W>	Prints list on screen of Control Characters.

#### 4.3.1 Deleting a Character, Word, or Line

Use the Backspace Key or the <Ctrl-H> to delete characters, words, or lines.

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### 4.3.2 Canceling an Order Currently Being Entered

Any order currently being entered can be canceled by the **<Ctrl-K>** command. The system will then respond with **Command Kanceled**. The **<Ctrl-K>** command can be used at any place during order entry.

To cancel orders already entered use the **CANCEL** command. The specific **CANCEL** command you use will depend on the flight plan entered. You can either use a **CANCEL ALL** command to cancel the complete flight plan or use a **CANCEL** command for a specific line within the flight plan. While the flight is on the ground, you can issue a **CANCEL LAUNCH, CANCEL SCRAMBLE, or CANCEL GROUNDALERT** to cancel the flight. A **CANCEL LAUNCH, CANCEL SCRAMBLE, or CANCEL GROUNDALERT** command must include the MISSION# and ATOID, otherwise the flight will not be found and the **CANCEL** order will be disregarded.

### 4.3.3 Correcting Flight Plan Errors After a Carriage Return

Some mistakes on a line in a flight plan can be corrected by simply re-entering the correct line. The correct line will supersede the previous entry. For example: If you omitted a munition on the load line, re-enter the load line with all the correct munitions. If you are unsure whether or not your mistake can be corrected, use the **<CTRL-K>** command to cancel the entire flight plan entry and start over. If you have already input **BINGO** or **STOP <ENTER>** in the flight plan you must use the **CANCEL SCRAMBLE** command.

### 4.3.4 Getting Help

The Question Mark (?) will generate a list of valid data entry functions on the terminal screen. This is a very handy reminder, more convenient than trying to flip through the pages of this guide, especially during the heat of battle. When using the File Editor you can use this Air Terminal function by typing in the same flight plan commands you

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have a question on in the Air Terminal followed by <?>. As long as you don't press <ENTER>, you can delete the line after you get your needed help.

#### 4.4 Checker Terminal

The Checker Terminal is used to find mistakes within a flight plan file prior to game entry. This system is used with those flight plans you create with the build terminal. The process of inputting an order into the Checker Terminal is identical to the process for an Air Terminal, but the order will not be entered into the AWSIM 2.2 simulation.

**Step 1:** At the "Is this a checker station? (y, n):" prompt, type **y** to switch from an Air Terminal to a Checker Station.

```
▼ AIR TERMINAL
Is this a checker station? (y, n): y
Station checker is ready. Press ? for orders syntax help and
<CTRL-W> for control character help.
Configured for the 'AWSIM and ALSP' ground subtargets.
CHECKER>
```

**Step 2:** Press <Ctrl-F> to activate the "Filename" prompt.

```
▼ AIR TERMINAL
Enter the file to be read in or
<CTRL-D> to return to keyboard input.
Filename:
```

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**Step 3:** At the "Filename:" prompt, type in the **filename <Enter>** to enter your flight plan from the build terminal/file editor into the checker terminal.

```
∇ AIR TERMINAL

Filename: /awsim3/awsimr/fltpln_exmp/ad1

Reading /awsim3/awsimr/ fltpln_exmp/ad1...

CHECKER> DEFINE CAP (named) CPSN (for view) ORANGE (view number) 1 (latitude)
N51-37 (longitude) E09-20 ALTITUDE 20000
Order Checked.
CHECKER> FOR JUTE SCRAMBLE 4 (from squadron) 213RG MISSION# (mission number)
OCAP1 ATOID A 180 (speed) 450 (altitude) 25000
Flt Plan: LOAD (expendables per aircraft) 2 AA10C 4 AA11 5 RM30A
Flt Plan: MISSION AD
Flt Plan: PROCEED POSITION N51-35 E09-10
Flt Plan: ASSIGN (flight to) CAP (named) CPSN
Flt Plan: WEAPONS FREE AIR
Flt Plan: DEASSIGN CAP TIME 60
Flt Plan: BINGO
Order Checked.

                End of input file

CHECKER>
```

After the carriage return the file should scroll through the input flight plan very quickly. If your flight plan goes through the checker without any mistakes the screen will read **"End of input file"**.

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If there are mistakes the scroll will pause and the terminal will beep.

If you have an error with base or squadrons the screen might read:

▽	AIR TERMINAL
Encountered error in input file at line 1 Command Kanceled CHECKER>	

If you have an incomplete line, the screen might give you the following message:

▽	AIR TERMINAL
Missing the next keyword Encountered error in input file at line 4 Order Checked.  Command Kanceled CHECKER>	

If you have many flight plans in one file, the screen will scroll rapidly through the file and stop at the first mistake. You must fix the error and then run the file again. This step must be repeated for each mistake the checker terminal locates.

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#### 4.5 Senior Controller Orders List

Orders that shall be executed if issued by a Senior Controller are:

ACTIVATE (w/Super)	DELETE PROBKILL	RATELAUNCH
BASEDISPLAY	DESIGNATE	REACTFLAG
CHANGEVIEW	DROP (Track)	RECALL
CLOSE	ENTER PROBKILL	REINT (Track)
COPY	EXPEND	RELOCATE
DAMAGE	KILL	REPLENISH
DEFECMFAC	LAND	RESURRECT
DEFINE BINGO	MESSAGE (to Blue/Orange)	SILENCE (w/Super)
DEFINE CAP	MOVE	SIMUL
DEFINE ORBIT	PAIR CALLSIGN (w/ Hits/Misses)	
DEFINE ROUTE	PRINT	

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#### 4.6 Senior Controller (Level 2) Commands Table

Below is a cross section of AWSIM 2.2 commands. **Refer to the Controller Users Manual for detailed orders descriptions.**

<b>ACTIVATE (w/ SUPER)</b>	Used to activate specified "super" radar.
	<b>FOR &lt;addressee&gt; ACTIVATE SUPER (radar capabilities) AT (time order executes) &lt;date-time&gt;</b>
<b>BASEDISPLAY</b>	Used to hide/display bases from/for detection to opposing forces.
	<b>FOR &lt;addressee&gt; BASEDISPLAY HIDE</b>
<b>CHANGEVIEW</b>	Used to simulate the specific unit as being in the supplied view.
	<b>FOR &lt;addressee&gt; CHANGEVIEW (to) ORANGE &lt;view&gt;</b>
<b>CLOSE</b>	Used to override the wargame simulation and close or degrade the operations of a specified unit for the designated period of time. Using zero minutes will open closed base or repair degraded mx on next game cycle.
	<b>FOR &lt;addressee&gt; CLOSE FLIGHTOPS (for) &lt;number&gt; (minutes) TIME (until order executes) &lt;start-minute&gt;</b>
<b>COPY</b>	Used to receive messages directed to specific views.
	<b>COPY BLUE (view number) &lt;view&gt;</b>
<b>DAMAGE</b>	Used to inflict damage on specified targets with the given number of EPU's.
	<b>FOR &lt;addressee&gt; DAMAGE FLIGHTLINE (with) &lt;epus&gt; (by Number Aircraft) &lt;number&gt;</b>
<b>DEFECMFAC</b>	Used to define 6 different ECM factors.
	<b>FOR &lt;addressee&gt; DEFECMFAC C3FAC (to be) &lt;percent&gt;</b>
<b>DEFINE BINGO</b>	Used to bingo planes associated with the specified squadron at the provided altitude except when the altitude is explicitly supplied in a BINGO order.
	<b>DEFINE BINGO (default altitude, for squadron) &lt;squadron&gt; (altitude) &lt;feet&gt;</b>
<b>DEFINE ROUTE</b>	Used to define a route and make available to flights associated with the specified side and view.
	<b>DEFINE ROUTE (named) &lt;name&gt; (for view) BLUE (view number) &lt;view&gt;</b>

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<b>DELETE PROBKILL</b>	Used to delete PROBKILL.
	<b>DELETE PROBKILL</b> (with weapon type) <b>AAMISSILE</b> <name> (against target type) <name>
<b>DESIGNATE</b>	Used to designate identified tracks as friendly, enemy, neutral, or unknown.
	<b>DESIGNATE</b> (track number) <track-no> (as) <b>UNKNOWN BLUE</b> (view number) <view>
<b>DROP (Track)</b>	Ordering an addressee to be dropped (DROP) is equivalent to hiding the specified unit from enemy detection. (Useful when ghosting RESA ships/aircraft.)
	<b>DROP</b> (track) <addressee>
<b>ENTER PROBKILL</b>	Used to define the maximum range and the probability of kills (Pk) for engagements between a specific type of air-to-air missile and a specific type of aircraft or cruise missile.
	<b>ENTER PROBKILL</b> (with weapon) <b>AAMISSILE</b> <name> (against target) <name> (altitude equal/above) <feet> (% pk) <percent> (altitude below) <feet> (% pk) <percent> (% pk above max alt) <percent> (max range) <nautical-miles>
<b>EXPEND</b>	Magically removes resources from designated units. When an aircraft is under LOGSIM control, it cannot be expended from a squadron.
	<b>FOR</b> <addressee> <b>EXPEND CARGO</b> (type) <b>SAM</b> (with name) <name> (total for flight) <number>
<b>KILL</b>	Overrides the wargame simulation and kills a specified unit.
	<b>FOR</b> <addressee> <b>KILL</b> (aircraft/unit) <b>AIRCRAFT</b> (number) <number> (how to kill) <b>AIRTOAIR</b>
<b>LAND</b>	Lands aircraft/flight at specified base on the next game cycle.
	<b>FOR</b> <addressee> <b>LAND</b> (at Base) <base-name>
<b>MESSAGE (to Blue/Orange)</b>	Sends messages to the specific controller via the air terminal. Use <b>BT</b> on separate line to end message.
	<b>MESSAGE</b> (to) <b>BLUE</b> (view number) <view>

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<b>MOVE</b>	Moves the specified squadron aircraft to have their maintenance queue times adjusted (overriding their current simulated values). When an aircraft is under LOGSIM control for maintenance, it will not be eligible to be moved to a different maintenance queue.
	<b>FOR &lt;addressee&gt; MOVE &lt;number&gt;</b> (from squadron) <b>&lt;squadron&gt;</b> (from time of hours or minutes) <b>&lt;number&gt;</b> (to) <b>&lt;number&gt;</b>
<b>PAIR CALLSIGN (w/ HITS/MISSES)</b>	Directs the addressed flight to engage a specified air target.
	<b>FOR &lt;addressee&gt; PAIR CALLSIGN &lt;name&gt; HITS &lt;number&gt; MISSES &lt;number&gt;</b>
<b>PRINT</b>	Used to print (recorded to the debug log) the internal wargame data for the specified unit or list.
	<b>PRINT UNIT NAME &lt;name&gt;</b>
<b>RATELAUNCH</b>	Changes base or ship launch rate per minute capability. Use <b>PERMANENT</b> if desired for entire game. (Default is 4)
	<b>FOR &lt;addressee&gt; RATELAUNCH</b> (in aircraft per minute to) <b>&lt;number&gt; PERMANENT</b>
<b>REACTFLAG</b>	Determines if a flight will react to an attack. Overwrites the data base value for all aircraft of this type or just for this particular flight.
	<b>REACTFLAG</b> (for) <b>FLIGHT &lt;addressee&gt; to ON</b>
<b>RECALL</b>	Orders all flights in the air on all sides to immediately bingo.
	<b>FOR &lt;addressee&gt; RECALL</b> (all flights) <b>TIME</b> (until order executes) <b>&lt;start-minute&gt;</b>
<b>REINT (Track)</b>	Ordering an addressee to be re-initialized (REINT) is equivalent to making the specified unit visible again and detectable by radars. (Useful when ghosting RESA ships/aircraft.)
	<b>REINT</b> (track) <b>&lt;addressee&gt;</b>
<b>RELOCATE</b>	Used to magic move the addressed unit(s) to the supplied location.
	<b>RELOCATE &lt;addressee&gt;</b> (to) <b>&lt;latitude&gt; &lt;longitude&gt;</b> <b>RELATIVE</b> (to) <b>&lt;unit-name&gt;</b>

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<b>REPLENISH</b>	Magically adds resources from designated units.
	<b>FOR &lt;addressee&gt; REPLENISH EQUIPMENT (type) CRUISE (with name) &lt;name&gt; (total for unit) &lt;number&gt;</b>
<b>RESURRECT</b>	Method of resurrecting the designated unit or aircraft.
	<b>RESURRECT AIRCRAFT (tail #) &lt;tail-no&gt;</b>
<b>SILENCE</b>	Orders <callsign> to deactivate it's radar.
	<b>FOR &lt;addressee&gt; SILENCE SUPER (radar capabilities)</b>
<b>SIMUL</b>	Used to define the maximum number of simultaneous engagements using the specified SAM missile.
	<b>FOR &lt;addressee&gt; SIMUL (weapon) &lt;name&gt; (max. engagement) &lt;number&gt;</b>

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#### 4.7 Controller Orders List

The controller orders--orders available to controllers at all levels are:

ACTIVATE (no SUPER)	DEFINE ORBIT	ORDERS
ADD ROUTE	DEFINE ROUTE	PAIR <track-no>
AIRDROP	DEFINE SCL	PAIR CALLSIGN (no HITS/MISSES)
ALTITUDE	DELETE CAP	PROCEED
ASSIGN	DELETE ORBIT	PTL
ATTACK	DELETE ROUTE	RECONN
BEARING	DELETE SCL	REFLIGHTPLAN
BINGO	DIVERT	REFUEL
BLOCK	DOWNLOAD	RIPPLE
BT	END FLUSH	ROLESHORAD
BUGOUT	FLUSH	SCRAMBLE
CANCEL	GIPRADIUS	SHOOT
CAP	GROUNDALERT	SHOW STATION
CARGOLOAD	HHQ	SILENCE (no SUPER)
CARGOOFFLOAD	IFF	SPEED
CEASE	INFORM	SPLITOFF
CHANGE CAP	JAM	STOP
CHANGE ORBIT	LAUNCH	TAKEOFF
CHANGE ROUTE	LOAD	TARGETMODE
COURSE	LOCATE	THRESHOLD
COVER	MESSAGE	TURN
DEASSIGN	MISSION	WEAPONS
DEFINE CAP	MODIFY ROUTE	
DEFINE MISSION	ORBIT	

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#### 4.8 Controller (Level 1) Commands Table

Below is a cross section of AWSIM 2.2 commands. **Refer to the Controller Users Manual for detailed orders descriptions.**

<b>ACTIVATE (no SUPER)</b>	Used to activate the radar of the aircraft designated; enter callsign in the <addressee> spot. To activate SAM or RADAR unit radars, type the unit name in the <addressee> spot.
	<b>FOR &lt;addressee&gt; ACTIVATE RADAR</b> (air & surface radars) <b>USING</b> (equipment) <b>&lt;name&gt; AT &lt;date-time&gt;</b>
<b>ADD ROUTE</b>	Used to add another point to a course, position, speed, altitude, or refueling.
	<b>ADD</b> (a point to) <b>ROUTE</b> (named) <b>&lt;name&gt;</b> (point) <b>&lt;number&gt;</b> (orders?) <b>PROCEED COURSE &lt;degrees&gt;</b> (distance) <b>&lt;nautical-miles&gt;</b>
<b>AIRDROP</b>	Used to airdrop equipment after proceeding to a specified position.
	<b>FOR &lt;addressee&gt; AIRDROP</b> (position) <b>&lt;latitude&gt;</b> <b>&lt;longitude&gt;</b>
<b>ALTITUDE</b>	Orders a flight to a new altitude (in feet).
	<b>FOR &lt;addressee&gt; ALTITUDE &lt;feet&gt;</b>
<b>ASSIGN</b>	Used to send the addressed flight to the previously defined CAP or ORBIT.
	<b>FOR &lt;addressee&gt; ASSIGN</b> (flight to) <b>CAP</b> (named) <b>&lt;name&gt;</b> <b>ALTITUDE &lt;feet&gt;</b>
<b>ATTACK</b>	Used to drop air to surface weapons on ground targets.
	<b>FOR &lt;addressee&gt; ATTACK</b> (position) <b>&lt;latitude&gt; &lt;longitude&gt;</b> <b>TARGET BASE HIT FUEL</b>
<b>BEARING</b>	Requests bearing for asset from a force, position, or track; or directs EW assets true bearing to jam.
	<b>BEARING</b> (and range from) <b>POSITION &lt;latitude&gt; &lt;longitude&gt;</b> (to) <b>TRACK &lt;track-no&gt;</b>
<b>BINGO</b>	Orders a flight to land at base its takeoff base. The TO parameter orders a flight to land at the base designated by <base-name>.
	<b>FOR &lt;addressee&gt; BINGO</b>
	<b>FOR &lt;addressee&gt; BINGO TO &lt;base-name&gt;</b>

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<b>BLOCK</b>	Directs a flight to stay within an altitude block in feet when performing automatic engagements.
	<b>FOR &lt;addressee&gt; BLOCK (min alt) &lt;feet&gt; (max alt) &lt;feet&gt;</b>
<b>BT</b>	<u>Only</u> used with MESSAGE order. Used to terminate multiple lines of text sent via a MESSAGE order.
	<b>BT (break transmission)</b>
<b>BUGOUT</b>	Cease any engagement in process, turn around 180 degrees (or supplied course) and proceed out of the area at 500 feet altitude or the aircraft's MSOA, whichever is greater.
	<b>FOR &lt;addressee&gt; BUGOUT</b>
<b>CANCEL</b>	Cancel various unexecuted orders or ALL orders for addressed unit. Refer to the Controller Users Manual for a complete list. The SCAMBLE parameter cancels scramble for aircraft awaiting launch status. CANCEL SCRAMBLE, CANCEL LAUNCH, and CANCEL GROUNDALERT must include the MISSION# and ATOID, otherwise the CANCEL order will be disregarded. The ORBIT parameter cancels orbit for the mission's callsign. If an aircraft is in orbit, you <u>MUST</u> do a CANCEL ORBIT <u>BEFORE</u> giving new orders.
	<b>FOR &lt;addressee&gt; CANCEL SCRAMBLE (mission number) &lt;mission#&gt; (atoid) ATOID (ato id) &lt;ato-id&gt;</b>
	<b>FOR &lt;addressee&gt; CANCEL ORBIT</b>
<b>CAP</b>	Assigns aircraft to a Combat Air Patrol mission (default CAP range is 100 nm).
	<b>FOR &lt;addressee&gt; CAP POSITION &lt;latitude&gt; &lt;longitude&gt; ALTITUDE &lt;feet&gt; RANGE &lt;nautical-miles&gt;</b>
<b>CARGOLOAD</b>	Defines a non-expendable load for a flight (Total for Flight).
	<b>FOR &lt;addressee&gt; CARGOLOAD (total for flight) FUEL (amount) &lt;number&gt;</b>
<b>CARGOOFFLOAD</b>	Defines a reduction in a non-expendable load for a flight (Total for Flight).
	<b>FOR &lt;addressee&gt; CARGOOFFLOAD (total for flight) FUEL (amount) &lt;number&gt; CBS</b>
<b>CEASE</b>	Directs EW assets to terminate jamming immediately or in specified time.
	<b>FOR &lt;addressee&gt; CEASE (jamming radar) USING (equipment) &lt;name&gt; TIME (until order executes) &lt;start-minute&gt;</b>

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<b>CHANGE CAP</b>	Used to update the specified parameters for the named CAP.
	<b>CHANGE CAP</b> (named) <named> <b>POSITION</b> <latitude> <longitude> <b>SPEED</b> <knots>
<b>CHANGE ORBIT</b>	Used to update the specified parameters for the named orbit.
	<b>CHANGE ORBIT</b> (named) <name> (radius) <nautical-miles> (position 1) <latitude> <longitude> (position 2) <latitude> <longitude> <b>ALTITUDE</b> <feet>
<b>CHANGE ROUTE</b>	Used to replace the supplied PROCEED order.
	<b>CHANGE ROUTE</b> (named) <name> (point) <number> (to) <b>PROCEED COURSE</b> <degrees> (distance) <nautical-miles>
<b>COURSE</b>	Direct a unit to assume a specified course.
	<b>FOR</b> <addressee> <b>COURSE</b> <course>
<b>COVER</b>	Direct a flight to proceed to a bearing/distance from an enemy and track it.
	<b>FOR</b> <addressee> <b>COVER</b> <track-no>
<b>DEASSIGN</b>	Directs the addressed flight to be taken off the "On CAP" or "On Orbit" status as indicated.
	<b>FOR</b> <addressee> <b>DEASSIGN</b> (flight from) <b>CAP TIME</b> (until order executes) <start-minute>
<b>DEFINE CAP</b>	Used to define a CAP to which flights of that side may subsequently be assigned. Note: Senior Controllers must specify view.
	<b>DEFINE CAP</b> (named) <name> (latitude) <latitude> (longitude) <longitude> <b>SPEED</b> <knots>
<b>DEFINE MISSION</b>	Used in any flight where a MISSION order is not issued defining the flight's mission.
	<b>DEFINE MISSION</b> (for squadron) <squadron> (as) <b>AEW</b>
<b>DEFINE ORBIT</b>	Used to define an orbit to which flights in the same side may subsequently be assigned. Note: Senior Controllers must specify view.
	<b>DEFINE ORBIT</b> (named) <name> (radius) <nautical-miles> (position 1) <latitude> <longitude> (position 2) <latitude> <longitude> <b>ALTITUDE</b> <feet>
<b>DEFINE ROUTE</b>	Used to define a route and make available to flights associated with the specified side and view.
	<b>DEFINE ROUTE</b> (named) <name>

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<b>DEFINE SCL</b>	Used to define a Standard Conventional Load (SCL) for this squadron and shall consist of the supplied number and type of ordnance.
	<b>DEFINE SCL</b> (for squadron) <squadron> (as) <number> <name>
<b>DELETE CAP</b>	Used to remove the named CAP from the game.
	<b>DELETE CAP ACONAME</b> (named) <aco-name> <b>ATOID</b> (ato id) <atoid>
<b>DELETE ORBIT</b>	Used to remove the named orbit from the game.
	<b>DELETE ORBIT ACONAME</b> (named) <aco-name> <b>ATOID</b> (ato id) <atoid>
<b>DELETE ROUTE</b>	Used to delete the named route from the specified route.
	<b>DELETE ROUTE</b> (named) <name> (point/all) <number> > <b>ATOID</b> (ato id) <atoid>
<b>DELETE SCL</b>	Used to delete the specified Standard Conventional Load (SCL) from the list of possible SCLs for the squadron.
	<b>DELETE SCL</b> (for squadron) <squadron>
<b>DIVERT</b>	Allows the squadron's primary, secondary, or tertiary divert base to be changed to the supplied base/carrier name.
	<b>FOR</b> <addressee> <b>DIVERT PRIMARY</b> (to default base) <name> (for squadron) <squadron>
<b>DOWNLOAD</b>	Defines a reduction in expendable weapons load for a flight (per aircraft).
	<b>FOR</b> <addressee> <b>DOWNLOAD</b> (expendables per aircraft) <b>FUEL</b> (fuel amount) <number>
<b>END FLUSH</b>	Used to recall only those aircraft that were launched as a result of a FLUSH command.
	<b>FOR</b> <addressee> <b>ENDFLUSH</b>
<b>FLUSH</b>	Allows addressee to launch all its flight-ready aircraft as soon as possible.
	<b>FOR</b> <addressee> <b>FLUSH</b>
<b>GIPRADIUS</b>	Used to establish a radius around the site that will be used to determine if the site should or should not engage tbm's.
	<b>FOR</b> <addressee> <b>GIPRADIUS</b> (nm) <nautical-miles>

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<b>GROUNDALERT</b>	Used to put on ground alert the specified number of aircraft from the identified squadron or the number of type of aircraft specified for that base.
	<b>FOR &lt;addressee&gt; GROUNDALERT (number) &lt;number&gt; TYPEAC &lt;aircraft-type&gt; MISSION# (mission number) &lt;mission#&gt; ATOID (ato id) &lt;ato-id&gt; CALLSIGN (callsign) &lt;callsign&gt; AT (time order executes) &lt;date-time&gt;</b>
<b>HHQ</b>	Allows addressee limited integration of SAM sites.
	<b>FOR &lt;addressee&gt; HHQ (name) &lt;name&gt;</b>
<b>IFF</b>	Orders the addressed flight to simulate transmitting (squawking) the supplied values IFF Mode settings.
	<b>FOR &lt;addressee&gt; IFF MASTER (on/off) ON</b>
<b>INFORM</b>	Used to supply text to the controllers (players) associated with the specified unit.
	<b>FOR &lt;addressee&gt; INFORM (players) &lt;text&gt;</b>
<b>JAM</b>	Directs EW assets to initiate radar jamming.
	<b>FOR &lt;addressee&gt; JAM BEARING &lt;degrees&gt; USING (equipment) &lt;name&gt; MODE (comm mode) &lt;mode&gt; TIME &lt;start-minute&gt;</b>
<b>LAUNCH</b>	In 1st line of a flight plan, orders a base/carrier to launch the specified number of aircraft of the identified type.
	<b>FOR &lt;addressee&gt; LAUNCH &lt;number&gt; &lt;aircraft-type&gt; MISSION# (mission number) &lt;mission#&gt; ATOID (ato id) &lt;ato-id&gt; CALLSIGN (callsign) &lt;callsign&gt; &lt;degrees&gt; (speed) &lt;knots&gt; (altitude) &lt;feet&gt; END (traversing 1st route at) &lt;date-time&gt;</b>
<b>LOAD</b>	In a line of a flight plan, defines the addressed flight to be loaded-up with the specified expendables: ordnance or fuel.
	<b>FOR &lt;addressee&gt; LOAD (expendables per aircraft) FUEL (refuel amount) &lt;number&gt;</b>
<b>LOCATE</b>	Used to display the latitude, longitude, and view of the unit.
	<b>FOR &lt;addressee&gt; LOCATE</b>
<b>MESSAGE</b>	Sends messages to the specific controller via the air terminal. Use <b>BT</b> on separate line to end message.
	<b>MESSAGE (to) CONTROL</b>

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<b>MISSION</b>	Specifies mission type for a flight. You may only assign one mission type at a time.
	<b>FOR &lt;addressee&gt; MISSION BAI</b>
<b>MODIFY ROUTE</b>	The designated route structure shall be changed to that of another existing route specified by the USE.
	<b>MODIFY ROUTE (named) &lt;name&gt; USE (route named) &lt;name&gt;</b>
<b>ORBIT</b>	Directs a flight to proceed to the specified racetrack orbit and continue around the orbit counter-clockwise.
	<b>FOR &lt;addressee&gt; ORBIT (radius) &lt;nautical-miles&gt; (position 1) &lt;latitude&gt; &lt;longitude&gt; (position 2) &lt;latitude&gt; &lt;longitude&gt; ALTITUDE &lt;feet&gt; SPEED &lt;knots&gt; TIME(until order executes) &lt;start-minute&gt;</b>
<b>ORDERS</b>	Request pending orders for an addressee.
	<b>FOR &lt;addressee&gt; ORDERS (pending)</b>
<b>PAIR &lt;track-no&gt;</b>	Used to intercept and engage the specified airborne target by its track number.
	<b>FOR &lt;addressee&gt; PAIR &lt;track-no&gt; OVERRIDE (no tail-chase/fuel check)</b>
<b>PAIR CALLSIGN</b>	Used to engage the specified target (flight, cruise missile or TBM) independent of it's current detection status.
	<b>FOR &lt;addressee&gt; PAIR CALLSIGN &lt;name&gt; AT (time order executes) &lt;date-time&gt;</b>
<b>PROCEED</b>	Directs the addressed unit <callsign> to proceed as indicated: either on a course for a given distance, to a position, or along a route.
	<b>FOR &lt;addressee&gt; PROCEED POSITION &lt;latitude&gt; &lt;longitude&gt; TIME (until order executes) &lt;start-minute&gt;</b>
	<b>FOR &lt;addressee&gt; PROCEED USING (route named) &lt;name&gt; SPEED &lt;knots&gt; AT (time order executes) &lt;date-time&gt;</b>
	<b>FOR &lt;addressee&gt; PROCEED BACKWARDS (using route named) &lt;name&gt; ALTITUDE &lt;feet&gt; PAT &lt;date-time&gt;</b>
<b>PTL</b>	Designates Primary Target Line.
	<b>FOR &lt;addressee&gt; PTL &lt;degrees&gt;</b>
<b>RECONN</b>	Directs the addressed flight to perform a reconnaissance mission by flying to the specified base or intercepting (without engaging) the specified surface track.

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	<b>FOR &lt;addressee&gt; RECONN (position) &lt;latitude&gt; &lt;longitude&gt; SURFACETRACK &lt;track-no&gt;</b>
<b>REFLIGHTPLAN</b>	Issues a new flight plan for an aircraft already in flight or in the launch queue. Cancels all pending orders and replaces them with the new flight plan. <b>FOR &lt;addressee&gt; REFLIGHTPLAN</b>
<b>REFUEL</b>	Allows the addressed flight to attempt to rendezvous with and refuel from the specified tanker. <b>FOR &lt;addressee&gt; REFUEL (from) CALLSIGN &lt;name&gt; OFFLOAD (amount to refuel per aircraft) &lt;number&gt; POSITION (of tanker) &lt;latitude&gt; &lt;longitude&gt; TIME (until order executes) &lt;start-minute&gt;</b>
<b>RIPPLE</b>	Directs the addressed flight to expend the specified numbers and types of ordnance at each of the ground targets it attacks. <b>FOR &lt;addressee&gt; RIPPLE (totals for flight) &lt;number&gt; &lt;name&gt;</b>
<b>ROLESHORAD</b>	Directs the addressed share SAM unit to relinquish its shared control from AWSIM and CBS to complete control by CBS. <b>FOR &lt;addressee&gt; ROLESHORAD</b>
<b>SCRAMBLE</b>	Orders the addressed base/carrier to launch the specified number of aircraft from the identified squadron. <b>FOR &lt;addressee&gt; SCRAMBLE &lt;number&gt; (from) &lt;squadron&gt; MISSION# (mission number) &lt;mission#&gt; ATOID (ato id) &lt;ato-id&gt; CALLSIGN (callsign) &lt;callsign&gt; &lt;degrees&gt; (speed) &lt;knots&gt; (altitude) &lt;feet&gt; AT (time order executes) &lt;date-time&gt;</b>
<b>SHOOT</b>	Directs the addressed unit <callsign> to fire the specified type and number of missiles (cruise missiles, anti-radiation missiles, or tactical ballistic missiles) at the designated location or track.. <b>FOR &lt;addressee&gt; SHOOT &lt;number&gt; (missile) &lt;name&gt; (at position) &lt;latitude&gt; &lt;longitude&gt; TARGET BASE HIT FLIGHTLINE</b>
<b>SHOW STATION</b>	Shows type, privilege, station name, and side for current air terminal. <b>SHOW STATION (information)</b>

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<b>SILENCE (no SUPER)</b>	Orders <callsign> to deactivate it's radar.
	<b>FOR &lt;addressee&gt; SILENCE RADAR</b> (air & surface radars)
<b>SPEED</b>	Directs the addressed unit <callsign> to change its speed as specified.
	<b>FOR &lt;addressee&gt; SPEED &lt;knots&gt;</b>
<b>SPLITOFF</b>	Divides the addressed flight into the specified number of flights.
	<b>FOR &lt;addressee&gt; SPLITOFF &lt;number&gt;</b> (flights of) <b>&lt;number&gt; TIME</b> (until order executes) <b>&lt;start-minute&gt;</b>
<b>STOP</b>	Only used to define the end of a launch, scramble, or route.
	<b>STOP</b>
<b>TAKEOFF</b>	Orders the addressed airlift flight to take-off and fly at the specified speed and altitude on the supplied course. Typically follows OFFLOAD and DOWNLOAD orders.
	<b>FOR &lt;addressee&gt; TAKEOFF</b> (continue course) <b>&lt;degrees&gt;</b> (speed) <b>&lt;knots&gt;</b> (altitude) <b>&lt;feet&gt; TIME</b> (until order executes) <b>&lt;start-minute&gt;</b>
<b>TARGETMODE</b>	Chooses a target type for missile batteries (Air, All, or TBM).
	<b>FOR &lt;addressee&gt; TARGETMODE</b> (is) <b>TBM</b>
<b>THRESHOLD</b>	Allows the designated ADA (Air Defense Artillery) unit to only engage targets when the probability of kill (Pk) for a shot exceeds the supplied value.
	<b>FOR &lt;addressee&gt; THRESHOLD</b> (for engagement) <b>&lt;percent&gt;</b>
<b>TURN</b>	Used in an Airlift mission to direct missions to turn at a specified base.
	<b>FOR &lt;addressee&gt; TURN</b> (at base) <b>&lt;base-name&gt; AT</b> (time order executes) <b>&lt;date-time&gt;</b>
<b>WEAPONS</b>	Used to attack other units according to the specified rules of engagement (ROE).
	<b>FOR &lt;addressee&gt; WEAPONS HOLD</b>
	<b>FOR &lt;addressee&gt; WEAPONS FREE AIR AT</b> (time order executes) <b>&lt;date-time&gt;</b>
	<b>FOR &lt;addressee&gt; WEAPONS TIGHT SURFACE TIME</b> (until order executes) <b>&lt;start-minute&gt;</b>

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## 5. Build Terminal

The terminal used for constructing flight plans is referred to as the “Build” terminal. The text editor allows the user to create text files and then edit them one line at a time. If the user makes a mistake in entering the flight plan, changes can be made to the file.

The Build Terminal can be used to manually create flight plans for missions in the Air Tasking Order (ATO). Once complete, individual or multiple missions in the file may be entered into the game. The missions have a planned arrival time (PAT) or time over target (TOT) in the future, the missions will assemble at the appropriate time. Conceivably a whole days ATO can therefore be safely entered into the game without worrying about immediately over tasking a squadron (although attrition losses throughout the ATO flyout cycle must still be monitored closely).

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## 5.1 Editing in Text Editor

The editor will wrap lines as you type. It is preferable to use carriage returns, so the file you see has the same structure as you want it to. (UNIX assumes a line is terminated by a CR/LF character, and knows nothing of what the editor may show).

- Step 1:** Go to your open Text Editor window. See Section 2.5 for Start-up instructions.
- Step 2:** Click on **File** ▾ to bring up the pull down menu.
- Step 3:** Click on **Open...**
- Step 4:** Select a file or folder.
- Step 5:** Click on **Open** to bring up your file or folder.

To place the cursor anywhere in the text file

- Step 1:** Click the desired place in the text file.
- Step 2:** Type your changes.
- Step 3:** Click right mouse button on **File**.
- Step 4:** Click on **Save** from the pull-down menu.

To delete text:

- Step 1:** Hit the Backspace key or hit the Delete key.

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## 5.2 Basic Syntax For Commands

The basic syntax for commands is composed of the following components: keywords, data entries, and prompts.

**Keywords** - Entered in uppercase and indicate the order or parameter within the order is being entered.

**Data Entries** - Each data entry is indicated by angle brackets, eg. <addressee>. Data entries are normally preceded by a key word describing the value to be entered.

**Prompts** - Some orders include prompts to signal the controller that data is to be entered and also to describe the type of data which is to be entered. Prompts appear in orders surrounded by parenthesis, e.g. (air/surface).

### **FOR <addressee> ACTIVATE RADAR (air & surface radars)**

The keyword **FOR** alerts the model that the command following the addressee will apply to that addressee only. The **FOR** command is optional, but the computer will assume that any commands entered in the Air Terminal without the **FOR** command applies to the last addressee.

A list of all available commands can be called up by the user by typing a question mark (?). For example, typing "?" at the beginning of a blank line will bring up the help menu for usable commands or keywords. If you type an incorrect command/keyword, the terminal will not display it, and you will hear a warning tone. As a time saver, if you hit the SPACEBAR after typing enough unique letters of the command/keyword to avoid duplication, the computer will finish typing it for you.

**Refer to the Controller User's Manual for detailed syntax and functional requirements associated with processing these orders.**

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### 5.3 Mission Descriptions

**DEFENSIVE COUNTER AIR/COMBAT AIR PATROL/AIR DEFENSE (DCA/CAP/AD)** - is designed to provide air cover for friendly forces. This is accomplished by flying Combat Air Patrols (CAPS) in areas of strategic interests. DCA aircraft on ground alert can be scrambled in response to incoming air strikes by the enemy also.

**BATTLEFIELD AIR INTERDICTION (BAI)** - is designed to target enemy close in battle assets such as ground units and bridges.

**FIGHTER SWEEP (SWP)** - is designed to lure the enemy fighters into the air and destroy them. Using surprise and numerical advantage, friendly fighters take the air battle to the enemy in order to further destroy enemy air capability and gain the desired level of air superiority.

**AIRBORNE EARLY WARNING (AEW)** - is designed to extend the radar coverage of the existing ground based radars. This mission is not designed to provide any other type of support other than radar extension. (The AWACS normally can provide weapons control, and surveillance assistance, however these features have only a limited capability in the AWSIM game).

**TANKER (TNK)**- is designed to provide Air to Air Refueling (AAR) to aircraft that are in flight.

**RECCE RECONNAISSANCE (REC)** - is designed to provide Bomb Damage Assessment (BDA) for friendly forces. RECCE flights photograph locations of interests (i.e. bridge locations, runway damage, etc.). Note - AWSIM 2.2 does not have the capability to produce actual reconnaissance products. These are provided by external simulations that may or may not be linked to AWSIM 2.2 by ALSP, DIS or point to point interfaces.

**ELECTRONIC SIGNALS MEASUREMENT (ESM)** - designed to gather enemy signals information. Note - AWSIM 2.2 does not explicitly play ESM. Collection is made through external simulations that may or may not be linked to AWSIM 2.2 by ALSP, DIS, or point to point interfaces.

**OFFENSIVE COUNTER AIR (OCA)** - is designed to attack assets such as air fields, radar installations and surface to air missile sites (SAM).

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**AIR INTERDICTION (AI)** - is designed to rear area ground targets such as railroads, bridges, etc.

**CLOSE AIR SUPPORT (CAS)** - is designed to provide close in air coverage and support to friendly ground forces in contact.

**AIRLIFT/CARGOLIFT (AIRLF/CRGFL)** - is designed to supply or re-supply air bases/units with expenditures critical to mission accomplishments. Airlift missions are designed to refurbish as well as evacuate unit supply and personnel. This is accomplished by an offload or onload of supplies.

**TACTICAL AIRDROP (TADP)** - An airdrop is an essential part of the airlift command. Airdrop is the offload of unit supply or personnel to a given location.

**SUPPRESSION OF ENEMY AIR DEFENSE / ELECTRONIC WARFARE (WW/EW)** - is designed to suppress or destroy enemy SAM sites and RADAR sites for the safe passage of friendly aircraft. Wild Weasel's operate either in what is known as a Restricted Operating Zone (ROZ) or as an escort for a strike package. EA6B's can operate as a Close In Jammer (CIJ), within a CIJ box, or as a Stand Off Jammer (SOJ), within a SOJ box.

**ESCORT/STRIKECAP (ESC/STRCAP)** - is designed to provide air protection against opposing forces for packaged aircraft.

**SEARCH AND RESCUE/COMBAT SEARCH AND RESCUE (SAR/CSAR)** - is the use of aircraft, surface craft, submarines, and other special equipment to search for friendly downed personnel.

**SPECIAL OPERATIONS FORCES (SPC)** - is designed to support search and rescue operations.

**SURFACE CAP (SCP)** - is designed to detect and engage enemy surface warfare units (ships).

**AIRBORNE C2 CENTER (ABC)** - Airborne command and control of offensive assets.

**TROOP/CARGO HELICOPTER OPERATIONS (AML)** - Helicopter transport of personnel and/or equipment. Includes Navy/Marine missions associated with amphibious landings.

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**ANTI-SUBMARINE WARFARE (ASW)** - Detection, identification, tracking and possible destruction of enemy submarines.

**ATTACK (ATK)** - Generic offensive air mission.

**COMMUNICATIONS RELAY (COMM)** - Positioning of plane with equipment so that communication can take place between two locations that are otherwise out of communication range.

**FORWARD AIR CONTROLLER (FAC)** - Airborne target acquisition and identification in support of CAS missions.

**FERRY (FY)** - Relocating plane from one base to another.

**MARITIME PATROL (MP)** - More structured Navy reconnaissance mission with specific equipment, coverage patterns, etc. An example would be P3s flying anti-submarine missions.

**NONE ASSIGNED (NONE)** - Assigned to a mission if a MISSION order is received with a "NONE" mission type or as a default if no mission is received.

**OFFENSIVE AIR SUPPORT (OAS)** - Mission combining elements of both CAS and BAI missions.

**RESCUE (RSC)** - Use of aircraft, surface craft, submarines, and other special equipment to search for and rescue personnel. Special operations forces (SOF) support search and rescue missions.

**STRIKE (STRK)** - Destruction of specific enemy assets (typical Navy usage). Sometimes used to describe penetration attacks with high-yield weapons.

**SURVEILLANCE (SURV)** - Navy reconnaissance mission.

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## 5.4 Flight Plan Introduction

The first line of each type mission flight plan is called the Command Line. Below are the examples of how to write a scramble line and the difference between the four:

**FOR <base> SCRAMBLE <number>** (from) **<squadron> MISSION#** (mission number) **<mission#> ATOID** (ato id) **<ato-id> CALLSIGN** (callsign) **<callsign>** (course) **<degrees>** (speed) **<knots>** (altitude) **<feet>**

In the first example (AD), the flight will be scrambled immediately from the specified base (according to base launch rate times). ATOID and CALLSIGN are options that can be entered manually (or automatically by ACI or ATI) or not entered, depending on the flight plan

**FOR <base> SCRAMBLE <number>** (from) **<squadron> MISSION#** (mission number) **<mission#> ATOID** (ato id) **<ato-id> CALLSIGN** (callsign) **<callsign>** (course) **<degrees>** (speed) **<knots>** (altitude) **<feet> AT <date-time>**

In the second example (ESC), the flight is using an AT time. The “AT” time specifies the game time when the order shall execute. If the order’s AT time has already passed when the order is encountered, the order shall be executed immediately.

**FOR <base> SCRAMBLE <number>** (from) **<squadron> MISSION#** (mission number) **<mission#>** (course) **<degrees>** (speed) **<knots>** (altitude) **<feet> END** (traversing 1st route at) **<date-time>**

In the third example (BAI), the flight is using an END time. This “END” time is a coordination time when the mission will reach the last point of the first route listed in the flight plan. If there are no routes in the flight plan, the END time will default to the first PROCEED POSITION.

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**FOR <base> SCRAMBLE <number>** (from) **<squadron> MISSION#** (mission number) **<mission#>** (course) **<degrees>** (speed) **<knots>** (altitude) **<feet> TIME <start-minute>**

In the fourth example (SWP), the flight is using the TIME parameter. A "TIME" can be issued with an order if a time delay is desired between the execution of orders. The order with the TIME delay shall begin execution after the indicated number of minutes has passed since the last order.

In the fifth and sixth examples (AEW and TNK), the flight is using a PAT/AT combination as a technique to have a flight arrive on-station at the beginning of the ordered on-station time and depart at the end of the on-station time. This is normally the type of flight plan generated by ACI for support missions.

In the seventh example (REC), the ability to use TOT for a reconnaissance mission is demonstrated.

In the eighth example (OCA), a demonstration of how to build a mission in a strike package. IFF/SIF ON/OFF example is given for the first time.

In the ninth example (AI), pre-strike refueling with a TOT is demonstrated.

In the tenth example (CAS), a pre-planned CAS is given.

In the eleventh example (AIRLF), a demonstration of AWSIM 2.2's ability to regulate turn times using PAT/AT times for airlift missions.

In the twelfth example (TADP), a TOT is used with the airdrop command to demonstrate AWSIM 2.2's ability to have Tactical Airdrop missions arrive over the drop zone at the correct time.

In the thirteenth and fourteenth examples (EW and WW), show how these support missions can be given immediate (in the EW example) or pre-planned (in the WW example) instructions to fly to the designated area and perform their respective functions in AWSIM 2.2.

In the fifteenth and sixteenth examples (SAR and SPC), show how these perform search and rescue or special operations missions.

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The flight plan examples beginning in Section 5.4.1, use the SCRAMBLE command for aircraft takeoff. The other method is via the LAUNCH command. The only difference is that the SCRAMBLE command references the squadron; where as, the LAUNCH command references the aircraft type. An example of the LAUNCH command is listed below.

**FOR <addressee> LAUNCH <number> <aircraft-type> MISSION#** (mission number)  
**<mission#>** (course) **<degrees>** (speed) **<knots>** (altitude) **<feet>**

Be **VERY** careful to make sure you use the SCRAMBLE command for a squadron and the LAUNCH command for an aircraft type. Trying to LAUNCH via a squadron will cause errors and your mission will not fly. Vice versa, trying to SCRAMBLE via aircraft types will also cause errors and your mission will not fly. This can be confusing which causes lots of headaches and trouble. If you have questions, contact any support staff member.

The second line (optional) of the flight plan is called the Load line. This line specifies the exact weapons load or cargoload for the flight. This command has a multitude of variations according to aircraft capabilities. Three examples of the Load command line are (but not limited to):

**LOAD** (expendables per aircraft) **2 AIM120A 2 GBU10**

**LOAD** (expendables per aircraft) **SCLNAME SCL4**

**CARGOLOAD 20 AIM120A** (normally only used by Airlift or Tactical Airdrop missions)

NOTE: If a default SCL has been defined for the squadron, if a load line is not present the flight will still attempt to load the default SCL if enough weapons of that type exist. SCL's are never used with a CARGOLOAD command.

The third line (optional) of the flight plan is called the Mission line. This line establishes what mission type will be flown for each flight plan. Below is an example of the mission line:

**MISSION AD**

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A complete list and description of all missions is located in Section 5.3.

The fourth line (optional) of the flight plan is called the IFF line. This optional line is normally only used by Blue Forces. Default values for Mode 1, Mode 2, Mode 3, and Mode 4 switch positions are ON. IFF Master switch defaults to OFF while on the ground and ON while airborne. Below is an example of a normal IFF line.

**IFF M1 11 M2 2222 M3 3333**

The remaining command lines for each flight plan differs with each tasked mission. Examples of each particular mission begin in Section 5.4.1. These flight plans are **ONLY** for reference. **THE COMMAND LINES THAT YOU ENTER INTO YOUR FLIGHT PLANS MAY NOT LOOK EXACTLY LIKE THE ONE THAT IS IN THIS REFERENCE GUIDE.**

Some missions will be going to a target area that is beyond the range of the aircraft. When this is the case, pre-target refueling may be required. If refueling is not required, omit the REFUEL command line. If refueling is required, use the command below.

**REFUEL (from) MISSION ARAL01**

In the case above, the aircraft will be refueled to 100% fuel. If there is a specific amount of fuel desired, this may be specified with the OFFLOAD parameter within the REFUEL command, shown below.

**REFUEL (from) MISSION ARAL01 OFFLOAD (amount to refuel per aircraft) 2000**

Another very important note is any mission where aircraft are to use their onboard radars. If you are flying an AWACS, there will be no detections from the AWACS unless you issue the "ACTIVATE RADAR" order. They will not get contacts unless you activate their radars. You may also add this command to flight plans of offensive missions if the aircraft have a radar and would be capable of defending themselves. (i.e. if they are carrying Air-to-Air missiles). AIR DEFENSE missions

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(DCA/CAP/AD/SWP/ESC/STRCAP) will automatically activate their air search radars at takeoff and post refueling.

**MISSION BAI**  
**ACTIVATE RADAR (air & surface radars)**

The last line of all flight plans must end with either a "BINGO" or "STOP" command. The BINGO command at the end of a flight plan will instruct the flight to accomplish all it's assigned orders then return to base (RTB). The STOP command directs an airborne flight to an on-station area and await further orders. A flight plan beginning with a SCRAMBLE or LAUNCH command and ending with a STOP command **must** contain a destination designated by a PROCEED COURSE or PROCEED POSITION prior to the STOP.

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### 5.4.1 Air Defense (AD)

#### AD Example a:

```
DEFINE CAP CPSN ORANGE 2 N51-37 E09-20 ALTITUDE 20000 ! For Lvl 2 or 3  
!DEFINE CAP CPSN N51-37 E09-20 ALTITUDE 20000 ! For Level 1
```

```
FOR JUTE SCRAMBLE 4 213RG MISSION# OCAP1 180 450 25000  
LOAD 2 AA10C 4 AA11  
MISSION AD  
PROCEED POSITION N51-35 E09-10  
ASSIGN CAP CPSN  
WEAPONS FREE AIR  
DEASSIGN CAP TIME 60  
BINGO
```

!NOTE: Level 1 must be logged in as correct side and view.

#### Description:

JUTE is an Orange Base.

Line 1 - The CAP command must be defined before you can ASSIGN CAP in a flight plan.

Line 2 - Four aircraft have been assigned from squadron 213RG to the mission number OCAP1. They will take off from base JUTE on a course of 180 degrees, at a speed of 450 knots, and to an altitude of 25000 feet.

Line 3 - Each aircraft in OCAP1 is loaded with 2 AA10Cs and 4 AA11s.

Line 4 - The flight is assigned to an Air Defense (AD) Mission.

Line 5 - Mission OCAP1 will proceed to position N51-35 E09-10.

Line 6 - The flight will be assigned to the CPSN position to perform a combat air patrol (CAP).

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Line 7 - Mission OCAP1 will attack all non-friendly air units.

Line 8 - Mission OCAP1 deassigns itself from the cap after 60 minutes. This represents an on-station time of 60 minutes.

Line 9 - Return to departure base.

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**AD Example b (using BLOCK altitude):**

DEFINE CAP CPSN ORANGE 2 N51-37 E09-20 ALTITUDE 20000 ! For Lvl 2 or 3  
!DEFINE CAP CPSN N51-37 E09-20 ALTITUDE 20000 ! For Level 1

FOR FRED SCRAMBLE 2 106RG MISSION# OPFORTKR 030 400 25000  
MISSION TNK  
PROCEED POSITION N51-35 E09-10  
BINGO TIME 120

FOR JUTE SCRAMBLE 4 213RG MISSION# OCAP2 180 450 25000  
LOAD 2 AA10C 4 AA11  
MISSION AD  
REFUEL MISSION OPFORTKR OFFLOAD 5000  
PROCEED POSITION N51-35 E09-10  
ASSIGN CAP CPSN  
BLOCK 20000 25000  
WEAPONS FREE AIR  
DEASSIGN CAP TIME 60  
BINGO

!NOTE: Level 1 must be logged in as correct side and view.

**Description:**

JUTE and FRED are Orange Bases.

The lines described below are additions to Example 1 from previous page.

Line 1 - Two aircraft have been assigned from squadron 106RG to the mission number OPFORTKR. They will take off from base FRED on a course of 030 degrees, at a speed of 400 knots, and to an altitude of 25000 feet.

Line 2 - The flight is assigned to a Tanker (TNK) Mission.

Line 3 - Mission OPFORTKR will proceed to position N51-35 E09-10.

Line 4 - Once OPFORTKR has accomplished all its assigned orders, it will return to base FRED after 120 minutes of on-station time.

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Line 9 - The flight will attempt to refuel from the OPFORTKR mission and will be limited to loading 5000 lbs of fuel per aircraft.

Line 12 - The mission will be kept within a BLOCK altitude of 20000 to 25000 feet.

**Misc:**

- For AD, ACTIVATE AIR SEARCH RADAR is automatic, and not required in the flight plan.
- If a SCL is defined for this squadron and is acceptable, then the load line may be omitted.
- WEAPONS FREE AIR can go in various places depending on the situation. It can also be omitted completely. When this is done, the ROE changes will have to be done manually in flight.
- If OFFLOAD is not specified in the tasking, omit it from the flight plan; the mission will take as much fuel as it can from the tanker.

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### 5.4.2 Escort (ESC)

#### ESC Example a:

FOR EDAR SCRAMBLE 2 555FS MISSION# A22275 CALLSIGN FALCON01 ATOID  
A 090 450 23000 AT 101558  
LOAD 2 AIM120A 4 AIM9M 5 MM20A  
MISSION ESC  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N50-49 E09-31  
WEAPONS FREE AIR  
BINGO

!NOTE: Level 1 must be logged in as correct side and view.

#### Description:

EDAR is a Blue Base.

- Line 1 - Two aircraft have been assigned from squadron 555FS to the mission number A22275, callsign FALCON01 (which becomes FN01 in AWSIM 2.2), and atoid A. They will take off from base EDAR on a course of 090 degrees, at a speed of 450 knots, and to an altitude of 23000 feet. The AT 101558 parameter specifies the game time when the order shall execute.
- Line 2 - Each aircraft in mission A22275 is loaded with 2 AIM120As, 4 AIM9Ms, and 5 MM20As.
- Line 3 - The flight is assigned to an Escort (ESC) Mission.
- Line 4 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 5 - Mission A22275 will proceed to position N50-49 E09-31.
- Line 6 - Mission A22275 will attack all non-friendly air units.
- Line 7 - Once A22275 has accomplished all its assigned orders, it will return to EDAR immediately.

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**ESC Example b (using BLOCK altitude):**

FOR EDAR SCRAMBLE 2 555FS MISSION# A22275 CALLSIGN FALCON01 ATOID  
A 090 450 23000 AT 101558  
LOAD 2 AIM120A 4 AIM9M 5 MM20A  
MISSION ESC  
IFF M1 11 M2 2222 M3 3333  
BLOCK 15000 20000  
PROCEED POSITION N50-49 E09-31  
WEAPONS FREE AIR  
BINGO TIME 10  
!NOTE: Level 1 must be logged in as correct side and view.

**Description:**

The lines described below are additions to Example 1 from previous page.

Line 5 - The mission will be kept within a BLOCK altitude of 20000 to 25000 feet.

Line 8 - Mission OCAP1 executes the BINGO order after 10 minutes. This represents an on-station time of 60 minutes.

**Misc:**

- Using TIME: The mission would PROCEED POSITION to N50-49 E09-31 then stops. If manual control is not taken, it reads the BINGO order, and executes after 10 minutes.
- For ESC, ACTIVATE AIR SEARCH RADAR is automatic, and not required in the flight plan.
- If a SCL is defined for this squadron and is acceptable, then the LOAD line may be omitted.
- WEAPONS FREE AIR can go in various places depending on the situation. It can also be omitted. When this is done, the ROE's will be changed in flight.
- PROCEED USING, PROCEED BACK, PROCEED POSITION, ALTITUDE, SPEED, and REFUELING COMMANDS are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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### 5.4.3 Battlefield Air Interdiction (BAI)

#### BAI Example a:

```
DEFINE ROUTE LLTR1 BLUE 2 ATOID A ! For Lvl 2 or 3  
!DEFINE ROUTE LLTR1 ATOID A ! For Lvl 1  
PROCEED POSITION N52-30 E12-34  
STOP
```

```
FOR EDAS SCRAMBLE 2 494FS MISSION# 1TF002 CALLSIGN MUDHEN01 ATOID  
A 090 480 26000 END 101756  
LOAD 4 GBU10 2 AIM9M  
MISSION BAI  
IFF M1 11 M2 2222 M3 3333  
ACTIVATE RADAR  
PROCEED USING LLTR1 ATOID A  
ALTITUDE 500  
ATTACK N52-30-45.0 E12-34-15.0 TARGET BASE HIT SHELTERS  
PROCEED BACK LLTR1 ATOID A  
BINGO
```

!NOTE: Level 1 must be logged in as correct side and view.

#### Description:

EDAS is a Blue Base.

Line 1 - Route must be defined via The DEFINE ROUTE command before you can use the PROCEED USING and PROCEED BACK commands within the flight plan. Note: 1. Controllers do not need the side and view information.  
2. ATOID is optional. If used when defining the route, then must be used in flight plan with route name.

Line 2 - The route must contain at least one PROCEED POSITION command.

Line 3 - The STOP command is issued to end the definition of LLTR1.

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- Line 4 - Two aircraft have been assigned from squadron 494FS to the mission number 1TF002, callsign MUDHEN01(which becomes MN01 in AWSIM 2.2), and atoid A. They will take off from base EDAS on a course of 90 degrees, at a speed of 480 knots, and to an altitude of 26000 feet. The flight will reach the end of route LLRT1 at the specified END 101756.
- Line 5 - Each aircraft in mission 1TF002 is loaded with 4 GBU10s and 2 AIM9Ms.
- Line 6 - The flight is assigned to a Battlefield Air Interdiction (BAI) Mission.
- Line 7 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 8 - Mission 1TF002's Air and Surface Radars will be activated.
- Line 9 - Mission 1TF002 will follow the previously defined route name LLTR1.
- Line 10 - The mission will descend to the specified altitude of 500 feet.
- Line 11 - The mission will target the base and hit the sub-target "Shelters" by flying to the location of N52-30-45.0 E12-34-15.0 and then dropping 8 GBU10s.
- Line 12 - Mission 1TF002 will follow route name LLTR1 backwards.
- Line 13 - Once 1TF002 has accomplished all its assigned orders, it will immediately return to EDAS.

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**BAI Example b (using RIPPLE command):**

DEFINE ROUTE LLTR1 BLUE 2 ATOID A ! For level 2 or 3  
!DEFINE ROUTE LLTR1 ATOID A ! For Level 1

PROCEED POSITION N52-30 E12-34  
STOP

FOR EDAS SCRAMBLE 2 494FS MISSION# 1TF002 CALLSIGN MUDHEN01 ATOID  
A 090 480 26000 END 101756  
LOAD 6 GBU10 2 AIM9M  
MISSION BAI  
IFF M1 11 M2 2222 M3 3333  
RIPPLE 4 GBU10  
ACTIVATE RADAR  
PROCEED USING LLTR1  
ALTITUDE 500  
ATTACK N52-30-45.0 E12-34-15.0 TARGET BASE HIT SHELTERS  
PROCEED POSITION N52-40 E13-50  
ATTACK N52-45-35.0 E12-47-38.0 TARGET GNDUNIT HIT ARTILLERY  
ATTACK N53-26-15.0 E14-36-22.0 TARGET BRIDGE  
PROCEED BACK LLTR1  
BINGO

!NOTE: Level 1 must be logged in as correct side and view.

**Description:**

The lines described below are additions to Example 1 from previous page.

Line 1 - The DEFINE ROUTE command is used with optional ATOID.

Line 8 - The RIPPLE command is used to specify the number of weapons that will be expended by the flight per target. For example, if you RIPPLE 4 GBU10s for a flight of two aircraft, each aircraft uses 2 GBU10s on each target.

Line 12 - The mission will target the base and hit the sub-target "Shelters" by flying to the location of N52-30-45.0 E12-34-15.0 and then dropping 4 GBU10s.

Line 13 - Mission 1TF002 will proceed position to N52-40 E13-50.

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Line 14 - The mission will target the ground unit and hit the artillery by flying to the location of N52-45-35.0 E12-47-38.0 and then dropping 4 GBU10s.

Line 15 - The mission will target another bridge by flying to the location of N53-26-15.0 E14-36-22.0 and then dropping 4 GBU10s.

**Misc:**

- The REFUEL order is an optional entry depending on mission requirements, tanker availability, and HHQ tasking. If OFFLOAD is not specified in the tasking, omit it from the flight plan; the mission will take as much fuel as it can. Remember, OFFLOAD is per aircraft so you must divide the total OFFLOAD by the number in the flight to get the correct number to use in the OFFLOAD command.
- PROCEED USING, PROCEED BACK, PROCEED POSITION, ALTITUDE and SPEED COMMANDS are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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#### 5.4.4 Sweep (SWP)

##### SWP Example a:

FOR FRED SCRAMBLE 4 211RG MISSION# OSWP1 180 450 25000  
LOAD 2 AA10C 4 AA11  
MISSION SWP  
PROCEED POSITION N53-20 E7-30  
SPLITOFF 1 2  
WEAPONS FREE AIR  
BINGO TIME 30

!NOTE: Level 1 must be logged in as correct side and view.

##### Description:

FRED is an Orange Base.

- Line 1 - Four aircraft have been assigned from squadron 211RG to the mission number OSWP1. They will take off from base FRED on a course of 180 degrees, at a speed of 450 knots, and to an altitude of 25000 feet.
- Line 2 - Each aircraft in mission OSWP1 is loaded with 2 AA10Cs and 4 AA11s.
- Line 3 - The flight is assigned to a Sweep (SWP) Mission.
- Line 4 - Mission OSWP1 will proceed to position N53-20 E7-30.
- Line 5 - Two aircraft will split off from the original flight to create a new flight.
- Line 6 - Mission OSWP1 will attack all non-friendly air units.
- Line 7 - Once OSWP1 has accomplished all its assigned orders, it will return to FRED after 30 minutes of on-station time.

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**SWP Example b (using BLOCK command):**

```
FOR FRED SCRAMBLE 4 211RG MISSION# OSWP2 180 450 35000
LOAD 4 AA10C 4 AA11
MISSION SWP
BLOCK 18000 25000
PROCEED POSITION N53-20 E7-30
SPLITOFF 1 2
WEAPONS FREE AIR
BINGO TIME 30
```

**Description:**

The lines described below are additions to Example 1 from previous page.

Line 4 - The mission will be kept within the 18000 to 25000 altitude BLOCK.

**Misc:**

- Using TIME: In this example, the mission would PROCEED POSITION to N53-20 E7-30, split into two flights, change ROE status, then BINGO after 30 minutes.
- For SWP, ACTIVATE AIR SEARCH RADAR is automatic, and not required in the flight plan.
- If a SCL is defined for this squadron and is acceptable, then the load line may be omitted.
- WEAPONS FREE AIR can go in various places depending on the situation. It can also be omitted completely. When this is done, the ROE changes will have to be done manually in flight.

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#### 5.4.5 Airborne Early Warning (AEW)

##### AEW Example:

```
FOR LFLL SCRAMBLE 1 965ACS MISSION# BLUEAWAC CALLSIGN MAGIC01
  ATOID A 045 400 25000
MISSION AEW
IFF M1 11 M2 2222 M3 3333
ACTIVATE AIR
ORBIT 10 N48-45 E9 N48-45 E10 PAT 110400
BINGO AT 110900
```

##### Description:

LFLL is a Blue Base.

Line 1 - One aircraft has been assigned from squadron 965ACS to the mission number BLUEAWAC, callsign MAGIC01 (which becomes MC01 in AWSIM 2.2), and atoid A. The flight will take off from base LFLL on a course of 045 degrees, at a speed of 400 knots, and to an altitude of 25000 feet.

Line 2 - The flight is assigned to an Air Early Warning (AEW) Mission.

Line 3 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.

Line 4 - All the flights Air and Surface Radars will be activated.

Line 5 - BLUEAWAC will proceed to the orbit and arrive at day 11 0400.

Line 6 - Once BLUEAWAC has accomplished all it's assigned orders, it will return to base LFLL at day 11 0900.

##### Misc:

- In this example, the mission would arrive at the orbit. Next, it reads the BINGO order, and executes at day 11 0900. This represents an on-station time of 5 hours.
- Activation of AEW mission radars is not automatic and must be ordered.

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### 5.4.6 Tanker (TNK)

#### TNK Example:

```
DEFINE ORBIT GREEN BLUE 2 10 N49 E07 N49-30 E07 ALTITUDE 20000 SPEED  
420 ATOID A ! For levl 2 or 3  
!DEFINE ORBIT GREEN 10 N49 E07 N49-30 E07 ALTITUDE 20000 SPEED 420  
!ATOID A !For Level 1
```

```
FOR LFLL SCRAMBLE 2 100ARS MISSION# A35415 CALLSIGN ARCO51 ATOID A  
030 350 20000  
MISSION TNK  
IFF M1 11 M2 2222 M3 3333  
ASSIGN ORBIT GREEN PAT 110300  
DEASSIGN ORBIT AT 110900  
BINGO
```

!NOTE: Level 1 must be logged in as correct side and view

#### Description:

LFLL is a Blue Base.

Line 1 - The orbit must be defined via the DEFINE ORBIT command before the ASSIGN ORBIT command can be used within the flight plan. The DEFINE ORBIT command is used with optional ATOID.

Line 2 - Two aircraft have been assigned from squadron 100ARS to the mission number A35415, callsign ARCO51 (which becomes AO51 in AWSIM 2.2), and atoid A. They will take off from base LFLL on a course of 030 degrees, at a speed of 350 knots, and to an altitude of 20000 feet.

Line 3 - The flight is assigned to a Tanker (TNK) Mission.

Line 4 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.

Line 5 - Mission A35415 will takeoff to arrive at the assigned orbit at day 11 0300.

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Line 6 - Once A35415 has accomplished all its assigned orders, it will return to base LFLL at day 11 0900.

**Misc:**

- In this example, the mission would arrive at the orbit at day 11 0300 and orbit. Next, it reads the BINGO order, and executes it at day 11 0900. This represents an on-station time of 6 hours.
- In the real world, a tanker may fly in a tanker track. In the game, the tanker track can be simulated with an orbit.

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### 5.4.7 Reconnaissance (REC)

When building flight plans, an AT, END or TIME parameter may be used in the SCRAMBLE command line.

#### Reconnaissance Example:

```
FOR AHLHN SCRAMBLE 2 315RG MISSION# REDDOG04 270 450 500  
MISSION REC  
PROCEED POSITION N51-40 E03-50  
SPEED 550  
RECONN N51-50-01.0 E04-45-05.0 TARGET BASE TOT 111230  
PROCEED POSITION N53 E8  
BINGO
```

#### Description:

AHLHN is an Orange Base.

- Line 1 - Two aircraft have been assigned from squadron 315RG to the mission number REDDOG04. They will take off from base AHLHN on a course of 270 degrees, at a speed of 450 knots, and to an altitude of 500 feet. The flight will takeoff automatically at the correct time to achieve a TOT of day 11 1230 game time.
- Line 2 - The flight is assigned to a Recce (REC) Mission.
- Line 3 - Mission REDDOG04 will proceed to position N51-40 E03-50.
- Line 4 - Mission REDDOG04 will change its speed to 550 knots.
- Line 5 - The flight will perform a reconnaissance of position N51-50-01.0 E04-45-05.0 with a TOT of 1230. The target of base is an internal administrative detail and is not used by any external model. No actual collection takes place in AWSIM 2.2. This is done by external models linked to AWSIM 2.2 by ALSP and DIS.

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Line 6 - Mission REDDOG04 will now proceed to position N53 E8.

Line 7 - Once REDDOG04 has accomplished all its assigned orders, it will immediately return to AHLHN.

**Misc:**

- Use PROCEED POSITION for routing around threat areas before or after the target.
- The RECONN command should be used for tactical reconnaissance orders. Standoff reconnaissance assets should use orbit or proceed position since RECONN will cause the flight to overfly the target. TOT can be used with RECONN.
- The REFUEL order is an optional entry depending on mission requirements, tanker availability, and HHQ tasking. If OFFLOAD is not specified in the tasking, omit it from the flight plan; the mission will take as much fuel as it can.
- PROCEED USING, PRO BACK, PROCEED POSITION, ALTITUDE, SPEED, and REFUEL commands are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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#### 5.4.8 Offensive Counter Air (OCA)

##### OCA Example:

```
FOR EISENHWR SCRAMBLE 4 VFA105 MISSION# NAVY0CA1 CALLSIGN  
HORNET55 ATOID A 090 450 25000 END 110951  
LOAD 4 MK82 2 AIM9M  
MISSION OCA  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N54 E06-45  
IFF MASTER OFF  
ALTITUDE 300  
ATTACK N54 E8 TARGET BASE HIT FLIGHTLINE  
PROCEED POSITION N54 E06-45  
IFF MASTER ON  
BINGO
```

##### Description:

EISEN is a Blue Carrier.

- Line 1 - Four aircraft have been assigned from squadron VFA105 to the mission number NAVY0CA1, callsign HORNET55 (which becomes HT55 in AWSIM 2.2), and atoid A. They will take off from EISENHWR on a course of 90 degrees, at a speed of 450 knots, and to an altitude of 25000 feet. The flight will reach the first PROCEED POSITION at the END time of 110951.
- Line 2 - Each aircraft in mission NAVY0CA1 is loaded with 4 MK82s and 2 AIM9Ms.
- Line 3 - The flight is assigned to an Offensive Counter Air (OCA) Mission.
- Line 4 - IFF codes of mode1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 5 - Mission NAVY0CA1 will proceed to position N54 E06-45.
- Line 6 - Mission NAVY0CA1 turns the IFF master to OFF.
- Line 7 - It will move to the specified altitude of 300 feet.

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Line 8 - Mission NAVY0CA1 will target the specified base and hit the flight line by flying to the location of N54 E8 and then dropping 16 MK82s.

Line 9 - NAVY0CA1 will now proceed back to position N54 E06-45.

Line 10 - NAVY0CA1 turns the IFF master of ON.

Line 11 - Once NAVY0CA1 has accomplished all its assigned orders, it will immediately return to EISEN.

**Misc:**

- END time in this case can be used to get a strike package at a rendezvous point at the planned time. Coordinate with strike package commander for end times.

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### 5.4.9 Air Interdiction (AI)

#### AI Example a:

FOR ETUO SCRAMBLE 2 812ARS MISSION# A42453 CALLSIGN SHELL21 ATOID A  
030 400 15000  
MISSION TNK  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N51-30 E08-30 PAT 110700  
BINGO AT 110930

FOR EDAS SCRAMBLE 2 9FS MISSION# A76721 CALLSIGN NIGHTHAWK45 ATOID  
A 030 450 15000  
LOAD 2 GBU10  
MISSION AI  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N50 E07 PAT 110725  
REFUEL MISSION A42453 OFFLOAD 2000  
IFF MASTER OFF  
ATTACK N51-30 E11-00 TARGET BRIDGE TN 12345 TOT 110815  
PROCEED POSITION N50 E07  
IFF MASTER ON  
REFUEL MISSION A42453 OFFLOAD 6000  
BINGO

#### Description:

ETUO and EDAS are Blue Bases.

Line 1 - Two aircraft have been assigned from squadron 812ARS to mission number A42453, callsign SHELL21 (which becomes SL21 in AWSIM 2.2), and atoid A. They will take off from the base named ETUO on a course of 030 degrees, at a speed of 400 knots, and to an altitude of 15000 feet.

Line 2 - The flight is a Tanker (TNK) Mission.

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- Line 3 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 4 - A42453 will proceed to position N51-30 E08-30 with a start on-station (PAT) time of day 11 0700.
- Line 5 - The BINGO command is issued with an AT time to end mission A42453 on-station responsibilities.
- Line 6 - Two aircraft have been assigned from squadron 9FS to the mission number A76721, callsign NIGHTHAWK45 (which becomes NK45 in AWSIM 2.2), and atoid A. They will take off from the base named EDAS on a course of 030 degrees, at a speed of 450 knots, and an altitude of 15000 feet in time to make a 0815 TOT.
- Line 7 - Each aircraft in A76721 is loaded with two GBU10s.
- Line 8 - The flight is assigned to an Air Interdiction (AI) Mission.
- Line 9 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 10 - A76721 will proceed to position N50 E07.
- Line 11 - The flight will attempt to refuel from the SHELL tanker and will be limited to taking 2000 lbs of fuel per aircraft.
- Line 12 - A76721 will turn the IFF master to OFF.
- Line 13 - A76721 will target Bridge 12345 by flying to the location of N51-30 E11-00 and dropping 4 GBU10s on the bridge with a TOT of day 11 0815..
- Line 14 - A76721 will proceed to position N50 E07.
- Line 15 - A76721 will turn the IFF master to ON.
- Line 16 - The flight will attempt to refuel from A42453 tanker mission and will be limited to taking 6000 lbs of fuel per aircraft.
- Line 17 - Once A76721 has accomplished all its assigned orders, it will immediately return to base EDAS.

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**Misc:**

- The REFUEL order is an optional entry depending on mission requirements, tanker availability, and HHQ tasking.
- If OFFLOAD is not specified in the tasking, omit it from the flight plan; the mission will take as much fuel as it can.
- PROCEED USING, PRO BACK, PROCEED POSITION, ALTITUDE and SPEED commands are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.
- IFF ON/OFF lines can be simulated by flying to a position and turning the IFF MASTER ON/OFF as depicted in this example.

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**Air Interdiction Example b (using RIPPLE command):**

FOR ETUO SCRAMBLE 2 812ARS MISSION# A42453 CALLSIGN SHELL21 ATOID A  
030 400 15000  
MISSION TNK  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N51-30 E08-30  
STOP

FOR EDAS SCRAMBLE 2 9FS MISSION# A76722 CALLSIGN NIGHTHAWK55 ATOID  
A 030 450 15000  
LOAD 2 GBU10  
MISSION AI  
IFF M1 11 M2 2222 M3 3333  
RIPPLE 2 GBU10  
PROCEED POSITION N50 E07  
REFUEL MISSION A42453 OFFLOAD 2000  
IFF MASTER OFF  
ATTACK N51-30 E11-00 TARGET BRIDGE TN 12345  
PROCEED POSITION N50 E07  
IFF MASTER ON  
REFUEL MISSION A42453 OFFLOAD 6000  
IFF MASTER OFF  
ATTACK N53-30 E10-09 TARGET BRIDGE TN 23456  
PROCEED POSITION N50 E07  
IFF MASTER ON  
BINGO

**Description:**

The lines described below are additions to Example 1 from previous page.

Line 10 - The flight uses 2 GBU10s during each ATTACK command.

Line 14 - Mission A76722 drops 2 GBU10s on Bridge 12345.

Line 18 - Mission A76722 turns the IFF master to OFF for the second attack.

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Line 19 - Mission A76722 drops 2 GBU10s on Bridge 23456.

Line 20 - Mission A76722 proceeds to N50 E07.

Line 21 - Mission A76722 turns the IFF master ON.

**Misc:**

- When the RIPPLE command is used, the number of weapons specified will be used by the flight. For example, if you RIPPLE 2 GBU10s for a flight of two, each aircraft releases 1 GBU10.
- The REFUEL order is an optional entry depending on mission requirements, tanker availability, and HHQ tasking. If OFFLOAD is not specified in the tasking, omit it from the flight plan; the mission will take as much fuel as it can. Remember, OFFLOAD is per aircraft so you must divide the total OFFLOAD by the number in the flight to get the correct number to use in the OFFLOAD command.
- PROCEED USING, PRO BACK, PROCEED POSITION, ALTITUDE, SPEED, and REFUEL commands are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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#### 5.4.10 Close Air Support (CAS)

##### Close Air Support Example:

```
DEFINE ROUTE BRTE1 BLUE 2 ! For Lvl 2 or 3  
!DEFINE ROUTE BRTE1 ! For Lvl 1
```

```
PROCEED POSITION N50-32 E10-55  
PROCEED POSITION N50-30 E11-01  
STOP
```

```
FOR ETEU SCRAMBLE 2 81DET1 MISSION# A52433 CALLSIGN HOG73 ATOID A  
090 350 250 END 111225  
LOAD 5 GAU8  
MISSION CAS  
IFF M1 11 M2 2222 M3 3333  
PROCEED USING BRTE1  
IFF MASTER OFF  
ATTACK N50-32 E11-55 TARGET GNDUNIT HIT ARMOR  
PROCEED BACK BRTE1  
IFF MASTER ON  
BINGO
```

!NOTE: Level 1 must be logged in as correct side and view.

##### Description:

ETEU is a Blue Base.

Line 1 - The DEFINE ROUTE command must be issued before you can use the PROCEED USING and PROCEED BACK commands within the flight plan.  
Note: Controllers do not need the side and view information when defining a route.

Line 2/3 - The route must contain at least one PROCEED POSITION command.

Line 4 - The STOP command is issued to end any further order processing associated with BRTE1.

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- Line 5 - Two aircraft have been assigned from squadron 81DET1 to mission A52433, callsign HOG73 (which becomes HG73 in AWSIM 2.2), and atoid A. They will take off from the base named ETEU on a course of 90 degrees, at a speed of 350 knots, and to an altitude of 250 feet. The flight will reach the end of Route BRTE1 at the specified END time.
- Line 6 - Each aircraft in A52433 is loaded with 5 GAU8 bursts.
- Line 7 - The flight is assigned to a Close Air Support (CAS) Mission.
- Line 8 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 9 - A52433 will follow the previously defined route name BRTE1.
- Line 10 - IFF master will go OFF at the end of BRTE1.
- Line 11 - A52433 will target the ground unit and hit armor at N50-32 E10-55 by firing 5 GAU8 bursts.
- Line 12 - A52433 will follow route name BRTE1 back in reverse direction.
- Line 13 - IFF master will go on after flying BRTE1 in the reverse direction.
- Line 14 - Once A52433 has accomplished all its assigned orders, it will immediately return to base ETEU.

**Misc:**

- When the RIPPLE command is used, the number of weapons specified will be used by the flight. For example, if you RIPPLE 4 AGM65Gs for a flight of 2 aircraft, each aircraft uses 2 AGM65Gs.
- **\*\*NOTE:** If there is no END time on the command line or no TOT on the attack line, this is an immediate request and will fly as soon as it is entered into the air terminal.
- The PROCEED USING can be replaced with a PROCEED POSITION if no routing is provided.
- PROCEED USING, PRO BACK, PROCEED POSITION, ALTITUDE, SPEED, and REFUEL commands are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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#### 5.4.11 Airlift (AIRLF)

##### Airlift Example:

FOR FINOW SCRAMBLE 1 512RG MISSION# OCARGO1 315 350 20000  
MISSION AIRLF  
CARGOLOAD 4 FAB500 FUEL 5000  
TURN SCHL PAT 110725  
CARGOOFFLOAD 4 FAB500 FUEL 5000  
TAKEOFF 090 350 18000 AT 110915  
BINGO TO FINOW

##### Description:

FINOW is an Orange Base.

- Line 1 - One aircraft has been assigned from squadron 512RG to the mission number OCARGO1. It will take off from base FINOW on a course of 315 degrees, at a speed of 350 knots, and to an altitude of 20000 feet at the correct time to arrive at base SCHL at 0725.
- Line 2 - The flight is assigned to an Airlift (AIRLF) Mission.
- Line 3 - The flight will be loaded with 4 FAB500s from FINOW stores as cargo and in addition will be filled with fuel from FINOW.
- Line 4 - The flight will proceed to base SCHL with a planned arrival time of day 11 0725.
- Line 5 - The flight will now offload 5000 lbs of fuel and 4 FAB500s.
- Line 6 - The flight will take-off on a course of 90 degrees, at a speed of 350 knots, and an altitude of 18000 feet at day 11 0915. This will produce a turn time of 1 hour and 50 minutes.
- Line 7 - Once OCARGO1 has accomplished all its assigned orders, it will immediately return to base FINOW.

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#### 5.4.12 Tactical Airdrop (TADP)

##### Tactical Airdrop Example:

FOR FINOW SCRAMBLE 1 512RG MISSION# OCARGO2 315 350 20000  
MISSION TADP  
CARGOLOAD CBS  
AIRDROP N50-40 E10-40 TOT 110500  
BINGO

##### Description:

FINOW is an Orange Base.

- Line 1 - One aircraft has been assigned from squadron 512RG to the mission number OCARGO2. It will take off from base FINOW on a course of 315 degrees, at a speed of 350 knots, and to an altitude of 20000 feet at the correct time to make a TOT of 0500.
- Line 2 - The flight is assigned to a Tactical Airdrop (TADP) Mission.
- Line 3 - The flight will be loaded with CBS cargo.
- Line 4 - The flight will air drop its cargo at the drop zone position N50-40 E10-40 with a TOT of day 11 0500.
- Line 5 - Once OCARGO2 has accomplished all its assigned orders, it will immediately return to FINOW.

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### 5.4.13 Electronic Warfare (EW)

#### Electronic Warfare Example:

FOR LAAGE SCRAMBLE 1 324RG MISSION# BRWRJMR1 090 350 15000  
MISSION EW  
PROCEED POSITION N51-10 E11-45  
JAM BEARING 220 USING CPRN1  
CEASE TIME 15  
BINGO

#### Description:

LAAGE is a Orange Base.

- Line 1 - One aircraft has been assigned from squadron 324RG to the mission number BRWRJMR1. It will immediately take off from base LAAGE on a course of 90 degrees, at a speed of 350 knots, and to an altitude of 15000 feet.
- Line 2 - The flight is assigned to an Electronic Warfare (EW) Mission.
- Line 3 - BRWRJMR1 will proceed to position N51-10 E11-45.
- Line 4 - The jamming will be directed at 220 degrees from the units current position and will use CPRN1 jamming equipment.
- Line 5 - The flight will cease jamming operations after 15 minutes have passed.
- Line 6 - Once BRWRJMR1 has accomplished all its assigned orders, it will immediately return to LAAGE.

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#### 5.4.14 Wild Weasel (WW)

##### Wild Weasel Example:

FOR EDFH SCRAMBLE 2 57FW MISSION# A21527 CALLSIGN WEASEL43 ATOID A  
090 450 23000  
LOAD 2 AGM88C  
MISSION WW  
IFF M1 11 M2 2222 M3 3333  
ACTIVATE RADAR  
PROCEED POSITION N50-48 E9-30 PAT 110930  
WEAPONS FREE ARM FSONG LBLow  
BINGO AT 111045

##### Description:

EDFH is a Blue Base.

- Line 1 - Two aircraft have been assigned from squadron 57FW to mission number A21527, callsign WEASEL43 (which becomes WL43 in AWSIM 2.2), and atoid A. They will take off from base EDFH on a course of 90 degrees, at a speed of 450 knots, and to an altitude of 23000 feet.
- Line 2 - Each aircraft in A21527 is loaded with two AGM88C.
- Line 3 - The flight is assigned to a Wild Weasel (WW) Mission.
- Line 4 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.
- Line 5 - All the flights' Air and Surface Radars will be activated.
- Line 6 - A21527 will takeoff in time to arrive at position N50-48 E9-30 at day 11 0930.
- Line 7 - A21527 will attack all non-friendly ground units radiating FSONG and LBLow radar types with AGM88C anti-radiation missiles.
- Line 8 - Once A21527 has accomplished all its assigned orders, it will start to return to LFLL at day 11 1045.

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**Misc:**

- PROCEED USING, PRO BACK, PROCEED POSITION, ALTITUDE, SPEED, and REFUEL commands are all optional. They should be used as the situation dictates. Flight plans need to be thought through in the planning stage to ensure optimum results.

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#### 5.4.15 Search And Rescue (SAR)

##### Search And Rescue Example:

FOR EISENHWR SCRAMBLE 2 HSL7B MISSION# NvyRESC1 CALLSIGN PICKUP65  
ATOID A 090 120 200  
MISSION SAR  
IFF M1 11 M2 2222 M3 3333  
PROCEED POSITION N53 E4  
BINGO TIME 15

##### Description:

EISEN is a Blue Carrier.

Line 1 - Two aircraft have been assigned from squadron HSL7B to the mission number NvyRESC1, callsign PICKUP65 (which becomes PP65 in AWSIM 2.2), and atoid A. They will take off from EISENHWR on a course of 90 degrees, at a speed of 120 knots, and to an altitude of 200 feet.

Line 2 - The flight is assigned to a Search and Rescue (SAR) Mission.

Line 3 - IFF codes of mode 1 11, mode 2 2222, and mode 3 3333 are assigned.

Line 4 - NvyRESC1 will proceed to position N53 E4.

Line 5 - Once NvyRESC1 has completed all its assigned orders, it will return to EISEN after 15 minutes of on-station time.

##### Misc:

- The TIME command is **OPTIONAL**, and will be used as mission dictates.
- Using TIME: In this example, the mission would PROCEED to N53 E4 then stop. Next, it reads the BINGO command and executes it after 15 minutes.
- No actual recovery of aircrews occurs in AWSIM 2.2. This normally is scripted when the flight arrives on-station.

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#### 5.4.16 Special Operation Forces (SPC)

##### Special Operation Forces Example:

```
DEFINE ROUTE SRTE1 BLUE 2 ATOID A ! For Lvl 2 or 3  
!DEFINE ROUTE SRTE1 ATOID A ! For Lvl 1
```

```
PROCEED POSITION N51-45 E09-44  
STOP
```

```
FOR EDRZ SCRAMBLE 2 21SOS MISSION# A32551 CALLSIGN SPOOK31 ATOID A  
090 120 200 TIME 10  
MISSION SPC  
PROCEED POSITION N50-44 E10-14  
IFF MASTER OFF  
PROCEED BACK SRTE1 ATOID A TIME 15  
IFF MASTER ON  
BINGO
```

##### Description:

EDRZ is a Blue Base.

Line 1 - The route SRTE1 must be defined before you can use the PROCEED BACK command and route SRTE1 within the flight plan. Note: Controllers do not need the side and view information when “defining a route”. ATOID is optional. If used when defining the route, then must be used in flight plan with route name.

Line 2 - The route must contain a least one PROCEED POSITION command.

Line 3 - The STOP command is issued to end any further order processing associated with SRTE1.

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- Line 4 - Two aircraft have been assigned from squadron 21SOS to the mission number A32551, callsign SPOOK31 (which becomes SK31 in AWSIM 2.2), and atoid A. They will take off from base EDRZ on a course of 90 degrees, at a speed of 120 knots, and to an altitude of 200 feet. Ten minutes must pass before the SCRAMBLE command is executed.
- Line 5 - The flight is assigned to a Special Operations (SPC) Mission.
- Line 6 - A32551 will proceed to position N50-44 E10-14.
- Line 7 - IFF master will be turned OFF.
- Line 8 - A32551 will follow route name SRTE1 backwards after 15 minutes have elapsed.
- Line 9 - IFF master will be turned ON once SRTE1 is flown backwards
- Line 10 - Once BLUESPEC has accomplished all its assigned orders, it will immediately return to base EDRZ.

**Misc:**

- The TIME command is **OPTIONAL**, and will be used as mission dictates.
- Using TIME: In this example, the mission would PROCEED to N50-44 E10-14 then stop. Next, it would begin to fly towards SRTE1 end point in 15 minutes, proceed backwards on route SRTE1, then bingo.

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#### 5.4.17 Reflightplan Instructions

The REFLIGHTPLAN order allows the mission to be changed on the fly. REFLIGHTPLAN is allowed for an assembled flight on the ground or in the air (pending missions cannot receive REFLIGHTPLANS). This is done by creating a Ctrl-F file, or typing the orders directly into the Air Terminal.

The Ctrl-F file will include any orders needed for the mission to complete its new tasking.

#### Reflightplan Example:

```
FOR AA100 REFLIGHTPLAN  
PROCEED POSITION N34-35 E126-45  
CAP POSITION N34-30 E127-00 ALTITUDE 25000 RANGE 50  
CANCEL CAP TIME 120  
BINGO
```

#### Description:

- Line 1 - Issue a new flightplan for AA100.
- Line 2 - AA100 will proceed to position N34-35 E126-45.
- Line 3 - AA100 will proceed to the Combat Air Patrol position N34-30 E127-00 at a altitude of 25000 feet and a range of 50 nautical miles.
- Line 4 - AA100 will cancel the ordered cap in 120 minutes.
- Line 5 - Once AA100 has accomplished all its assigned orders, it will return to base.

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## 6. Graphic Interface Aggregate Control (GIAC)

There are two main areas on the GIAC that are in this checklist, the orders which run vertically down the left side of the GIAC and the pull down menus which run horizontally across the top from the middle to the extreme right side of the GIAC.

No matter how you log the GIAC in (Offensive or Defensive) the pull down menus are the same. The menus work with the mouse in one of two ways: 1) you can quickly click the left mouse button on your selections or 2) you can press and hold the left mouse button and move the pointer to make further selections; then release the button when the final selection is made.

Several of the pull down menus will activate a subsequent window. If you need to type in this window, click once with the left mouse button in the top border of the window (where the window title is.) When a window is activated, the top border will change colors.

The orders on your GIAC work the same regardless of the login, there are just different orders depending upon login. To use an order, position the pointer in the box of that order in the orders column. Click the left mouse button. With every order, the next thing you have to do is collect information by clicking on whoever the order is for. After that, some orders need more information. Once all the information is collected, click the middle mouse button to send the order to AWSIMs or click the right mouse button to cancel the order.

The information described in this section assumes some knowledge of GIAC. For more information on GIAC go to their web page located at <http://giac.lanl.gov>.

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## 6.1 DISPLAY OPTIONS

### 6.1.1 Changing Display Options

**Step 1:** Click on the **Options** icon (top middle border).

**Step 2:** Click on the **Display Options** icon on the pull down menu.

**Step 3:** In the window that pops up in the lower right corner, in the top half click on the **NM** icon.

**Step 4:** Click on the **Apply** icon.

**Step 5:** Click on the **Close** icon to close the display options window.

**Note:** This function allows you to change the pointer tracking, grid overlay, and symbology functions.

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## 6.2 Plotting Specific Information

### 6.2.1 Different Mission Types

- Step 1:** Click on the **Plot** icon (top middle border).
- Step 2:** Click on the **Unit Data** icon on the pull down menu.
- Step 3:** In the window that comes up, click on **Air**.
- Step 4:** Click on **Air Missions**.
- Step 5:** Click on the appropriate box for the mission type you want to see.
- Step 6:** Click once on the little box to the right of the mission type to cycle through the display options: **No**, **Highlight**, **Blink**, or **Yes**.
- Step 7:** Once you have everything selected the way you want, click on the **Apply** icon.
- Step 8:** Once the GIAC is done applying your changes, click the **Close** icon to close the air unit filter window.

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## 6.2.2 Air Routes

- Step 1:** Click on the **Plot** icon (top middle border).
- Step 2:** Click on the **Air Routes** icon on the pull down menu.
- Step 3:** In the window that comes up, select the routes you want to see.
- Step 4:** Click once on the name of the routes you want to display (when a route is selected, a box is displayed around it).
- Step 5:** If you want to un-display a route, click on its name and it will be deselected.
- Step 6:** To display all routes click on the **All On** icon.
- Step 7:** To un-display all routes, click on the **All Off** icon.
- Step 8:** Once you have everything selected the way you want, click the **Apply** icon.
- Step 9:** Once the GIAC is done applying your changes, click the **Close** icon to close the air unit filter window.

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### 6.2.3 Air Bases

- Step 1:** Click on the **Plot** icon (top middle border).
- Step 2:** Click on the **Unit Data** icon on the pull down menu.
- Step 3:** In the window that comes up, click on **Land**.
- Step 4:** Click on the **Bases** box.
- Step 5:** Click once on the little box to the right of "airbase" to cycle through the display options: **On, Highlight, or Off**.
- Step 6:** Once you have everything selected the way you want, click the **Apply** icon.
- Step 7:** Once the GIAC is done applying your changes, click the **Close** icon to close the air unit filter window.

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#### 6.2.4 Ground Units

- Step 1:** Click on the **Plot** icon (top middle border).
- Step 2:** Click on the **Unit Data** icon on the pull down menu.
- Step 3:** In the window that comes up, click on **Land**.
- Step 4:** Click on the type that best describes the ground unit type you want to see.
- Step 5:** Click once on the little box to the right of the unit types to cycle through the display options: **On**, **Highlight**, or **Off**.
- Step 6:** Once you have everything selected the way you want, click the **Apply** icon.
- Step 7:** Once the GIAC is done applying your changes, click the **Close** icon to close the air unit filter window.

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### 6.2.5 Targets

- Step 1:** Click on the **Plot** icon (top middle border).
- Step 2:** Click on the **Unit Data** icon on the pull down menu.
- Step 3:** In the window that comes up, click on **Targets**.
- Step 4:** Click on the category that best describes the target type you want to see.
- Step 5:** Click once on the little box to the right of the target names to cycle through the display options: **On, Highlight, Blink, or Off**.
- Step 6:** Once you have everything selected the way you want, click the **Apply** icon.
- Step 7:** Once the GIAC is done applying your changes, click the **Close** icon to close the air unit filter window.

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## 6.3 Changing The Map Scale

### 6.3.1 A New center

- Step 1:** Click on the **Map Scale** Icon (Top Middle Border).
- Step 2:** Click on the **Center** option on the pull down menu.
- Step 3:** Position the mouse pointer on the desired map center position.
- Step 4:** Click the left mouse button.

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### 6.3.2 Changing the Center and Radius

- Step 1:** Click on the **Map Scale** icon (top middle border).
- Step 2:** Click on the **Center w/Radius** option on the pull down menu.
- Step 3:** Click on the desired radius on the subsequent menu.
- Step 4:** Position the mouse pointer on the desired map center position.
- Step 5:** Click the left mouse button.

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### 6.3.3 Changing the Radius

**Step 1:** Click on the **Map Scale** icon (top middle border).

**Step 2:** Click on the **Radius** option on the pull down menu.

**Step 3:** Click on the desired radius on the subsequent menu.

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### 6.3.4 Zooming In

- Step 1:** Click on the **Map Scale** icon (top middle border).
- Step 2:** Click on the **Zoom Current Window** option on the pull down menu.
- Step 3:** Position the mouse pointer so that you can pull the mouse to draw a box around the area you wish to zoom in on.
- Step 4:** Press and hold the left mouse button.
- Step 5:** Pull the mouse until the box displayed encompasses the area you desire to zoom in on.
- Step 6:** Let the mouse button go.

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## 6.4 Finding Displayed Information

### 6.4.1 Location

- Step 1:** Click on the **Find** icon (top middle/right border).
- Step 2:** Click on the **Position** selection on the pull down menu.
- Step 3:** Click in the top border of the window that pops up.
- Step 4:** Type the position you want to find.
- Step 5:** Click on the Apply icon.
- Step 6:** The GIAC displays an “X” on the position.

Note: 1) If you don't type the correct format, the GIAC will tell you.

2) If the position you want to find isn't on the currently displayed map, the GIAC will adjust the center to include the position you wanted to find.

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#### 6.4.2 Unit

- Step 1:** Click on the **Find** icon (top middle/right border).
- Step 2:** Click on the **Unit** selection on the pull down menu.
- Step 3:** Click in the top border of the window that pops up.
- Step 4:** Type the unit name you want to find.
- Step 5:** Click on the **Apply** icon.
- Step 6:** The GIAC displays an "X" on the desired unit.

Note: 1) If you don't type the correct name, the GIAC will tell you.

2) Call signs work as unit names; if you type a callsign in this window, the GIAC will place an "X" on the aircraft you want to find.

3) If the unit you want to find isn't on the currently displayed map, the GIAC will adjust the center to include the position you wanted to find.

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## 6.5 GIAC Orders Checklist

This portion of the checklist is set up to give you step by step procedures on how to use the orders on the GIAC.

The initial step to using all orders is to position the mouse pointer on the desired order in the orders column and press the left mouse button. This selects the order. When you see the word "SELECT" in the procedures, it means: Position the mouse pointer on whatever you need to "SELECT" and press the left mouse button.

The last step of each procedure says "-SEND THE ORDER"; This means press the middle mouse button. If you made a mistake in the order, you can cancel what you have done by pressing the right mouse button.

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## 6.6 GIAC Orders

Following in alphabetical order are the button orders located on GIAC Ver: 1.8.  
Note: Some of these orders are exclusive to the Controller view and some on the Side view.

### 6.6.1 AAR (Air To Air Refueling)

- Step 1:** Select mission to receive refueling.
- Step 2:** Select tanker.
- Step 3:** Send the order.

### 6.6.2 ACT RDR (Activate Radar)

- Step 1:** Select mission to activate radar.
- Step 2:** Send the order.

### 6.6.3 ALT (Altitude)

- Step 1:** Select the mission to change altitude.
- Step 2:** Select the new altitude (from pop up menu).
- Step 3:** Send the order.

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#### **6.6.4 ATK AMR (Attack Armor)**

- Step 1:** Select the attacking flight .
- Step 2:** Select the armor unit to attack.
- Step 3:** Send the order.

#### **6.6.5 ATK ARTY (Attack Artillery)**

- Step 1:** Select the attacking flight .
- Step 2:** Select the artillery unit to attack.
- Step 3:** Send the order.

#### **6.6.6 ATK BRG (Attack Bridge)**

- Step 1:** Select the attacking flight.
- Step 2:** Select the target to attack.
- Step 3:** Send the order.

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### **6.6.7 ATK POS (Attack Position)**

- Step 1:** Select the attacking flight .
- Step 2:** Select the position to attack.
- Step 3:** Send the order.

### **6.6.8 ATK UNT (Attack Unit)**

- Step 1:** Select the attacking flight.
- Step 2:** Select the unit to attack.
- Step 3:** Send the order.

### **6.6.9 BINGO**

- Step 1:** Select mission to bingo.
- Step 2:** Select altitude to bingo at.
- Step 3:** Send the order.

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#### **6.6.10 CAP (Combat Air Patrol)**

- Step 1:** Select the mission to send to CAP.
- Step 2:** Select the CAP position.
- Step 3:** Select the CAP altitude.
- Step 4:** Position the pointer such that the distance from the CAP position to the new pointer position is the desired CAP radius and press left mouse button.
- Step 5:** Send the order.

#### **6.6.11 CNX ALL (Cancel All)**

- Step 1:** Select the mission whose orders you wish to cancel.
- Step 2:** Send the order.

#### **6.6.12 CNX CAP (Cancel CAP)**

- Step 1:** Select the mission whose CAP you wish to cancel.
- Step 2:** Send the order.

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### 6.6.13 CNX ORB (Cancel Orbit)

**Step 1:** Select the mission whose orbit you wish to cancel.

**Step 2:** Send the order.

### 6.6.14 CNX PR (Cancel Pair)

**Step 1:** Select the mission whose pair you wish to cancel.

**Step 2:** Send the order.

### 6.6.15 COVER

**Step 1:** Select the mission to cover with.

**Step 2:** Select the track to cover.

**Step 3:** Send the order.

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#### 6.6.16 DELAY

**Step 1:** Select the mission to delay.

**Step 2:** Select the new speed.

**Step 3:** Select the time delay.

**Step 4:** Send the order.

#### 6.6.17 DROP

**Step 1:** Select the mission you wish to drop the tracks.

**Step 2:** Send the order.

#### 6.6.18 DVT (Divert)

**Step 1:** Select the mission you wish to divert.

**Step 2:** Select the base to which you wish to divert.

**Step 3:** Send the order.

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### 6.6.19 MISSION

**Step 1:** Select the mission whose mission type is to be changed.

**Step 2:** Select the appropriate mission type.

**Step 3:** Send the order.

### 6.6.20 Off

**Step 1:** Deselects the orders column.

### 6.6.21 ORBIT

**Step 1:** Select the mission to orbit.

**Step 2:** Select the first point of the orbit.

**Step 3:** Select the second point of the orbit.

**Step 4:** Send the order.

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### 6.6.22 ORD? (Orders)

**Step 1:** Select the mission whose orders you wish to know.

**Step 2:** Send the order.

### 6.6.23 PAIR

**Step 1:** Select the mission to pair with.

**Step 2:** Select the enemy track to pair against.

**Step 3:** Send the order.

### 6.6.24 PAIRCS (Pair Callsign)

**Step 1:** Select the mission to pair with.

**Step 2:** Select the enemy callsign to pair against.

**Step 3:** Send the order.

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#### **6.6.25 PR OVR (Pair Override)**

- Step 1:** Select the mission to pair with.
- Step 2:** Select the new target.
- Step 3:** Send the order.

#### **6.6.26 PRO BCK (Proceed Back on Route)**

- Step 1:** Select the mission.
- Step 2:** Select the route name to use.
- Step 3:** Select the desired amount of time to wait.
- Step 4:** Send the order.

#### **6.6.27 PRO POS (Proceed Position)**

- Step 1:** Select the mission.
- Step 2:** Select the position to proceed to.
- Step 3:** Send the order.

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#### **6.6.28 PRO USE (Proceed Using Route)**

- Step 1:** Select the mission.
- Step 2:** Select the route name to use.
- Step 3:** Select the desired amount of time to wait.
- Step 4:** Send the order.

#### **6.6.29 PTL (Primary Target Line For SAM Sites)**

- Step 1:** Select the SAM.
- Step 2:** Position the pointer in the direction of the PTL.
- Step 3:** Send the order.

#### **6.6.30 RELOC (Relocate)**

- Step 1:** Select the mission you wish to relocate.
- Step 2:** Select the new position.
- Step 3:** Send the order.

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### 6.6.31 REINIT (Re-initialize)

- Step 1:** Select the mission you wish to re-initialize.
- Step 2:** Send the order.

### 6.6.32 SCR 2 (Scramble 2)

- Step 1:** Select the base and squadron to scramble from.
- Step 2:** Select the CAP position.
- Step 3:** Select the CAP altitude.
- Step 4:** Position the pointer such that the distance from the CAP position to the new pointer position is the desired CAP radius and press left mouse button.
- Step 5:** Send the order.

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### 6.6.33 SCR 4 (Scramble 4)

- Step 1:** Select the base and squadron to scramble from.
- Step 2:** Select the CAP position.
- Step 3:** Select the CAP altitude.
- Step 4:** Position the pointer such that the distance from the CAP position to the new pointer position is the desired CAP radius and press left mouse button.
- Step 5:** Send the order.

### 6.6.34 SIL RAD (Silence Radar)

- Step 1:** Select the mission (or SAM/radar) whose radar is to be silenced.
- Step 2:** Send the order.

### 6.6.35 SPEED

- Step 1:** Select the mission.
- Step 2:** Select the new speed.
- Step 3:** Send the order.

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### **6.6.36 SPLIT (Split Off 1 Flight of 2)**

**Step 1:** Select the mission to split.

**Step 2:** Send the order.

### **6.6.37 WPN FA (Weapons Free Air)**

**Step 1:** Select the mission (or SAM).

**Step 2:** Send the order.

### **6.6.38 WPN TA (Weapons Tight Air)**

**Step 1:** Select the mission (or SAM).

**Step 2:** Send the order.

### **6.6.39 WPN H (Weapons Hold)**

**Step 1:** Select the mission (or SAM).

**Step 2:** Send the order.

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## 6.7 Air Unit Legend

### AWSIM GIAC Symbology

<u>Flight Tracks</u>	<u>Ground Units</u>
○ -- AI, AIRLF, BAI, ESC, FY, OCA, STRK, SWP, TADP, WW	✚ -- Airbase
⊖ -- Mission listed above on an intercept or being intercepted	⌒ -- SAM site
◐ -- AD	⚡ -- Radar site
◑ -- AD on intercept or being intercepted	⚡ -- SHORAD
◒ -- All other air missions	⊙ -- Ship
◓ -- All other air missions on an intercept or being intercepted	⊙ -- Submarine
∧ -- Hostile	
△ -- Hostile engaged	
△ <sub>s</sub> -- Hostile engaged by SAM	
✂ -- Missile	

### GIAC COLOR SCHEMES

	<u>BLUE</u>	<u>ORANGE</u>
Standard	Blue	Orange
Highlight	Lt. Blue	Purple
Damaged	Yellow	Yellow
Jammed	Grey	Grey
Paired	Purple	Purple
Radiating	Lt. Green	Lt. Green
A/C Fuel Warn	Yellow	Yellow

Note: Flight track symbols may have a velocity vector coming from the symbol. The vector will show the direction of travel and the length will indicate relative speed. Symbols with no velocity vector are stopped, but still burn fuel at normal rate.

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## **7. APPENDIX A - Acronyms and Abbreviations**

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**A**

<b>A-A</b>	Air to Air
<b>A-G</b>	Air to Ground
<b>AAM (AAMISSILE)</b>	Air to Air Missile
<b>ABC</b>	Airborne C2 Center Mission
<b>AD</b>	Air Defense Mission
<b>ADA</b>	Air Defense Artillery
<b>AEW</b>	Airborne Early Warning Mission
<b>AFFOR</b>	Air Force Component
<b>AI</b>	Air Interdiction Mission
<b>AIRLF</b>	Airlift Mission
<b>ALSP</b>	Aggregate Level Simulation Protocol
<b>AML</b>	Troop/Cargo Helicopter Operation (AMPHIB) Mission
<b>ASM</b>	Air to Surface Missile
<b>ASTAB</b>	Air Status Boards
<b>ASW</b>	Antisubmarine Warfare Mission
<b>ATK</b>	Attack Mission
<b>ATO</b>	Air Tasking Order

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<b>AWSIM</b>	Air Warfare Simulation
<b>AWSIM/R</b>	Air Warfare Simulation Re-engineering
<b>AWSIM 2.2</b>	Air Warfare Simulation 2.2

**B**

<b>BAI</b>	Battlefield Air Interdiction Mission
<b>BING</b>	Bingo
<b>BT</b>	Break Transmission

**C**

<b>CAP</b>	Combat Air Patrol Mission
<b>CARR</b>	Carrier
<b>CAS</b>	Close Air Support Mission
<b>CBS</b>	Corps Battle Simulation (Army)
<b>cd</b>	Change Directory
<b>CinC</b>	Commander in Chief
<b>CIWS</b>	Close In Weapons System
<b>CM</b>	Cruise Missiles
<b>COMM</b>	Communications Relay Mission

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<b>CRGLF</b>	Cargo Lift Mission
<b>CSAR</b>	Combat Search and Rescue Mission

**D**

<b>DCA</b>	Defensive Counter Air Mission
<b>DEST</b>	Non-Op Destroyed
<b>DMGD</b>	Non-Op Damaged

**E**

<b>ECM</b>	Electronic Countermeasures
<b>EI</b>	External Interfaces
<b>END</b>	Route End Time
<b>ENR</b>	Enroute
<b>ESC</b>	Escort Mission
<b>ESM</b>	Electronic Signals Measurement Mission
<b>EW</b>	Electronic Warfare Mission

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**F**

<b>FA</b>	Weapons Free Air
<b>FAC</b>	Forward Air Controller Mission
<b>FL</b>	Weapons Free All
<b>FM</b>	Weapons Free Arm
<b>FS</b>	Weapons Free Surface
<b>FY</b>	Ferry Mission

**G**

<b>GHOB</b>	Ghost Base
<b>GHOC</b>	Ghost Carrier
<b>GIAC</b>	Graphical Input Aggregate Control
<b>GUI</b>	Graphical User Interface

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**H**

<b>H</b>	Weapons Hold
<b>HHQ</b>	Higher Headquarters

**I**

<b>IFF</b>	Identification Friend or Foe
<b>INCT</b>	Pair/Cover Command Given

**J**

<b>JECEWSI</b>	Joint Electronic Combat/Electronic Warfare Simulation
<b>JTF</b>	Joint Task Force

**L**

<b>LNCH</b>	Awaiting Launch
<b>Is</b>	List

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**M**

<b>man</b>	Manual
<b>MOVE</b>	Non-Op Moving
<b>MP</b>	Maritime Patrol Mission
<b>MSOA</b>	Minimum Sustained Operating Altitude
<b>MTWS</b>	MAGTF Tactical Warfare Simulation (Marines)
<b>MX</b>	Non-Op Maintenance
<b>MXSTAT</b>	Maintenance Status

**O**

<b>OAS</b>	Offensive Air Support Mission
<b>OCA</b>	Offensive Counter Air Mission
<b>ONGD</b>	On Ground
<b>OPER</b>	Operational

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**P**

<b>PROBKILL</b>	Probability of Kill
<b>PTL</b>	Primary Target Line

**R**

<b>REC</b>	Reconnaissance (Recce) Mission
<b>REFU</b>	Refueling
<b>REINT</b>	Re-initialized
<b>RESA</b>	Research, Evaluation and Systems Analysis (Navy)
<b>ROE</b>	Rules of Engagement
<b>RSC</b>	Rescue

**S**

<b>SAM (SAMISSILE)</b>	Surface to Air Missile
<b>SAMOPS</b>	Surface to Air Missile Operations
<b>SAMTDM</b>	Surface to Air Missile Target Difficulty Modifier
<b>SAR</b>	Search and Rescue
<b>SCL</b>	Standard Conventional Load

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<b>SCP</b>	Surface Combat Air Patrol
<b>SHORAD</b>	Short Range Air Defense
<b>SPC</b>	Special Operations Mission
<b>SSM</b>	Surface to Surface Missile
<b>SSMsite</b>	Surface to Surface Missile Site
<b>STA</b>	On Station
<b>STRCAP</b>	Strike Cap Mission
<b>STRK</b>	Strike Mission
<b>SUPA</b>	Suppressed by Air
<b>SUPG</b>	Suppressed by Ground
<b>SURV</b>	Surveillance Mission
<b>SWP</b>	Sweep Mission

**T**

<b>TA</b>	Weapons Tight Air
<b>TADP</b>	Tactical Airdrop Mission
<b>TBM</b>	Theater Ballistic Missile
<b>TL</b>	Weapons Tight All
<b>TNK</b>	Tanker Mission

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<b>TOT</b>	Time Over Target
<b>TS</b>	Weapons Tight Surface

<b>W</b>
----------

<b>W</b>	Current Rules of Engagement
<b>WG</b>	Wargame
<b>WOC</b>	Wing Operations Center
<b>WW</b>	Suppression of Enemy Air Defense (Wild Weasel) Mission

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## **8. APPENDIX B - UNIX and Common Desktop Environment**

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## 8.1 Useful UNIX Commands

### 8.1.1 “man” Command

The single most important UNIX command for the inexperienced user is the “man” command. This command activates a manual page describing the command whose syntax is requested. To learn more about the “man” command:

**Step 1:** Type man man at the UNIX prompt.

▽	xterm
maple-awsimr> man man	

A manual page describing the “man” command will appear. These descriptions are complete and very useful.

### 8.1.2 “cd” command

To navigate the directory structure, use the “cd” command to get to the appropriate directory.

**Step 1:** Type cd path at the prompt.

▽	xterm
maple-awsimr> cd /awsim3/awsimr	

Note: It is much easier to use the File Manager window to navigate the directory structure.

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### 8.1.3 “ls” Command

To view the file listing of the current directory, use the “ls” command.

**Step 1:** Type **ls** at the prompt.

▾	xterm
maple-awsimr> ls	

### 8.1.4 “pwd” Command

To print the working directory, use the “pwd” command.

**Step 1:** Type **pwd** at the prompt.

▾	xterm
maple-awsimr> pwd	

### 8.1.5 Activate Window

In the UNIX environment, the active window is the one with the 3D effect in the title bar.

**Step 1:** Click in the window to make the window active.

**Step 2:** Click on the window’s border or title bar to bring it to the top of the pile.

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### 8.1.6 Scroll Window

To scroll the window use the slider on the left side of the window using the middle mouse button.

- Step 1:** Click above the slider to page backward.
- Step 2:** Click below the slider to page forward.
- Step 3:** Click, hold and move the slider to scroll the page.

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## 8.2 File Manager

The Window-oriented “File Manager” and “Text Editor” are used to view, create and/or alter files.

The File manager window is a visual method for navigating your directory structure. There are 2 sub-windows: the top window is a visual depiction of the path to the current directory folder; the bottom window is a view of all files in the current directory shown open in the top window.

The Solaris<sup>™</sup> Common Desktop Environment (CDE) is an easy-to-use interface that provides a consistent look and feel across UNIX<sup>®</sup> environments. CDE is the recommended user environment for AWSIM 2.2. For more information on CDE, see <http://www.sun.com/solaris/cde/index.html> on the Internet.

### 8.2.1 Open File Manager

To open the File Manager:

- Step 1:** Move the pointer to the background screen.
- Step 2:** Click and hold down the right mouse button.
- Step 3:** Move the pointer to the **Programs** to activate the sub-menu.
- Step 4:** Click on **File Manager...** in the sub-menu.

The File Manager window will appear with 2 sub-windows.

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### **8.2.2 Edit a File in File Manager**

To edit a file in File Manager:

#### **Option 1**

**Step 1:** Double-click on the icon of the file to be edited.

The file will appear in the Text Editor. Proceed to Section 5.1 for more information on the Text Editor.

### **8.2.3 Open a New Directory**

To open a new directory:

**Step 1:** Double-click a folder in either sub-window.

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### 8.2.4 File Manager Window

The file manager window menu can be used to work with the window functions.

To activate the file manager window menu:

**Step 1:** Click on the button in the top left corner of the title bar to activate a pull-down menu. The following choices will appear:

Move  
Size  
Minimize  
Maximize  
Lower  
Occupy Workspace  
Occupy All Workspace  
Close

Note: The Lower option will close the window into an icon .  
The Close option will close the window and the file manager.

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## **9. APPENDIX C - Forms**

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### Training Questionnaire

1. Did you find the Training Manual user friendly?
  
2. Did you find any problem areas? If so, please explain.
  
3. Do changes need to be made to improve this document? If so, explain and submit form on next page.
  
4. Was the training session useful in providing adequate guidance in using the software?
  
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