**Tutorial Description:**

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

* Multidomain Time on Target.

**Briefing:**

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

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

* Multidomain Time on Target.

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

**Message 1:**

Today you will be learning how to setup Multidomain Time on Target strikes.

There is a complete range of units under your control.

**Multidomain Time on Target allows an operator to add any type of unit to a Strike mission. Once a Time on Target is defined every unit will continuously estimate the ETA of the weapon that is to be delivered. When the time of fire comes every unit will launch their weapon for a combined multidomain attack.**

**Note: At the time this tutorial is being created, missile doglegs are not considered when calculating weapons ETA. This option can be turned on or off by using the “Use missile waypoints” doctrine option. It’s accessible from the Doctrine & ROE menu, General tab, Anti-Surface Warfare (ASuW) category. This applies to both anti-ship and anti-ship attacks.**

**Setting Multidomain Time on Target is the same as air only strikes:**

1. **Create Task Pools & Packages or Land Strike mission and assign units to them. You can use the same strike mission for all units.**
2. **Open the Mission Editor menu (F11) and select a package or mission.**
3. **Enter the desired Time on Target in the field below the mission list. For this tutorial you can use whatever Time on Target you like but suggest you start by using a Time on Target of 13:00:00Z.**
4. **Click the “CREATE or UPDATE flightplans” button.**

**You can now run the scenario. If setup correctly your weapons should arrive on target around the same time.**

**That concludes this tutorial. We will cover Attack Methods and Basic Flightplan Management in the next tutorial.**