



# Player Manual for the Command Engine 2 (Version 1.22)

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## 1. Overview

Welcome to the Command Engine 2 player manual. The Command Engine is a system that allows you to control multiple squads and it is a revolution in the functionality of OFP. Where in normal OFP missions you can at most command an infantry squad (~ 9 men) or tank platoon (~ 4 tanks), in a CE mission you can be in charge of an infantry platoon, a tank company or even a battalion. Here is a short overview of the CE2's features:

- 1 It gives the player full strategic control of multiple squads up through platoons to company level and maybe beyond.
- 2 It reflects the current ORBAT (*Order of Battle*) of western and NATO forces but is flexible enough for you to construct you own order of battle.
- 3 It uses Phaeden's Marker Editor addons so it conforms to standard operating procedure for battle planning in NATO forces.
- 4 It conforms to our understanding of the US Field Manual on battle planning.
- 5 Control is by waypoints placed in game in real-time in your map screen which is both simple and very intuitive.

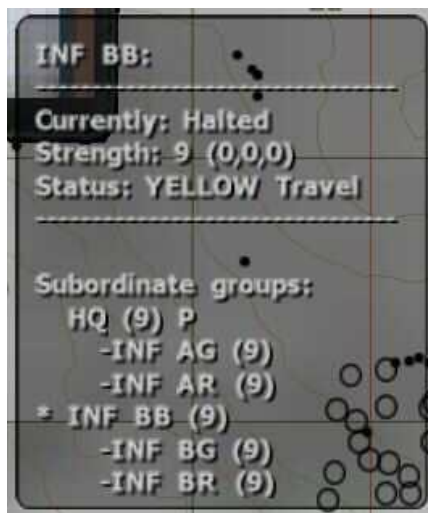
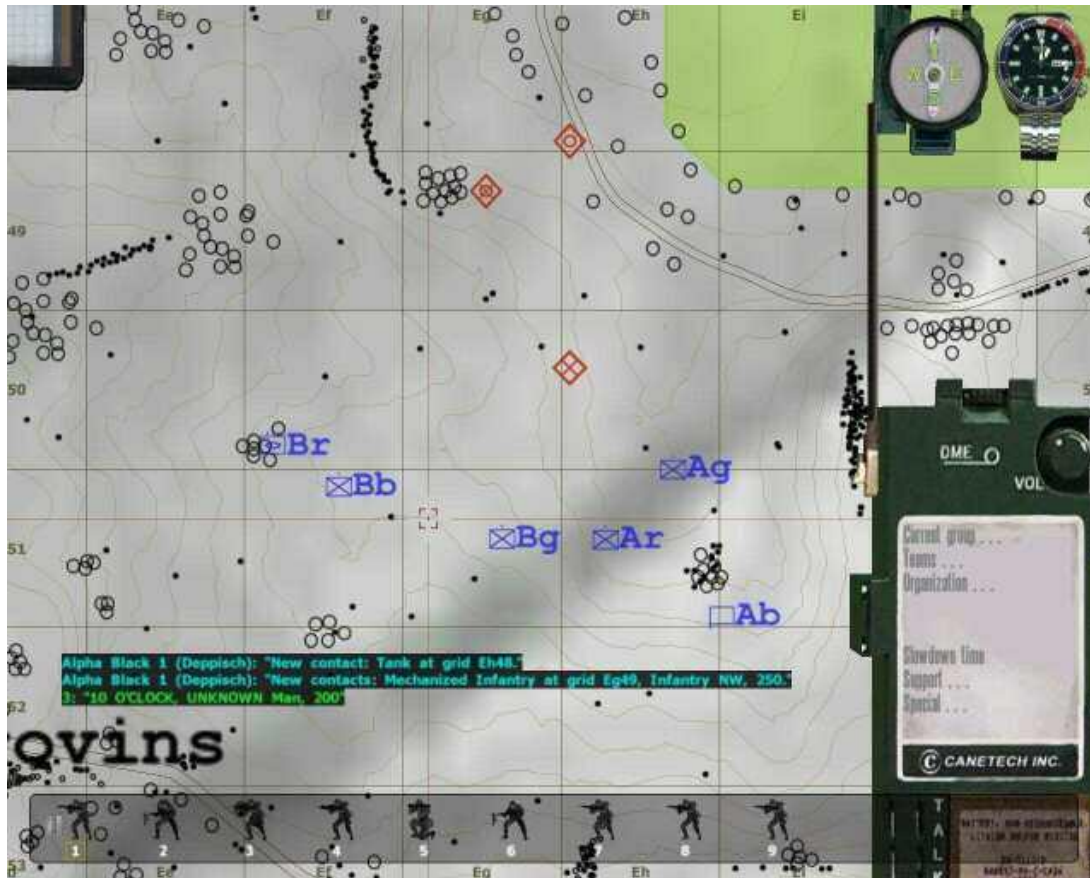
- 6 There is a slow time option to allow the commander to create complex attack and defense plans before battle commences.
- 7 Up to 6 waypoints per group at any one time but no limit to total number of waypoints.
- 8 Waypoints can be added and deleted whenever required.
- 9 All waypoint have action at conditions enabling timed attack strategies and bounding over watch. Action at WP --> functions include:
  - Proceed --> immediately proceed to next WP
  - Wait for --> wait for mm minutes, then proceed
  - Wait till --> wait till hhmm is reached, then proceed
  - Wait --> group stops at waypoint
  - Unload --> group unloads infantry from cargo space
  - Cycle --> to set up patrols
- 2 All waypoints have both real-time and planned control of enroute squad attitude including:
  - Behavior --> behavior macro enroute to WP
  - Combat mode --> combat mode enroute
- 2 The Command Engine includes in battle real-time helmet camera shots from squad commanders.
- 3 The ability to issue orders to any individual of any squad not just your own via the squad commanders radio net allowing squad management.
- 4 Units may be detached and added to groups as required.
- 5 New groups may be created as required (Please note the current version of allows a maximum of 64 groups of up to 12 soldiers each on each side or maximum of 798 soldiers per side).
- 6 Full set of support requests:
  - Mission designer rustom requests
  - Artillery
  - Helicopter
  - Air-strike
  - It also takes advantage of and builds on AI calls for these standard support requests:
    - Medical Support
    - Ammunition
    - Fuel

These are just a hint of the power of the new Command Engine that will allow you to control your very own FPS army.

## **2. Getting started**

### ***2.1 Selecting and moving groups***

The most important tools within the Command Engine are the map and the radio (either the map radio menu or by selecting 0-0).



Your own and all subordinate groups are shown on the map with blue unit markers. To select a group simply click its marker (for the CE veterans: this is indeed only one click, placing a usermarker with doubleclick+return is no longer necessary). If the markers are very close to each other, zoom in. The selected group will be highlighted in red and a group info is shown in the upper left corner.

It gives you

- 1 the group name
- 2 current action, this can be
  - Halted
  - WP movement, placing waypoints for a group is explained later
  - Movement drill
  - Embarked
  - Embarking
  - In Formation
  - Busy, for various other actions, e.g. fleeing ;-)
- strength: number of men, in parentheses are the numbers of (tanks/APCs/other vehicles)
- the attitude of the group:
  - the combat mode, BLUE, GREEN, WHITE, YELLOW, RED
  - and behaviour, Travel, March, Cautious, Assault, Stealth, Safe, Careless

The exact meaning of these and how the settings can be changed will be explained later.



In addition, the hint shows a list of all available groups under your command (with number of men in parentheses). The currently selected group is marked with an '\*' and the group you are currently in command of is marked with a 'P'. Once selected, you can move the group by clicking on the map while holding the (left) SHIFT key (SHIFT-click). The group will immediately move to this location which is denoted with a flag.

If you want to move another group, simply repeat the above procedure. Unless otherwise noted, selecting and moving groups is the standard action on the map.

Clicking an already selected group marker will take you to the group control menu (see below).

## 2.2 ALT-clicking

Most of the map interactions are context sensitive, i.e. they only work in specific radio menus. E.g. you can only place waypoints in the group control menu.

On the other hand, holding the ALT key while clicking works at any time in all menus. Currently, you can ALT-click:

- 1 group markers, this will take you to the control menu of the group
- 2 WP markers, this takes you to the Edit WP dialog

## 2.3 The radio menu

The radio gives you access to all the functions of the Command Engine. Upon mission start, the CE main menu is displayed (some items may be disabled by the mission designer):

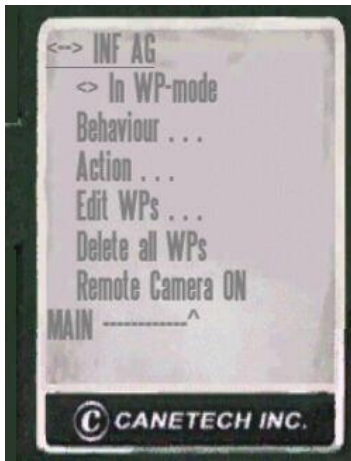


- 1 **Groups...** -> control groups
- 2 **Teams...** -> control teams of groups
- 3 **Organization...** -> organize your forces
- 4 **Slowdown time** -> for busy moments
- 5 **Support...** -> e.g. to call arty or air support
- 6 **Special...** -> special stuff defined by mission designer

## 3. Taking command

### 3.1 The group menu

This is the group control center. You can reach it via the main radio menu, by “double-clicking” (i.e. click the highlighted group again) a group in the main menu, or at all times by ALT-clicking a group. The menu has the following options (some are disabled if you access your own (the players) group):



- 1 <-> **GROUPNAME**
  - shows the currently selected group, click to cycle through available groups
- 2 <> **STATUS**
  - shows the current state (action), click to halt the group; when already stopped, group goes into WP mode
- 3 **Behaviour...**
  - change behaviour of group
- 4 **Actions...**
  - have group perform certain actions
- 5 **Edit WPs...**
  - edit the WPs of the group
- 2 **Delete all WPs**
  - delete all waypoints (see below for how to place WPs)
- 2 **Switch remote cam ON/OFF**
  - you can observe the group in 3D view, additionally you are in some sense in command of the group (without physically leading it). You can also cancel the cam from the group leaders action menu.
- 3 **MAIN -----^**
  - back to main men

While in the group menu, you can place a WP by clicking on a free spot of the map. A dialog pops up where you can select the type of waypoint and its parameters:

There are six types of waypoints:

1



- 1) **Proceed**
  - immediately move to next WP
- 2 **Wait for**
  - wait for xx minutes, then move on
- 2 **Wait till**
  - wait until time of day hhmm is reached, then move on
- 3 **Wait**
  - group stops (automatically switches to halted mode), to move on, reselect WP mode
- 4 **Unload**
  - group unloads external units from its cargo space, otherwise proceeds, for heli groups, one can select to eject

- the cargo by parachutes
- 5 **Cycle**
  - return to first waypoint

For all waiting type waypoints one can assign a facing direction to be assumed at the WP. When selecting “NONE”, the natural movement facing is assumed.

Each waypoint can have a different combat mode and behaviour, which are assumed as soon as starting to move towards it. When adding a WP, the default settings are those of the previous waypoint. Selecting “NC” means “No change”, i.e. whatever combat mode/behaviour is currently active is kept.

In the dialog, make your parameter selections and then choose the type to place the WP and close the dialog. The default waiting times are 5 minutes and the current time of day, respectively (the latter is of course nonsense, but showing the current time makes it easy to adjust it). In the edit fields you should only enter numbers, either the waiting time in minutes or the daytime in hhmm notation (e.g. 1645, i.e. no separation marks).

For the Unload waypoint, you can select Unload (= disembark normally, helis will land) or Eject (= disembark by parachute from helis).

On the map, waypoints are designated with the following symbols:



You can place up to 6 waypoints for a given group at a given time. The currently active waypoint is shown red. Past waypoints are black (they are not automatically deleted once passed!) and future ones green. Clicking a waypoint marker will delete it.

As in the main menu, you can also move a group by SHIFT-clicking on the map. To be more specific, this initiates a 'movement drill' (denoted by a flag), i.e. the group will immediately move to this spot overriding any current action. This does not delete placed waypoints, you can resume WP movement by switching to WP mode. You can thus use this feature to quickly react to some unexpected event.

The remote camera can be a powerful feature to finetune the actions of a group, because you can control many aspects of

the group as if you were its group leader, like behaviour, selecting targets and so on.

In the Behaviour menu, you can change the attitude of the group:

- 1 **Behaviour** cycle the behaviour of the group
- 2 **Combat mode** cycle the combat mode
- 3 **APPLY ---^** apply selection and back to the group menu

Combat mode takes the standard OFP values "BLUE" (Never fire), "GREEN" (Hold fire - defend only), "WHITE" (Hold fire, engage at will), "YELLOW" (Fire at will), "RED" (Fire at will, engage at will).

Behaviour is a macro combining the proper OFP group behaviour (e.g. "COMBAT", "AWARE"), the group formation, the speed mode, the embarkment behaviour (for mixed infantry/vehicle groups) and the flying height of helicopters.

The following are available:

	Behaviour	Formation	Speed mode	Embark inf?	Flying height**/m
Travel	AWARE	WEDGE	NORMAL	yes	50 (Contour)
March	AWARE	STAG COLUMN	NORMAL	no	50
Cautious	AWARE	VEE	SLOW	no	25 (NOE)
Assault	COMBAT	LINE	NORMAL	no	50
Stealth*	STEALTH	WEDGE	NORMAL	no	25
Safe	SAFE	COLUMN	NORMAL	yes	125 (High)
Careless	CARELESS	COLUMN	NORMAL	yes	125

\*) Stealth additionally forces soldiers to crawl.

\*\*) Since version 1.2, helicopters of a group are additionally staggered vertically with a height interval of 5 meters to reduce the chance of them crashing into each other. Shown here is the minimal height.

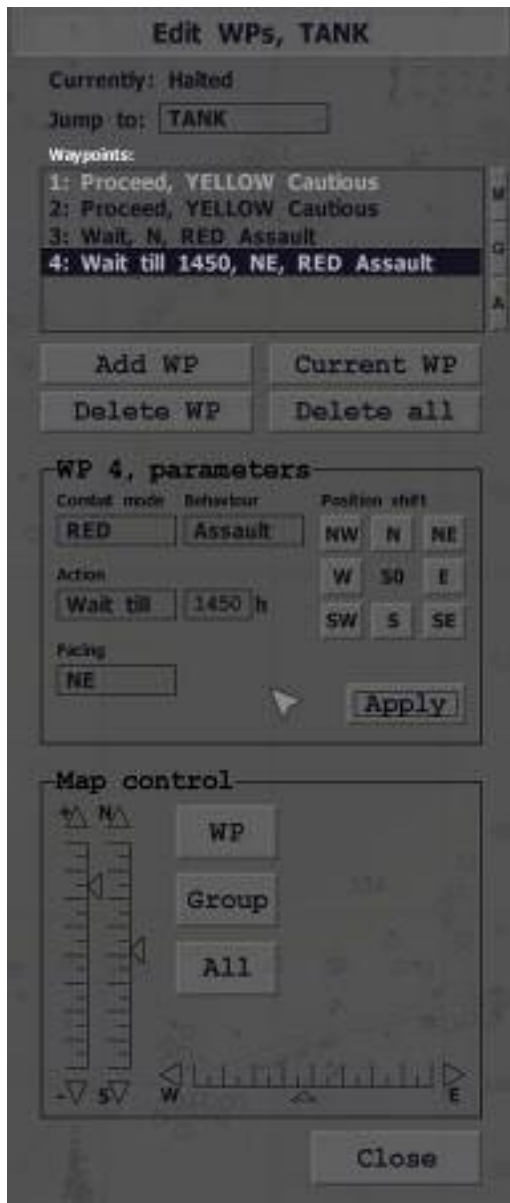
### 3.2 Group actions

Depending on the group type and status you can select various actions to be performed immediately via "Actions...":

- 1 **Embark as cargo**
  - group embarks in the cargo space of ONE transport vehicle, select the vehicle with UP and DOWN, then select APPLY. Only available for pure infantry groups. You can only embark in vehicles that have a driver.
- 2 **Embark assigned group**
  - group embarks in transport vehicles of its assigned transport group, you can select the assigned transport group from the "Organization..." menu. Only available for pure infantry groups.
- 3 **Cancel embark**
  - while embarking this can be used to cancel it (group will halt).
- 4 **Disembark**
  - infantry disembarks from cargo space of external transport vehicle(s).
- 5 **Eject**
  - same as Disembark, but if in helo, infantry group will eject by parachute.
- 6 **Mount**
  - group will mount the selected vehicles (i.e. it will actually use them as driver etc.),
  - use UP and DOWN to navigate through the menu, use TOGGLE to (de)select a vehicle, then choose APPLY to mount; to cancel, unselect all vehicles and click APPLY. You can only mount empty vehicles.
- 7 **Dismount**
  - group will dismount from the selected vehicles (i.e. it will completely abandon them), use UP, DOWN and TOGGLE to (de)select the vehicles, then APPLY.
- 8 **Unload**
  - group will unload all external units from its own cargo space, i.e. this command will have the same effect as selecting "Disembark" from the transported group's action menu.
- 9 **Eject external**
  - same as Unload, but external units will eject from helos by parachute.
- 10 **Land**
  - all helicopters in group will land at their current position (shutting off their engines).
  -

REMARK: The boarding actions "Mount" and "Embark as cargo" have a range of 100 meters.

### 3.3 Editing waypoints



To edit the waypoints of a group, select “Edit WPs...” from the group control menu. This opens the dialog shown here.

Below the title bar (which can be used to drag the window), it shows the current action of the group. Again, you can click it to switch to halted, or if already halted, to switch to WP mode.

With “Jump to” you can select another group to edit its waypoints. After leaving the dialog, the focus always returns to the original group.

The WP list box shows all waypoints of the group, from which you can select one. The currently active WP is highlighted.

“Add WP” adds a Proceed waypoint 100m north of the last WP (or the group if there is none).

“Delete WP” deletes the selected waypoint, while

“Current WP” selects it as the currently active WP.

“Delete all” clears the whole waypoint list.

The WP parameter box shows all parameters of the selected waypoint and allows you to edit them. With the position shift button you can move the waypoint (the stepsize is given in the middle, click to cycle 50m->150m->10m->). All changes take only effect after selecting “Apply”. To cancel the changes, select another waypoint.

The map control box gives you access to the map. Select “WP” or “Group” to center the map on the selected waypoint or the group, respectively. The button “All” tries to fit all WPs on the map (these buttons are also repeated to the right of the WP list: “W”, “G”, “A”). Once you click one of the buttons, you also have access to sliders to zoom and scroll the map freely.

### Some remarks on Waypoint philosophy :-)

I tried to pack a whole lot of stuff into the waypoint system, so it can be used in different ways according to the circumstances. My intention was the following (but of course you can use however you want):

1. The standard method is by adding WPs in the "Groups..." menu. Since 1.2, we are using a dialog to adjust the WP type and parameters, so you now have full control of the WPs when adding them. By throwing in some "Wait for" or "Wait" waypoints you can create staggered movement which is more secure. With a little practice I was also able to create something like the real life "Alternating bounds" movement: One group advances while the other is waiting and gives cover.
- 2.
3. For better planning, it is often better to edit the WP path in one go. This can be done in the "Edit WPs" dialog. Use the "Wait till" or "Wait" waypoints to realistically time and synchronize the movement of all groups. Make sure you are in "Halted" mode when editing the WPs. Once you are finished, select "WP mode", sit back and watch.
4. If anything unexpected happens, initiate a "Movement drill" (I stole this idea from M1 Tank Platoon): SHIFT-clicking on the map, the group will immediately move to this location, irrespective of its WPs, and after reaching it, will wait there. The WPs are not lost and you can resume to WP mode. Such a movement drill can be activated from almost any menu (i.e. in all menus that don't use markers).
5. Patrols can be easily done with a Cycle WP. Reaching it, a group immediately returns to its first waypoint and resumes its course over and over again. Waypoints after a Cycle WP are never reached unless you specifically select them as current WPs.
6. Additionally, you can stop the group at any time by switching to "halted" mode.
- 7.

### 3.4 Team control

The mission designer can select a hierarchical command structure of your forces, in which the groups form teams. A team can contain up to 5 groups and there can be up to 7 teams. This team structure is also represented in the group info hint. In Team mode, there is an additional item "Teams..." in the main menu. Selecting it gives you a list of all available teams:

- 1 **TEAM1 -->** go to TEAM1 menu
- 2 **TEAM2 -->** ...
- 3 etc...
- 4 **GROUP...** go directly to group menu
- 5 etc...
- 6 **MAIN -----^**

Teams are identified by their team leader group. If a team contains only one group, you are directly taken to its group menu. Selecting a team with more than one group takes you to the following team menu:

- 1 **TEAMLEADER...** go to group menu
- 2 **GROUP2...**
- 3 **GROUP3...**
- 4 etc...
- 5 **Behaviour...** change behaviour and combat mode collectively for all team members
- 6 **Formation...** change formation settings of the team
- 7 **MAIN -----^**

In this menu you can select one of its members to go to the corresponding group menu.

In the Team menu, selecting "Behaviour...", takes you to:

- 1 <--> **Behaviour** cycle the behaviour of all team members
- 2 <--> **Combat mode** cycle combat mode of all team members
- 3 **APPLY ---^** apply selection and back to the team menu

Here you can change the attitude of all team members collectively (or in other words change the attitude of the team :-)). As default, it shows the settings of the teamleader group.

With "Formation..." you can control the team formation settings:

- 1 <>**FORMATION** shows current formationtype , click to cycle
- 2 <> **SPACING** shows current formation spacing, click to cycle
- 3 **TEAM LEADER, MODE** switch movement mode: HALT -> WP, ALL -> HALT

- 4 **GROUP2, MODE**                      switch mode: Formation -> HALT, ALL-> Formation
- 5 etc.....
- 6 **BACK** -----^

The groups of a team can be ordered to stay in formation with the team leader. You can select the formation type (currently available: Wedge, Line, Column, Vee) and the formation spacing between the groups (25, 50, 100, 200 meters). Below these, all groups of the team are shown together with their current action. Clicking the team leader switches the mode as in the group menu, i.e. either to HALT or if already halted to WP mode. For all other groups this works differently: switching the mode to formation, and if already in formation switching the mode to HALT. You can have as many groups as you like to move in formation. To cancel Formation mode of a group simply give it any other order like WP movement. This means you still have full control over all groups. Be careful with formations, though: Formally, the team leader itself is never in formation and simply carries out its own order. That means, to ensure team cohesion, the leading group must be the slowest team member (take care of different behaviours!). It's best to form teams with similar groups (e.g. only infantry groups).

## 4. Organize your forces

The "Organization..." menu allows you to organize your men, groups and teams. It also contains various game options. Some of the following items may be disabled by the mission editor to prevent you from getting too powerful :-). In any case, in the heat of battle, you should keep your fingers away from this menu.

- 2 **Transfer personnel...** transfer soldiers from one group to another
- 3 **Assign cargo vehicles...** assign default transport to groups
- 4 **Organize teams...** define the chain of command of your forces
- 5 **Take command of...** take command as group leader of another group
- 6 **OPTIONS...** various game settings, save the mission
- 7 **MAIN -----^**

### 4.1 Transfer personnel

First select the group to transfer units from, using UP, DOWN and SELECT. Then choose the units to transfer (using UP, DOWN, TOGGLE SELECTION) and the destination group (with Destination UP,DOWN). Then select APPLY to transfer.

Beware: You can only transfer between groups that are closer than 50 meters apart. It's also good to disembark the men you want to transfer, otherwise it could lead to some strange results like tanks without a driver and so on.

The hint list shows all soldiers of the group with their name, type and current role:

- 1 L: group leader
- 2 C: commander of a vehicle
- 3 G: gunner
- 4 D: driver
- 5 E: embarked in cargo space

In addition, a 'W' denotes that the soldier is heavily wounded (unable to stand).

### 4.2 Transport groups

First select the group you want a transport group assigned to (the currently assigned group is shown in parentheses). Then select the transport group. You can assign a transport group to any group, but naturally a transport group is only useful for a pure infantry group.

When having assigned a transport group, you can quickly order a group (i.e. a pure infantry group) to enter it by choosing "Embark assigned transport" from its Action menu.

### 4.3 Taking command of other groups

Select the new group you want to be leader of. You can only take command of other groups within a radius of 50m. The group you just left is automatically ordered to halt.

### 4.4 Team organization

Here you can transfer groups between teams or create a new team (up to 7). You can also change the sequence of the groups in a team (only important for team formations).

First, select the team you want to restructure. This leads to a list of the groups in the team in their current sequence:

- 1 **1 LEADER** click to cycle the new rank (1,...,5) or transfer to another group (T)
- 2 **2 GROUP2** ...
- 3 **3 GROUP3**
- 4 etc...
- 5 **--> T: DEST. TEAM** click to cycle the destination group
- 6 **APPLY -----^** apply changes
- 7 **BACK -----^** cancel

Click the group buttons to select the new rank of the respective group (can be 1,...,5).

Rank 1 denotes the team leader. The other ranks (or slots) are still important for team formations, they are filled according to the above sequence. Don't select two equal slots.

Selecting 'T', you assign the group to be transferred to another team, which can also be selected in this menu. You can transfer as many groups as you like to the new team (within the 5 group limit).

## **4.5 Game options**

In the OPTIONS menu you can:

- 1 Save the mission by selecting SAVE GAME (maybe disabled by mission designer)
- 2 Change the size of the markers on the map:
  - Enemy markers
  - Waypoint markers
  - Friendly group markers
  - Other markers

## 5. Calling support

The CE allows you to call for support like artillery or air strikes. What support is available naturally depends on the mission and is determined by the mission designer. To make things easier, some terminology:

- A support asset is the actual unit that gives support, e.g. an artillery battery or an Apache helicopter.
- Each asset can perform various mission types. E.g. artillery might have different barrage types like "Fire for effect" and "Smoke" while an Apache may be able to do "Close Air Support" or "Recon".
- When calling for support, you are actually requesting a job, i.e. you want asset X to perform mission type Y providing additional parameters (like a strike position). You can request a job for immediate execution, you can schedule it for any given time of day or you can store it as a preplanned job to call it quickly at a later time.

Selecting "Support..." from the main menu shows a list of all available support assets:

- |   |                           |                                |
|---|---------------------------|--------------------------------|
| 1 | <b>ASSET1 (4)...</b>      | open menu for ASSET1           |
| 2 | <b>ASSET2, NA...</b>      | ...                            |
| 3 | etc...                    |                                |
| 4 | <b>Preplanned jobs...</b> | call or delete preplanned jobs |
| 5 | <b>MAIN -----^</b>        |                                |

The list is also shown as a hint together with the possible mission types. E.g. when the support is artillery, possible mission types could be "Fire for effect", "Smoke" or "Illuminate".

In both lists, "NA" denotes that the respective asset (or mission type) is currently unavailable. A number in parentheses shows how often the asset/mission can be requested.

The hint also shows the current status of the support assets. When ready for action, this will be IDLE. In all other cases, the asset is currently busy (e.g. for artillery, there can be "FIRING" and "RELOADING"). If busy, the asset won't be able to perform an immediate request, but you still can make the request, you just have to wait a little longer (see below). Scheduled requests can be done normally.



To call for support select the respective entry. This will open the following menu:

- |   |                           |                               |
|---|---------------------------|-------------------------------|
| 1 | <b>&lt;&gt;MISSION</b>    | select mission type           |
| 2 | <b>&lt;&gt;Parameter1</b> | select Parameter1 for mission |
| 3 | etc...                    | other parameters              |
| 4 | <b>SEND REQUEST...</b>    | submit request                |
| 5 | <b>Running job...</b>     | open dialog for a running job |
| 6 | <b>Scheduled jobs...</b>  | delete scheduled jobs         |
| 7 | <b>BACK -----^</b>        |                               |



Additionally, a hint shows the stats of the support asset:

- 1 status and availability
- 2 mission types with availability
- 3 currently running job (and whether it was called by you)
- 4 scheduled jobs

For requesting a job, select the mission type, then select upto three parameters for this mission. Additionally, for most missions you must provide position(s) on the map. In the hint, you will see what is necessary. For position 1, simply click on the map, for position 2, SHIFT-click and for position 3, ALT+SHIFT-click. You can change them as often as you want. Finally, when you are happy with your selections, select "SEND REQUEST...".

This was the generic case and thus rather complicated. The example of calling artillery hopefully illustrates it:

1. Select the fire mission: "Fire for Effect", "Smoke", "HEAT", "Illuminate"
2. No parameters are necessary
3. Click on the map to provide the strike position. Most artillery has minimum and maximum ranges, these will be shown on the map.
4. "SEND REQUEST", if you provided a bad position this won't be accepted.

After sending your request, you can select when this call is to be executed:

- |   |                                |  |
|---|--------------------------------|--|
| 1 | <b>CALL SUPPORT!</b>           | call NOW!  |
| 2 | <b>Preplan job</b>             | move the job to the preplan folder, to be called later |
| 3 | <b>Schedule job: hh:mm (d)</b> | schedule the job at the given time                     |
| 4 | <b>++</b>                      | +15 minutes for scheduled time                         |
| 5 | <b>+</b>                       | +1 minute  |
| 6 | <b>-</b>                       | -1 minute  |
| 7 | <b>--</b>                      | -15 minutes  |
| 8 | <b>BACK -----^</b>             | back to request menu                                   |

Choosing "CALL SUPPORT!" requests the mission immediately. If the support is currently busy (not IDLE), you are warned about this, but you still can call for request. It just might take a little longer.

If the asset/mission is unavailable (or you exceeded your maximal number of calls), no support is possible.

Selecting "Preplan job" moves the job to the preplan folder. From there you can quickly call it later.

If you want to schedule the job at some time of day, determine the time with the +/- buttons and apply this with

"Schedule job".

Some missions allow modifications while they are running (e.g. an air strike can be cancelled).

To access the running job select "Running job..." in the request new mission menu:

- |   |                          |                       |
|---|--------------------------|-----------------------|
| 1 | <b>ACTION1</b>           | perform action 1      |
| 2 | <b>ACTION2</b>           | ...                   |
| 3 | etc...                   |                       |
| 4 | <b>New job...</b>        | request a new job     |
| 5 | <b>Scheduled jobs...</b> | delete scheduled jobs |
| 6 | <b>BACK -----^</b>       |                       |

What actions are possible (and when), depends on the respective support (for simple artillery support, there are no actions). Additionally, missions can be only modified if they were specifically called by you (and not by your enemy, the mission designer :-)).

To delete a scheduled job, select "Scheduled job..." (the three menus "New job...", "Running job..." and "Scheduled jobs..." can be accessed from each other).

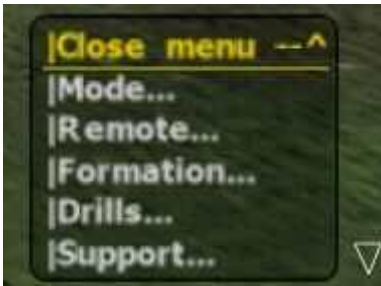
Select the job with UP, DOWN and then "Delete job". You can only delete jobs called by yourself.

Previously preplanned jobs can be accessed with "Preplanned jobs..." from the main support menu:

- |   |                    |                      |
|---|--------------------|----------------------|
| 1 | <b>UP</b>          |                      |
| 2 | <b>DOWN</b>        |                      |
| 3 | <b>CALL!</b>       | call the job now     |
| 4 | <b>Delete job</b>  | delete the job       |
| 5 | <b>BACK -----^</b> | back to support menu |

Select the job with UP, DOWN. To call the job now, choose "CALL!". When the asset is currently busy, you have the option to call it anyway. If support is unavailable, no call is possible. To delete a preplanned job, select "Delete job".

## 6. The action menu



The Command Engine also incorporates special commands in the action menu (if enabled by the mission designer). The action commands especially allow you to quickly control the groups within your own team. Most of the commands are also available in the radio menu, but in the heat of battle the action menu is often easier accessible.

To open the CE action menu, select "Open menu..." which gives:

- 1 **Close menu --^** close CE action menu
- 2 **Mode...** change mode of groups
- 3 **Remote...** remote control groups
- 4 **Formation...** change formation settings for your team
- 5 **Drills...** initiate combat drills for your team
- 6 **Support...** call preplanned support missions

Opening the CE menu also shows a hint with detailed info about your team. Except "Support...", you can only access the submenus if you are teamleader of your team.

In the "Mode..." menu you can change the current action of your subordinate groups:

- 1 **Mode: --^** back to action main menu
- 2 **INF, Halt** switch INF to WP mode
- 3 **TANK, WP** switch TANK to halt mode
- 4 etc...

If currently halted, the group will switch to WP mode; in all other cases switch to Halt mode.

From the "Remote..." menu you can remote control your groups. Simply select the one you want to remote control.

The "Formation..." menu works almost exactly like the corresponding radio menu. The only difference is that you can't change the mode of the teamleader (i.e. you):

- 1 **Formation: --^** back to action main menu
- 2 **<> WEDGE** cycle team formation
- 3 **<> Spacing: 50m** cycle formation spacing
- 4 **INF, Halt** switch to Formation mode
- 5 **Tank, Form** switch to halt mode
- 6 etc...

In the "Drills..." menu, you can quickly initiate 'combat drills'. These will take effect on the whole team (except your own group), and not only on those that are currently in formation with you:

- 1 **Drills: --^** back to action main menu
- 2 **Behaviour...** behaviour macros
- 3 **Advance!** groups will advance in steps of 100 meters
- 4 **Halt!** groups stop
- 5 **Fall back!** groups fall back in steps of 100 meters
- 6 **Formation!** groups return to formation with you
- 7 **Direction!** groups assume your facing direction

The "Behaviour..." submenu allows you to quickly change the behaviour of the whole team:

- 1 **Behaviour: --^** back to "Drills..." menu
- 2 **RED Assault** all groups, RED Assault
- 3 **YELLOW March** etc...
- 4 **WHITE Cautious**
- 5 **GREEN Stealth**

Selecting "Advance!" will cause your team to move 100 meters from your position in the direction you are currently looking. Selecting it again will make them advance to 200 meters in front of your own position, and so on. "Fall back!" works opposite: Selecting it causes the team to fall back in increments of 100 meters (also to negative values, i.e. behind you). "Halt!" causes all groups to stop immediately. To make all your groups to return to formation select "Formation!". Finally, "Direction!" makes all groups to look in your own facing direction.

Selecting "Support..." from the action main menu opens the action analogue to the "Preplanned jobs" folder. Here, you can quickly call preplanned support jobs.