Scenario Description

Welcome to the Unattended Flight tutorial.

This is the second in a series of tutorials designed to teach players the fundamentals of air operations in Command. In this tutorial, the following topics will be covered:

- Using Reference Points.
- Setting up Air Patrol Missions.
- Setting up Support Missions.

Pop-ups will appear with important messages during this scenario. You can find a PDF of them in the documents folder that comes with these tutorials. The default location is: C:\Program Files (x86)\Command Modern Operations\Scenarios\Tutorials\Air Warfare Tutorials\Flight Tutorial\Documents.

For Steam users, they will be located at: C:\Program Files (x86)\Steam\steamapps\common\Command - Modern Operations\Scenarios\Tutorials\Air Warfare Tutorials\Flight Tutorial.

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Scenario Briefing

Welcome to the Unattended Flight tutorial.

In this scenario you will be guided through the following topics:

- Using Reference Points.
- Setting up Air Patrol Missions.
- Setting up Support Missions.

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Message 1

Good morning!

Today you will impersonate the commander of the Ramat David Air Base in Northern Israel and you will learn how to assign your air assets to missions.

You have six F-16I Sufa and two Gulfstream G550 AEW Nahshon under your command. Two 707 Saknayee tankers and two Hermes 900 Star UAV have arrived at Ramat David to support you.

One F-16I is under maintenance and will not be available today, while a 707 tanker is being prepared and will be ready in 3 hours.

Message 2

To create a "Patrol" style mission you first need to place a few Reference Points:

1. Select "Define Area" under the "Missions + Ref. Points" menu and drag the mouse to form a rectangle-shaped area delimited by four Reference Points. Alternatively, you can use the "CTRL + right mouse button" shortcut and select "Define Area - Rectangle".
2. When asked if you want to create a zone entity from the defined area click "No"
3. When a Reference Point is selected it will be bright white, and when not selected it will be a white cross. You can set reference point visibility to be Normal, small, or not show at all in the "Map Settings" menu.

To create a Patrol style mission:

1. Select the Reference Points that define the perimeter of the desired zone. You can select them individually or by holding down the left mouse button and drag-selecting them.
2. When you have selected at least two Reference Points press "Ctrl + F11" or go to the "Missions + Ref. Points" menu and select "Add New Mission".

3. Name your mission, select "Patrol" from the third menu, and "AAW Patrol" from the fourth menu.

   Leave the Status as "Active" and click "OK".

In the Mission Editor window, select your mission name in the upper left. You can change the name in the box above this area.

1. Select the "Mission Settings" tab.
2. Moving to the top center of the screen, leave the "Try to keep units on-station" box to 0 and the "1/3 rule" checked.
3. Uncheck "Investigate unknown contacts outside the patrol area" and "Investigate unknown contacts within weapons range", so your aircraft will remain inside the patrol area.
4. Leave the "Active emissions..." box unchecked.
5. If you want your aircraft to fly in a loop, rather than randomly around an area, change the "Movement style" to "Repeatable loop". This should be used if you are using two reference points.
6. Moving to the right, in the Patrol Area box there should be four RPs with the same name as those of the desired area.

   If they are not there go back to the map, select them and click the "Add points highlighted on map" button.

   Click the "Validate Area" button. If you get a "WARNING! Area validation has failed" message, using the up or down arrows in the box change to order of the RPs until you have a square.

7. Under the" Aircraft settings" tab, you can see the settings for the flight size. For this mission, you will not need to change that. Uncheck the "Enforce flight size" box. This means your aircraft will fly the mission even if there are not enough aircraft to meet the "Flight size" requirement.
8. The other mission parameters can be changed at will.

Now select the "Units" tab along the top.

1. In the "Available" box, click the arrow beside the 6x F-16I Falcon [Sufa] to expand the category to see the available units.

2. Use "Shift + left mouse button" to select Sufa #1 to Sufa #5. Select Sufa #1 then select Sufa #5 to select all the units in between. Alternatively, you can select multiple units one at a time by using "Ctrl + left mouse button".
3. Press the down button to assign them to the mission.

You can now close the mission editor and run the game.

Note 1: The Mission Editor window is a bit complex, and you will need some time to know every option well.

Note 2: Deselecting Reference points can be done with "Ctrl + End". Be careful because "Ctrl + Delete" will delete them.

Note 3: Defining another area will de-select all reference points and only leave the new ones selected.

Message 3

Now that your F-16Is are airborne, you need to create a Support Mission for your AEW (Airborne Radar) and ECM (Airborne Jammers) aircraft.

First, you need to de-select the Reference Points used by the AAW Patrol. Go to the "Mission + Ref. Points" menu and select the option "De-Select All Reference Points".

Now you need to place two Reference Points for the Support Mission. Go back to the "Mission + Ref. Points" menu and select "Add Reference Point". You can also use "CTRL + right mouse button" and select "Add Reference Point".

Place them on the map and then key "Ctrl + F11" to create the new mission.

This time select "Support" from the third menu and press "OK", then assign your two Nahshon and two Hermes 900 to the mission.

Message 4

The F-16I Sufas loaded with AIM-120s can stay airborne for more than four hours before going Bingo.

To increase that time, you need to create another "Support" mission, this time for your Saknayee tankers.

As before, put a couple of Reference Points on the map and press "Ctrl + F11" to create a new mission. Select "Support" and add the two 707 tankers.

Message 5

Well done! You are now ready to start shooting down some enemy aircraft!