**Tutorial Description:**

These tutorials are designed to teach you the fundamentals of the Multi-Domain Strike Planner in Command. In this tutorial, the following topics will be covered:

* Task Pools.
* Packages.

**Briefing:**

Hello and welcome to the Multi-Domain Strike Planner Tutorials.

These tutorials are designed to teach you the fundamentals of the Multi-Domain Strike Planner in Command. In this tutorial, the following topics will be covered:

* Task Pools.
* Packages.

Note: It’s highly suggested you complete the Basic Air and Strike tutorials and understand the various mission types in Command before attempting these tutorials.

**Message 1:**

Today you will be learning how to create Task Pools and Packages.

There are two air bases with aircraft under your control.

We’re going to start today by creating a Task Pool for each of our bases, then we’ll create Packages within those Task Pools.

**Task Pools** are “virtual” unit groups. The existence of a task pool is for user convenience and act as a logical group of units without any need for those units to act as a group. Think of them as user created filters. For example, a Task Pool can be all the units from a specific base, or units assigned to a specific set of strikes or tasks.

To create a Task Pool:

1. Open the New Mission / Task Pool / Package menu (Ctrl + F11).
2. Select “Task Pool” in the category section, give it a name, then click OK.
3. On the Mission Editor menu, select the Task Pool you created in the missions list, then add units to it like you would any other mission.

Create a Task Pool for each of your bases and add the units at those bases to their respective Task Pools.

Now it’s time to create Packages for your Task Pools.

**Packages** are missions that are created within a Task Pool. Packages can be any mission type. The units available for the package will only be the ones added previously to the parent Task Pool.

To create a Package:

1. Open the New Mission / Task Pool / Packages menu (Ctrl + F11).
2. Select “Packages” in the category section, select the mission class and type, and the parent pool.
3. On the Mission Editor menu configure the mission as normal. When adding unit’s, you will notice the only units available will be those in the parent Task Pool.

Create a land strike package (mission) for each task pool.

Once you have created your packages, you can run the scenario and see your missions execute. However, your units will arrive on target at different times. To coordinate your strikes to arrive on target you need to set a Time on Target (ToT). We will cover that in the next tutorial.