**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:

* Adding & Removing Flightplan Waypoints.
* AAR Scheduling.

**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:

* Adding and Deleting Flightplan Waypoints.
* AAR Scheduling.

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 Advanced Flightplan Management.

There is one air base with aircraft under your control.

For this tutorial a strike mission has already been created and aircraft have been assigned.

The first thing we’ll be doing today is adding waypoints to a flight plan. The aircraft assigned to your strike mission are going to overfly a known SAM site on the way to and from their target and we want to avoid that.

To edit flightplans:

1. Open the Mission Editor (F11).
2. Select a mission and flight.
3. Click the “Flightplan Editor” button on the mission settings tab. You can also open the Flightplan Editor and select the mission and flight there.

To Add a flightplan waypoint:

1. Select the waypoint that will precede the new waypoint.
2. Click the “Insert Waypoint” button. A new “Turning Point” waypoint will be created halfway (on the map) between the two existing waypoints. Strike missions use Turning Point (Ingress) for waypoints enroute to the target and Turning Point (Egress) enroute back to base.
3. Drag the new waypoint to the desired location on the map.

To delete a waypoint, select the waypoint and click the “Delete Waypoint” button.

**Add two waypoints to the flights course. The first waypoint should be a Turning Point (Ingress) after waypoint 3, and the second waypoint should Turning Point (Egress) after waypoint 7. After you have created them, drag them so they will avoid the SAM site.**

**AAR is a vital part of a flightplan. This operation can be scheduled and is fully integrated with flightplans.**

To schedule AAR as part of a flightplan:

1. Open the Flightplan Editor.
2. Select the waypoint that will precede the new waypoint.
3. Click the “Insert Waypoint” button.
4. The new waypoint needs to be defined as a “Refuel” type waypoint. Select the new waypoint and from the dropdown menu select the “Refuel” type.
5. Once this is done you will be given the option to disable refueling for all other waypoints in the current flightplan. You can change this setting with the Flightplan Editor if you change your mind or accidentally select the wrong option. Select the flight and scroll right to the Tanker (AAR) column and select the option from the drop-down menu.
6. Drag the new waypoint to the desired location on the map.

**Create a new refuel waypoint after waypoint 9. Once created, move it closer to the AAR Support mission track. The choice to disable refueling at other waypoints is up to you, for this tutorial it will not make a difference.**

**This scenario will conclude when your strike aircraft return to base.**