

Interactor Training

**Module 06
PROTECT THE FORCE
vA13.000**

REVISION

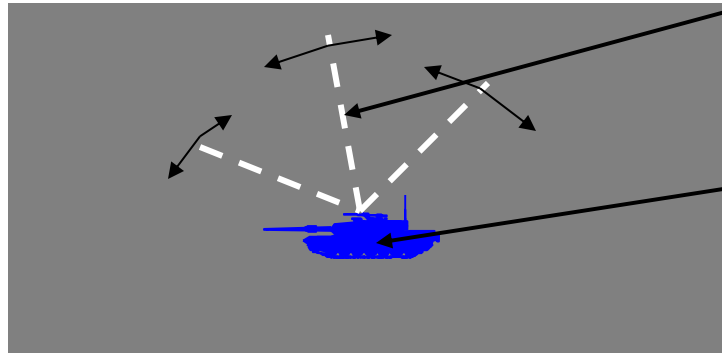
VIEW STANDARD VIEW

Click on **VIEW**, toggle option

Click on icon to display view fan.

To alter the Axis of Observation, click on the terrain display at the point you wish the centre of the view fan to traverse.

Click on terrain. The further you click from the icon the wider the arc of view, up to 360 degrees. The closer to the icon the narrower the arc of view.



DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000 .00				
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I	STOP/GO	HALT		GO	
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOSSES	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
Zm	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLOS	FRDS	ENRY	HULK	OBS	
CLEAR	UP	DN	PRINT		

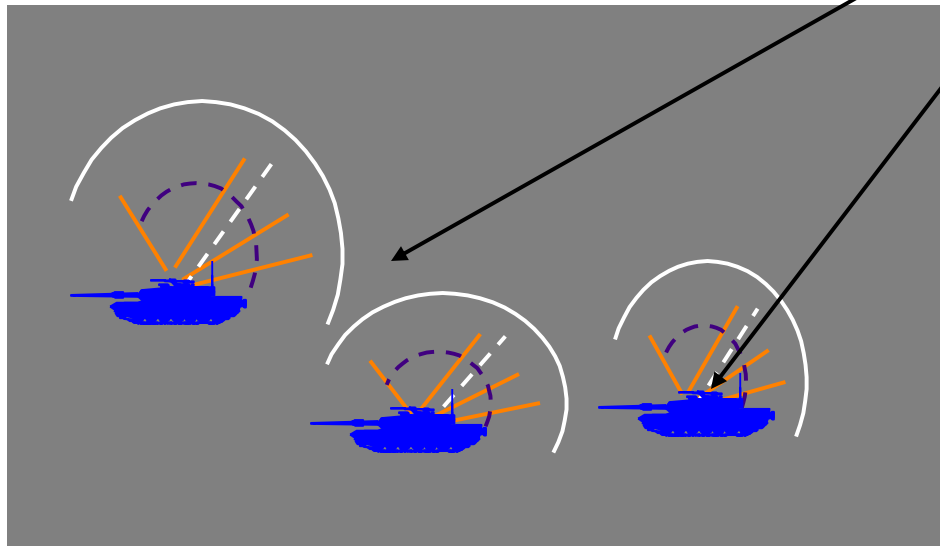
VIEW

MULTIPLE VIEW FANS

Click on **VIEW**

Click on icon to display the view fan.

Click on subsequent icons to display and retain their view fans.



DEPLOY	START	ADMIN		
GROUP	1	2	3	4
	6	7	8	9
RE-ORG	001	FORCE	001	
COUNTER	00000	.00		
TIMER	00:00:00:00			
GR99A	PP	02000	87001	
RTE	ALT	DEL	CAN	COPY
I STOP/GO	HALT		GO	
MOVE	SHOW	SPEED	MAXIMUM	
MOUNT	TRANSFER		ASSIGN	
DISMNT	LINE-F	DEFL	PIT	
VIEW	FORWARD	LOS	FACE	
IC	GP	FM	FC	SD
ROE	HOLD	SMOKE	GRENADE	
LOSSBS	TRACKER		OPFOR	
INFO	DATA			DETECT
	MISC		ISR	
DFIR	FORM	SOP	URBAN	
IFIR	AYN	ENG	LOG	
L				
Zm	Df	1	2	3
		4	5	
PREV	NEXT	PAN		GRID
CLDS	FRDS	ENMY	HULK	Obs
CLEAR	UP	DN	PRINT	

**REVISION
QUESTIONS?**

**SURVEILLANCE
AND
TARGET ACQUISITION**

OBSERVATION

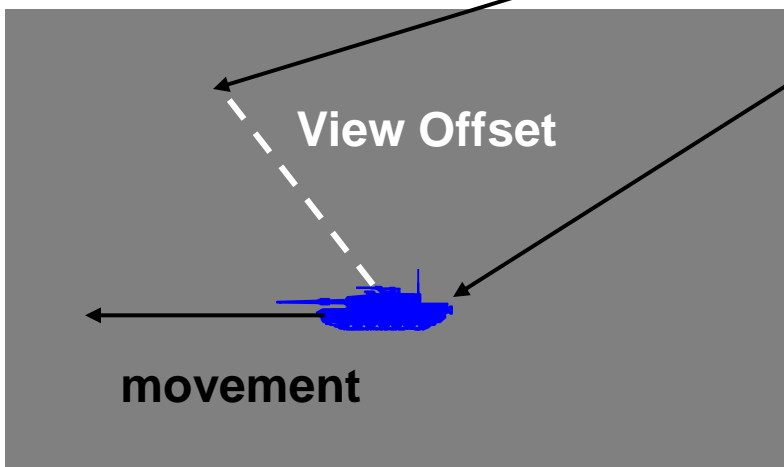
VIEW

Offset View

Click on **VIEW**, toggle **options**

Click on icon (current view fan appears)

Click on terrain in direction offset view is to be maintained.



To cancel Offset View, toggle to Forward and click Yellow on the icon and then on the terrain display.

Y

Y

Y

DEPLOY	START	ADMIN						
GROUP	1 2 3 4 5							
	6 7 8 9 10							
RE-ORG	001	FORCE	001					
COUNTER	00000	.00						
TIMER	00:00:00:00							
GR99A	PP	02000	87001					
RTE	ALT	DEL	CAN	COPY				
I STOP/GD	HALT		Go					
MOVE	SHOW	SPEED	MAXIMUM					
MOUNT	TRANSFER	ASSIGN						
DISMNT	LINE-F	DEFL	PIT					
VIEW	OFFSET	LOS	FACE					
IC	GP	FM	FC	SD				
ROE	HOLD	S MOKE	GRENAD					
LOSSBS	TRACKER	OPFOR						
INFO	DATA		DETECT					
	MISC	ISR						
DFIR	FORM	SOP	URBAN					
IFIR	AYN	ENG	LOG					
L								
ZM	DF	1	2	3	4	5		
PREV	NEXT	PAN	GRID					
CLDS	FRDS	ENMY	HULK	DBS				
CLEAR	UP	DN	PRINT					

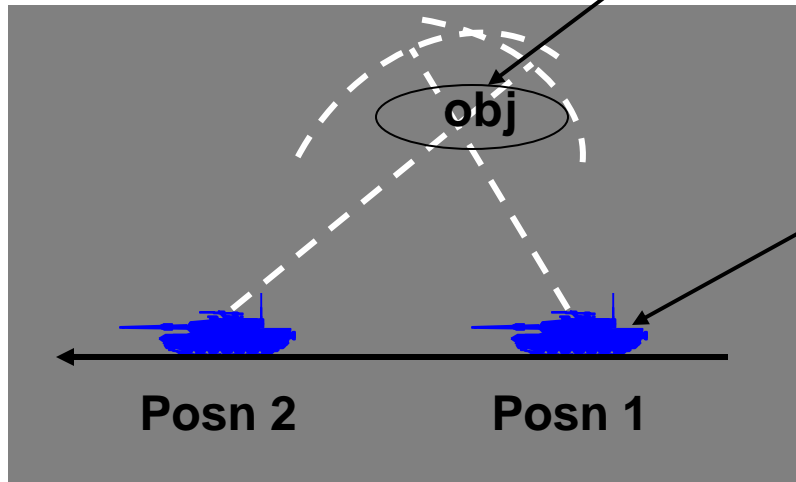
VIEW

View to a spot

Click on **VIEW**, toggle **options**

Click on icon (current view fan appears)

Click on terrain at the spot to which view is to be maintained.



To cancel View to a Spot, toggle to Forward and click Yellow on the icon and then on the terrain display.

DEPLOY	START	ADMIN				
GROUP	1 2 3 4 5					
	6 7 8 9 10					
RE-ORG	001	FORCE	001			
COUNTER	00000 .00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GD	HALT		GD			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	SPOT	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSBS	TRACKER		OPFOR			
INFO	DATA		DETECT			
	MISC		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
Zm	DF	1	2	3	4	5
PREV	NEXT		PAN		GRID	
CLDS	FRDS	ENMY	HULK	DBS		
CLEAR	UP	DN	PRINT			

QUESTIONS?

SENSORS

ICON SIDE INDICATORS - ON YOUR WORKSTATION

Display

Indicator



Own force (workstation)



Same side, not your force



Neutral to you



Side not identified



OPFOR

SITUATION AWARENESS GRAPHICS -ON YOUR WORKSTATION

Tracker



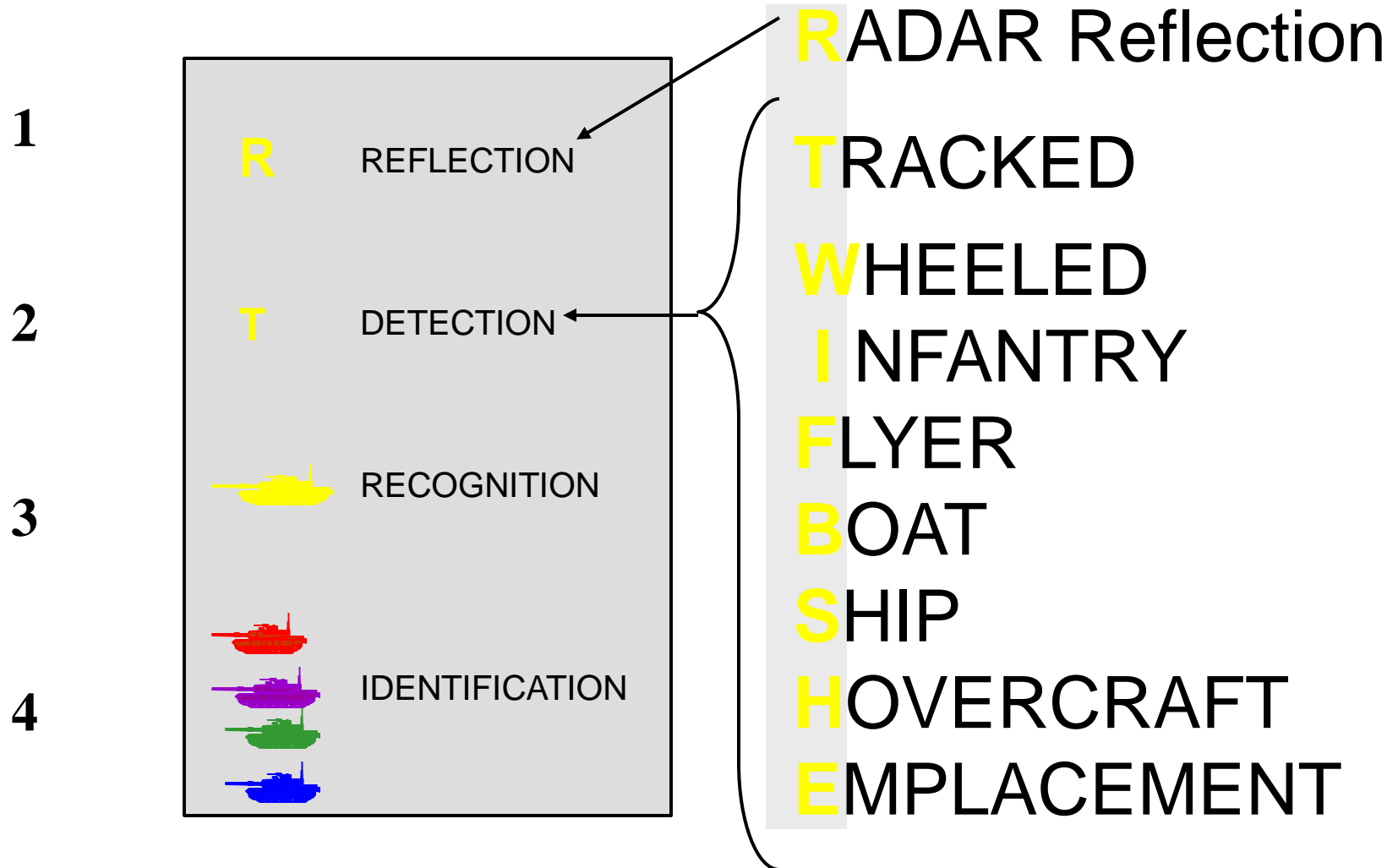
Same side, not your force

OPFOR



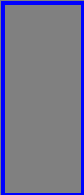




OPFOR or neutral

LEVELS OF DETECTION



LEVELS OF DETECTION - HULKS

	Dead Infantry (Own force)	Destroyed aircraft (Side 1)	Destroyed vehicle (Side2)
Level 1	n/a	n/a	R
Level 2	n/a	F	T
Level 3	n/a		
Level 4			

SENSOR

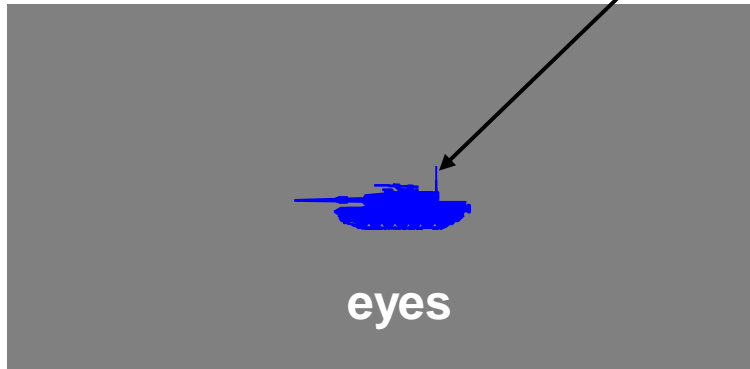
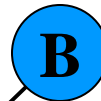
Click on **ISR**



Click on **SENSOR**



Toggle between sensors



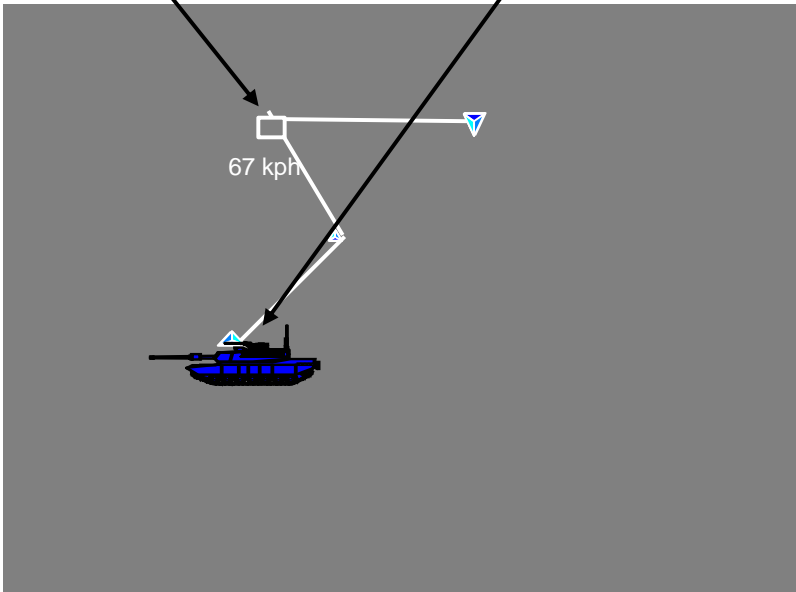
DEPLOY	START	ADMIN		
GROUP	1 2 3 4 5			
	6 7 8 9 10			
RE-ORG	001	FORCE	001	
COUNTER	00000.00			
TIMER	00:00:00:00			
GR99A	PP	02000	87001	
RTE	ALT	DEL	CAN	COPY
I	STOP/GO	HALT	Go	
MOVE	SHOW	SPEED	MAXIMUM	
MOUNT	TRANSFER		ASSIGN	
DISMNT	LINE-F	DEFL	PIT	
VIEW	FORWARD	LOS	FACE	
IC	GP	FM	FC	SD
ROE	HOLD	SMOKE	GRENADE	
LOSSBS	TRACKER		OPFOR	
INFO	DATA	DETECT		
	Misc	ISR		
DFIR	FORM	SOP	URBAN	
IFIR	AYN	ENG	LOG	
WLR	ON/OFF	ANGLE		
	SETUP	REPORT		
MMR	FOOT	SAR	GMTI	
SENSOR				
DESIG				
CUE	TGT			
				INFO
L				
Zm	DF	1	2	3
		4	5	
PREV	NEXT	PAN	GRID	
CLOS	FRDS	ENMY	HULK	Obs
CLEAR	UP	DN	PRINT	

ACTIVITY NODE

Change Sensor

B

Click on node, toggle to select sensor type



Click on **ALT**

Y

Display route - Click on icon

Y

Select ISR

Y

Select Sensor

Y

DEPLOY	START	ADMIN				
GROUP	1	2	3	4	5	
	6	7	8	9	10	
RE-ORG	001	FORCE	001			
COUNTER	00000.00					
TIMER	00:00:00:00					
GR99A	PP	02000	87001			
RTE	ALT	DEL	CAN	COPY		
ISTOP/GO	HALT		Go			
MOVE	SHOW	SPEED	MAXIMUM			
MOUNT	TRANSFER		ASSIGN			
DISMNT	LINE-F	DEFL	PIT			
VIEW	FORWARD	LOS	FACE			
IC	GP	FM	FC	SD		
ROE	HOLD	SMOKE	GRENADE			
LOSSES	TRACKER		OPFOR			
INFO	DATA		DETECT			
	Misc		ISR			
DFIR	FORM	SOP	URBAN			
IFIR	AYN	ENG	LOG			
WLR	ON/OFF	ANGLE				
	SETUP	REPORT				
MMR	FOOT	SAR	GMTI			
SENSOR						
DESIG						
CUE TGT						
	INFO					
Zm	DF	1	2	3	4 5	
PREV	NEXT	PAN		GRID		
CLOS	FRDS	ENMY	HULK	OBS		
CLEAR	UP	DN	PRINT			

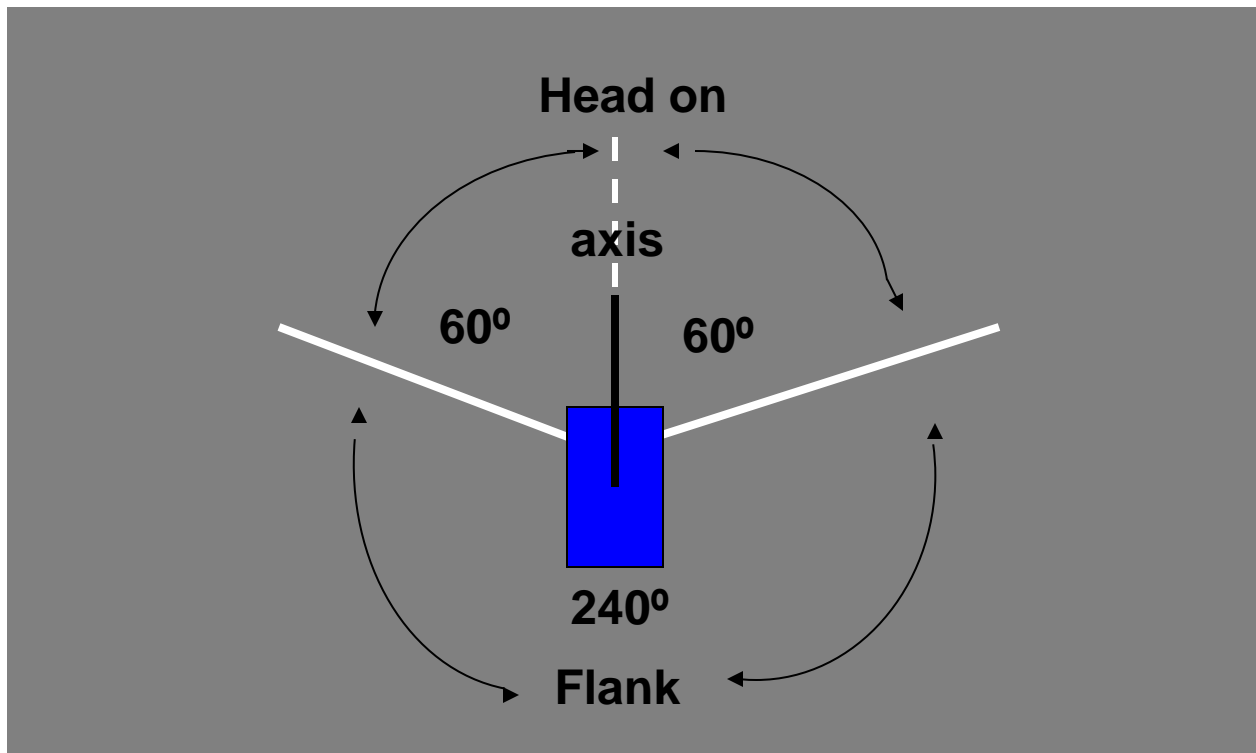
QUESTIONS?

PROTECTION

FACING HEAD ON and FLANK

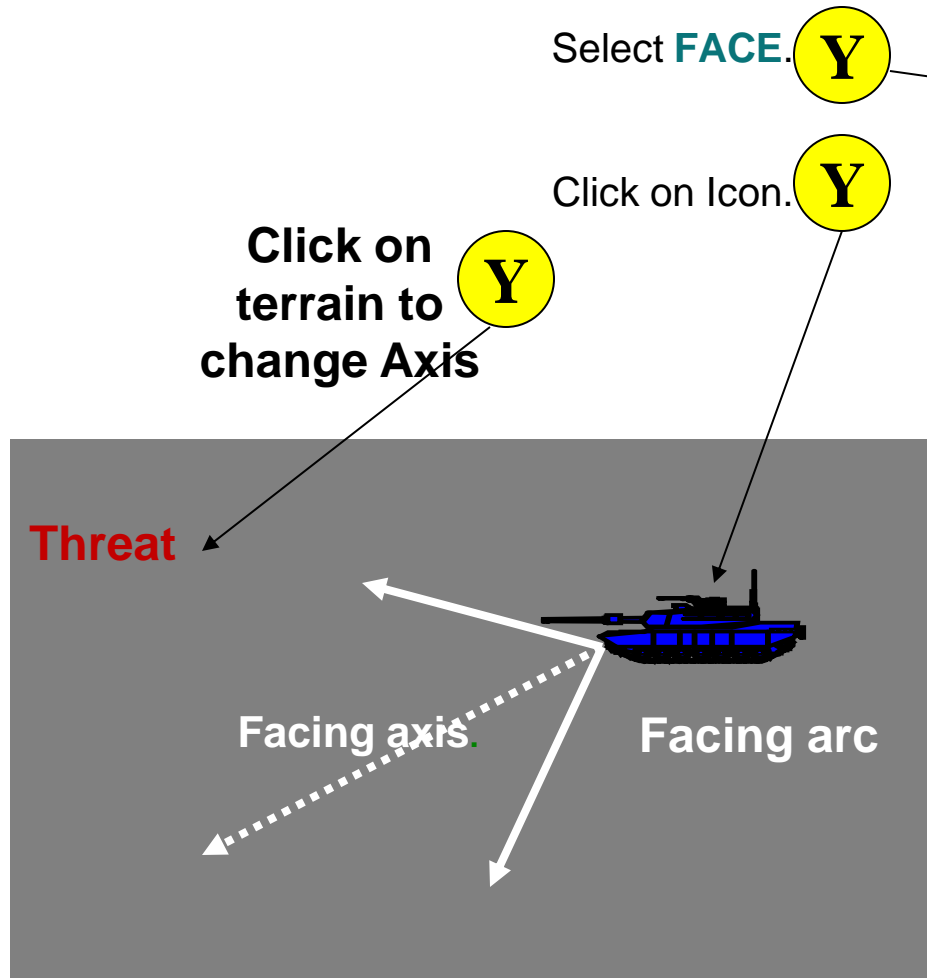
HEAD ON - Protected. 60° either side of the axis

FLANK - Less protected. The remaining 240° around the icon.



FACE

Orient Protected Facing



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

PROTECTIVE MEASURES

General

Icons can be given active and passive defence mechanisms according to the scenario requirements.

The mechanisms may represent but are not limited to, for example:

- body armour for infantry,
- explosive reactive armour for armoured vehicles and 'Trophy' (destroys incoming anti-armoured missiles).
- Automated response – not Interactor initiated

QUESTIONS?

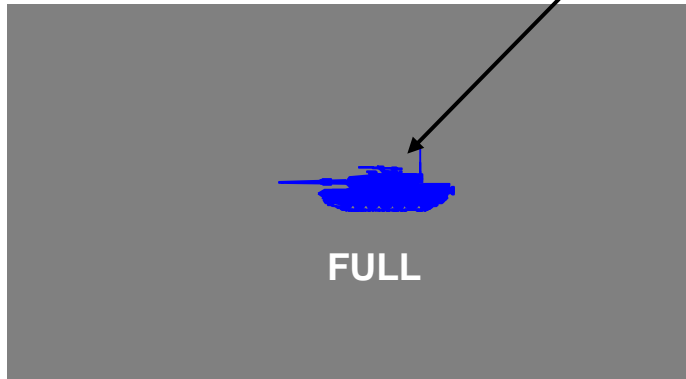
DEFILADE

Full or Partial

Click on **DEFL**

Set Scope

Toggle for full defilade, OR partial defilade.



DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I STOP/GO	HALT		GO		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER		ASSIGN		
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSBS	TRACKER		OPFOR		
INFO	DATA		DETECT		
	MISC		ISR		
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
ZM	DF	1	2	3	4 5
PREV	NEXT	PAN		GRID	
CLDS	FRDS	ENMY	HULK	OBS	
CLEAR	UP	DN	PRINT		

QUESTIONS?

PIT

CREATE Pit

Click on **ENG**



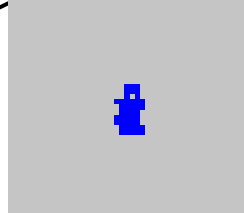
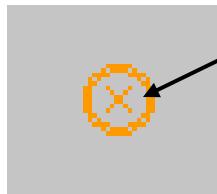
Click on **Create**, toggle option.



Click on the terrain to position the PIT.

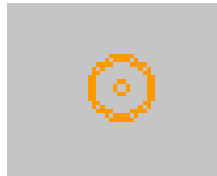


Infantry



or

Vehicle

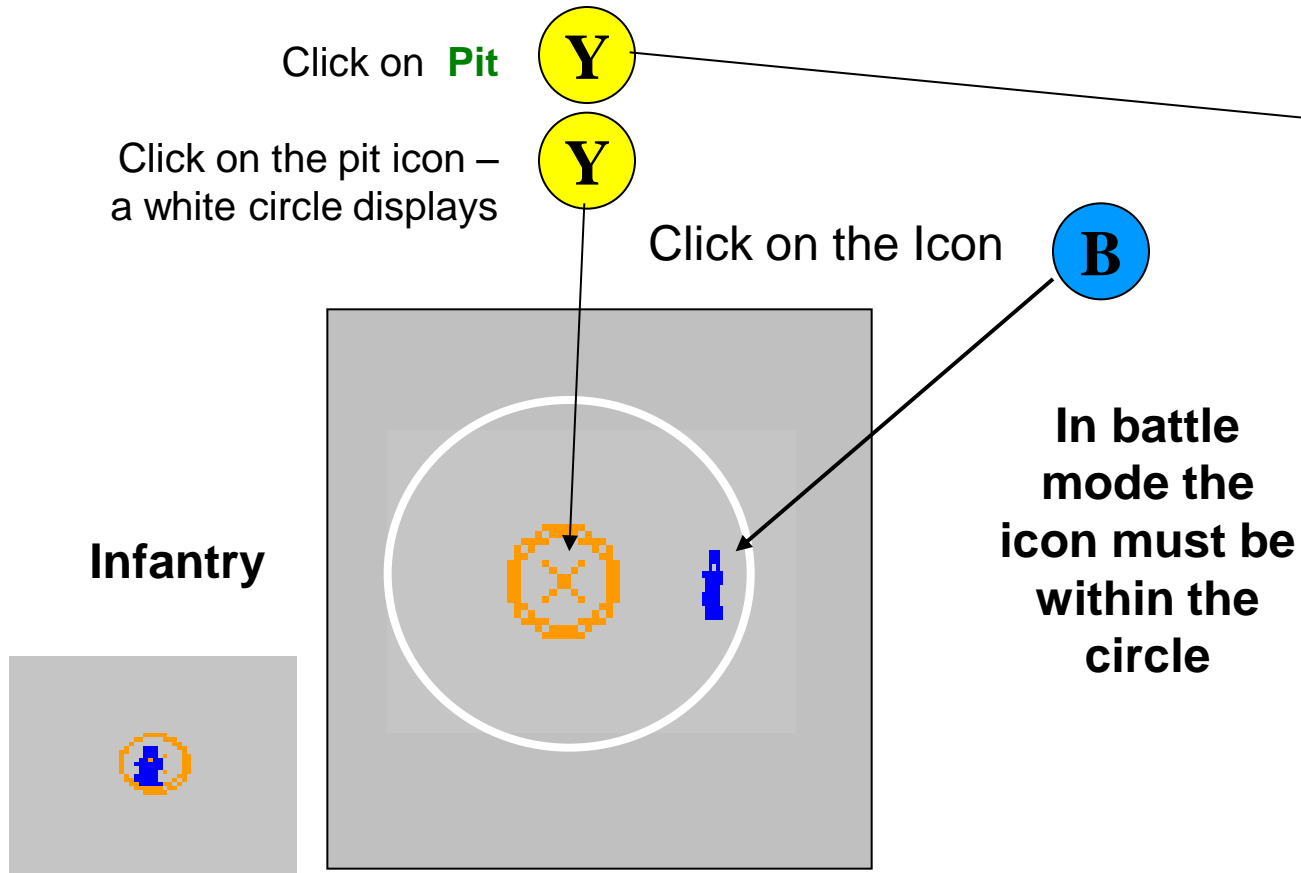


DEPLOY	START	ADMIN		
GROUP	1 2 3 4 5			
	6 7 8 9 10			
RE-ORG	001	FORCE	001	
COUNTER	00000 .00			
TIMER	00:00:00:00			
GR99A	PP	02000	87001	
RTE	ALT	DEL	CAN	COPY
ISTOP/GO	HALT		Go	
MOVE	SHOW	SPEED	MAXIMUM	
MOUNT	TRANSFER		ASSIGN	
DISMNT	LINE-F	DEFL	PIT	
VIEW	FORWARD	LOS	FACE	
IC	GP	FM	FC	SD
RDE	HOLD	SMOKE	GRENADE	
LOSEEG	TRACKER		OPFOR	
INFO	DATA		DETECT	
	MISC		ISR	
DFIR	FORM	SOP	URBAN	
IFIR	AYN	ENG	LOG	
ACT	OBS	FIND	ORIENT	
DIS	MINES		CMD DET MF	
MINES	NONE	WATER	FORD	
LINE	CHG	NBC		
BRIDGE	RECOVER			
BREACH	DITCH	STOP		
CREATE	INF	PIT	INFO	
ZM	DF	1	2	3
		4	5	
PREV	NEXT		PAN	GRID
CLDS	FROG	ENEMY	HULK	OBS
CLEAR	UP	DN	PRINT	

Message: # of pits by type remaining to position

PIT

Occupy




Message: Confirms Pit # and occupying Icon details

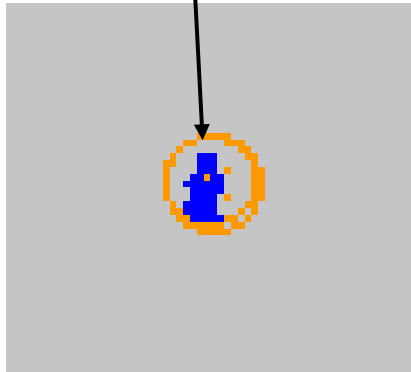
DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP 02000	87001			
RTE	ALT	DEL	CAN	COPY	
ISTOP/GD	HALT	GO			
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSES	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
Zm	DF	1 2 3 4 5			
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENMY	HULK	DBS	
CLEAR	UP	DN	PRINT		

PIT Exit

Click on **Pit** 

Click on the Icon 

The icon
remains in
location but
is no longer
in a pit.



Message: Icon # no longer in a pit

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

ACTIVITY NODE

Occupy Pit

Click on **ALT**



Display route - Click on icon



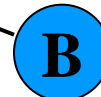
Click on **Pit**



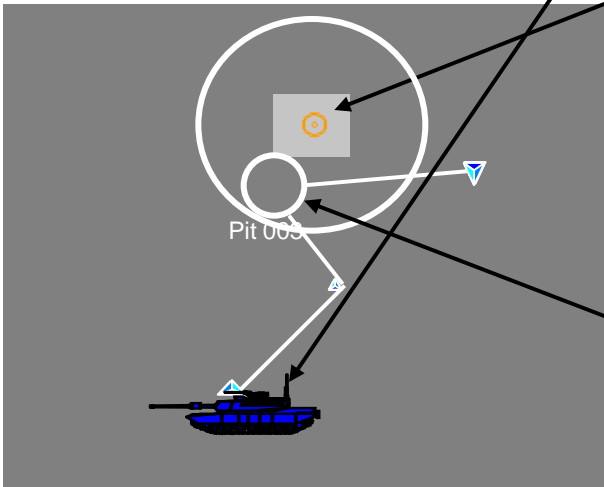
Click on **Pit** icon, white circle displays



The pit node must be within the white circle.



Click on node



DEPLOY	START	ADMIN			
GROUP	1 2 3 4 5				
	6 7 8 9 10				
RE-ORG	001	FORCE	001		
COUNTER	00000	.00			
TIMER	00:00:00:00				
GR99A	PP	02000	87001		
RTE	ALT	DEL	CAN	COPY	
I	STOP/GD	HALT	GD		
MOVE	SHOW	SPEED	MAXIMUM		
MOUNT	TRANSFER	ASSIGN			
DISMNT	LINE-F	DEFL	PIT		
VIEW	FORWARD	LOS	FACE		
IC	GP	FM	FC	SD	
ROE	HOLD	SMOKE	GRENADE		
LOGSBS	TRACKER	OPFOR			
INFO	DATA		DETECT		
	MISC	ISR			
DFIR	FORM	SOP	URBAN		
IFIR	AYN	ENG	LOG		
Zm	DF	1	2	3	4
PREV	NEXT	PAN	GRID		
CLDS	FRDS	ENEMY	HULK	OBG	
CLEAR	UP	DN	PRINT		

QUESTIONS?

**FINAL
QUESTIONS?**