

Index

2–3	Introduction and how to start
4–9	Mission Options
10	Overview and F10 Map
11	Spawning
12	Zones and F10 map
14	Main Missions (Attack, Supply, Capture, CAS, CAP, Bomb Runway)
15	Side Missions (Strike, Intercept, Escort)
16	Joint Missions
18	Supplies and logistics
19	AI Behaviour
19	Hunt
20	Ground AI units
21	Disabling friendly zones
21	MANTIS
21	Shop
22	SHOP, JTAC
22	SHOP, Dynamic items
23	SHOP, Dynamic CAP
24–25	SHOP, Map Marker Purchases
26	CTLD.
27	CSAR (Combat Search and Rescue)
29	Private Escort
29	Other Menus (Stats and Budget)
30	Dynamic AI CAP
31	Dynamic AI supplies
32	Further customization of the mission
33	End Game, Discord & Support

Foothold Manual.

Foothold is a sandbox mission that is available on a few maps. You win the mission by defeating the enemy and clearing all enemy zones from all hostile units.

All kills in foothold will reward the player personally. Those credits can then be used by the whole coalition to upgrade friendly zones, purchase SEAD / CAS , Bomb run and more to attack the enemy. To redeem your credits, after you kill enemy units, you need to land safely at a friendly airbase. All the credits are coalition based. Some missions will reward the player with a bigger payout, for example for completing a strike mission. Same logic is applied, players need to land to redeem the credit.

How to start.

To use this mission, first **desanitize** your `missionscripting.lua` file; this lets the mission create a save file for your progress. This will give DCS the permission to write a save file for your progress.

* Navigate to the DCS installation folder. **NOT SAVED GAMES!** Inside you'll find the folder **Scripts**.

* Open the file `MissionScripting.lua`.

The picture to the left is the original, make it like the right now. Add 2 lines before.

```
do
  sanitizeModule('os')
  sanitizeModule('io')
  sanitizeModule('lfs')
  _G['require'] = nil
  _G['loadlib'] = nil
  _G['package'] = nil
end
```

It should now look like **this**.

To this ->

```
do
  sanitizeModule('os')
  --sanitizeModule('io')
  --sanitizeModule('lfs')
  _G['require'] = nil
  _G['loadlib'] = nil
  _G['package'] = nil
end
```

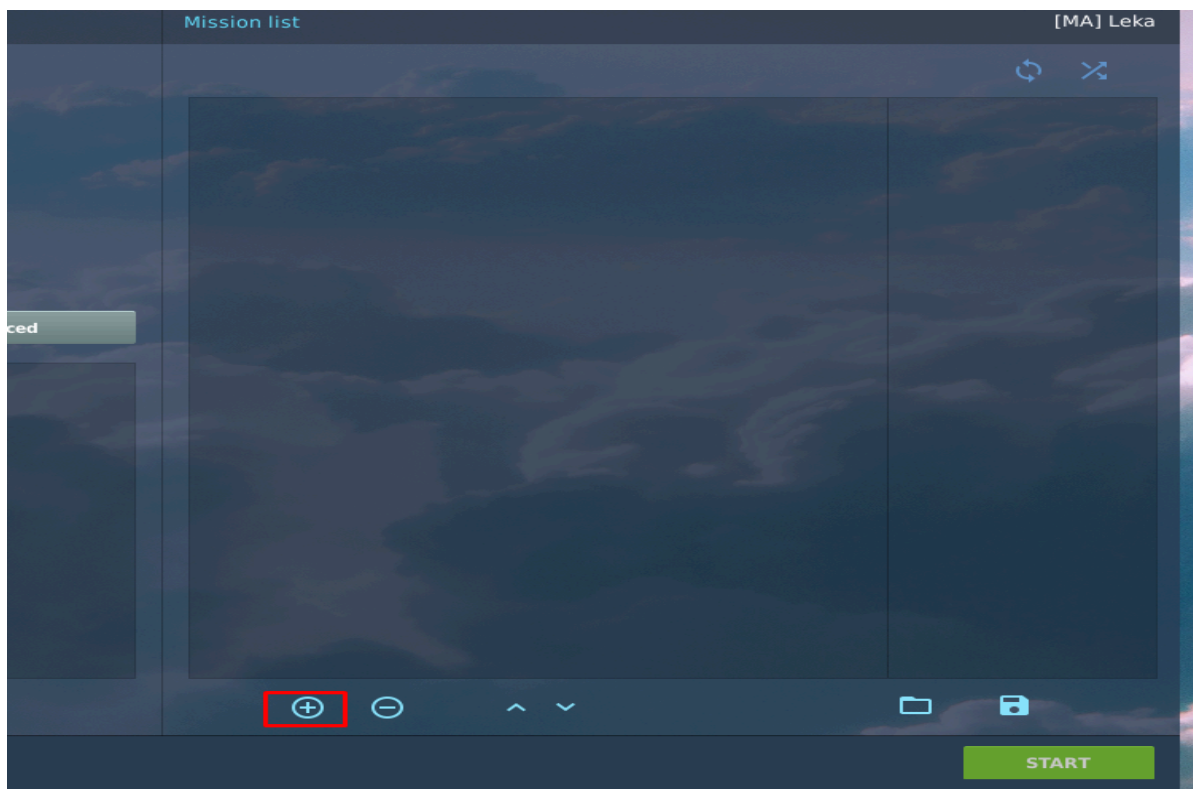
NOTE: This needs to be done after EVERY DCS update.

NOTE: Another issue is to disable Tacview. Tacview eats performance as it records every unit in the map and those are many depending on the map.

NOTE: If you ever want to open access the files inside the mission, like changing values that will be discussed in this manual, you need to know how to open the miz. The miz is just a zip file. Open it with your favorite program, z7ip or winrar. Inside you'll find folders and inside the folders you have all the lua files.

This mission is designed to be used in multiplayer mod only.

Even if you intend to play alone, you still need to run the mission in the multiplayer environment due to dynamic spawn and other factors.



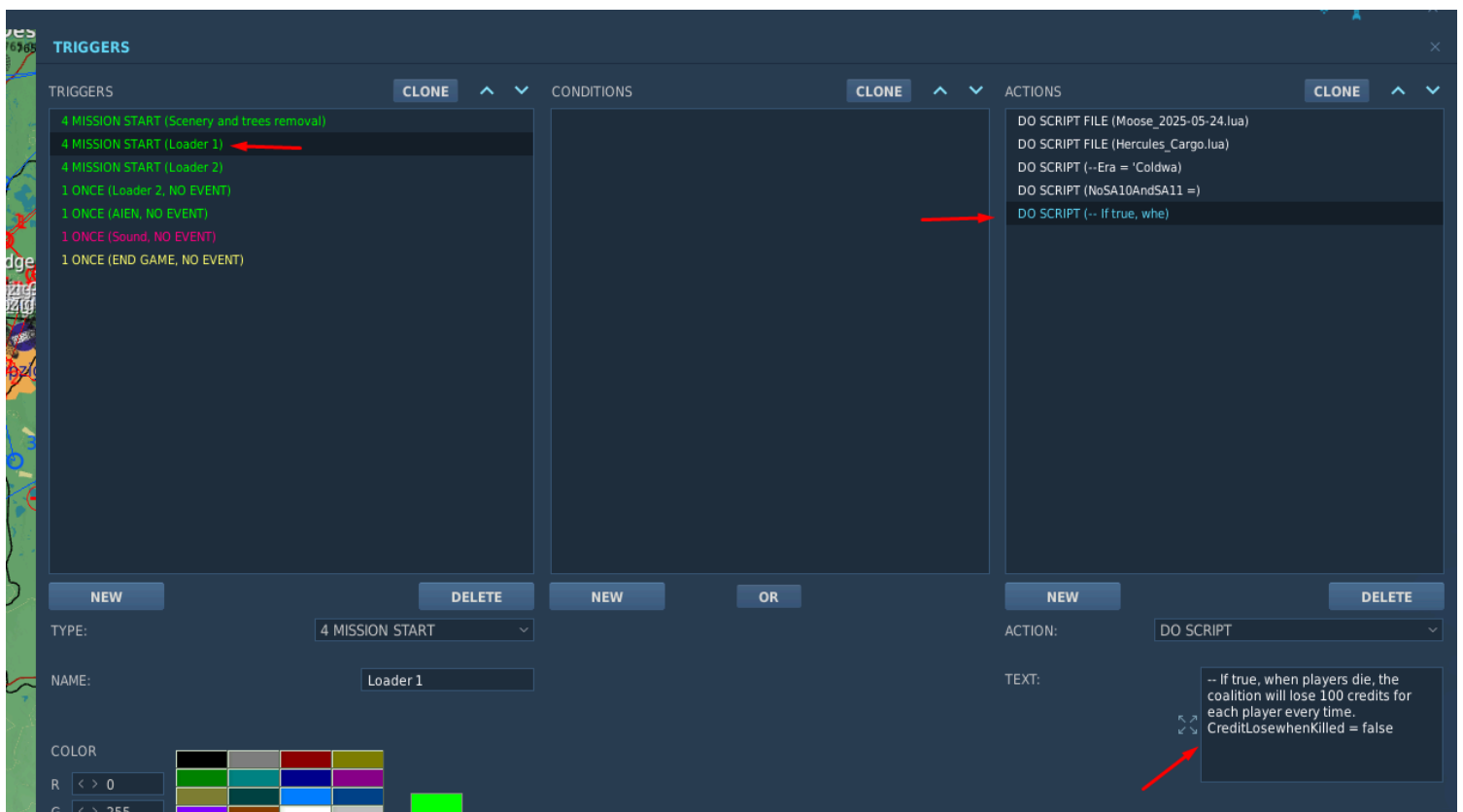
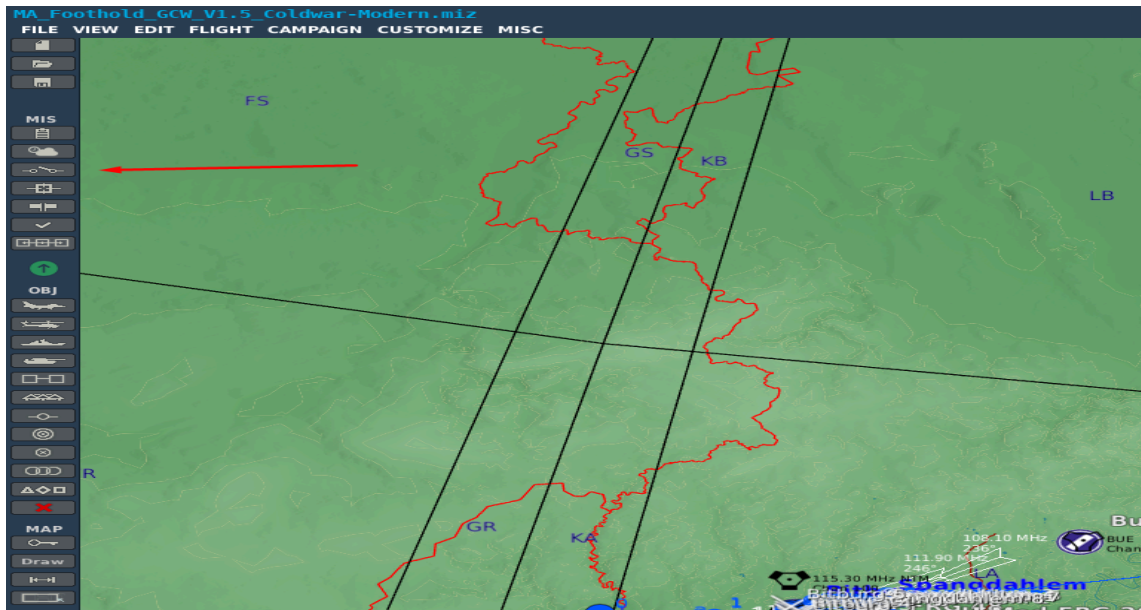
Select the mission and then select START.

Mission options.

The mission has a few options that can be toggled. By default, most of them are set to false. If you desire to change, be careful not using any wrong syntax. If you replace true with false, make sure it's not False. It's case sensitive. Below, we will walk through them.

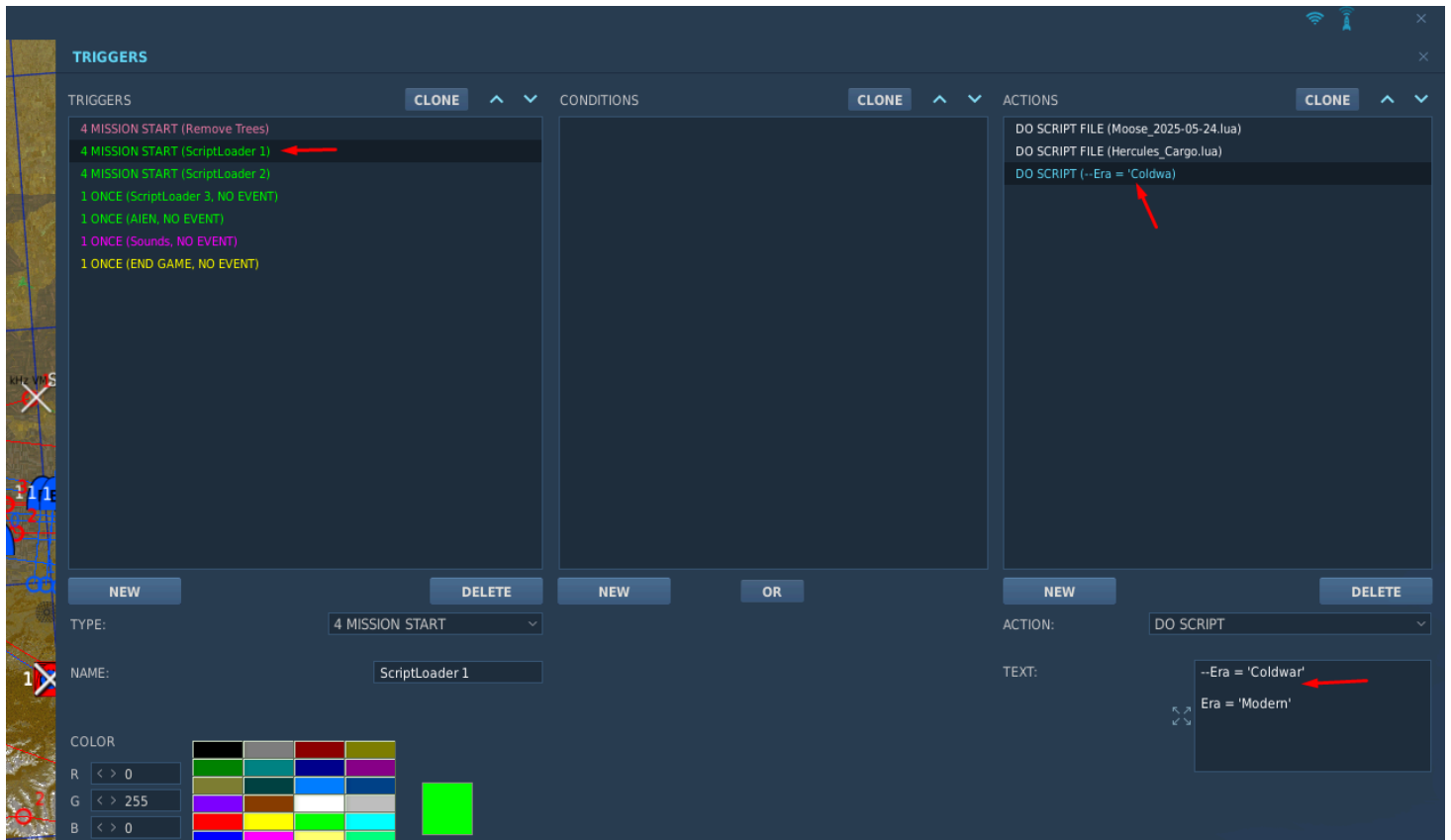
Death penalty

You can select to enable a death penalty if you wish. It means that when a player dies, the coalition will lose 100 credits. This can be enabled from the editor



Foothold cold war / modern era

To switch between the cold war era and modern era, you need to open the mission in the mission editor, go to **triggers**, there you will find like this picture below.



To change, add “–” before the one you don’t want to use. The picture above is now set to modern. if you want to change to the cold war variant, it would be:

Era = 'Coldwar'

--Era = 'Modern'

All the enemy planes / helicopters / ground units will be inline to the best of my knowledge to be pre 1989.

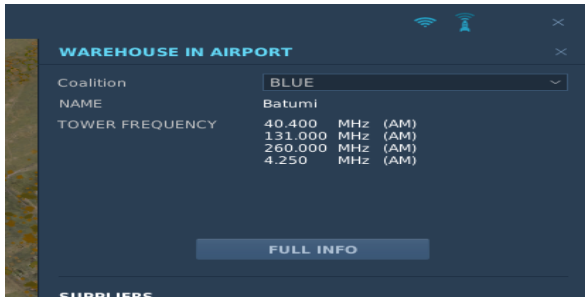
Important note!

When wanting to switch to the cold war era, you have to change the warehouse from **unlimited** to **limited** otherwise it won’t work!

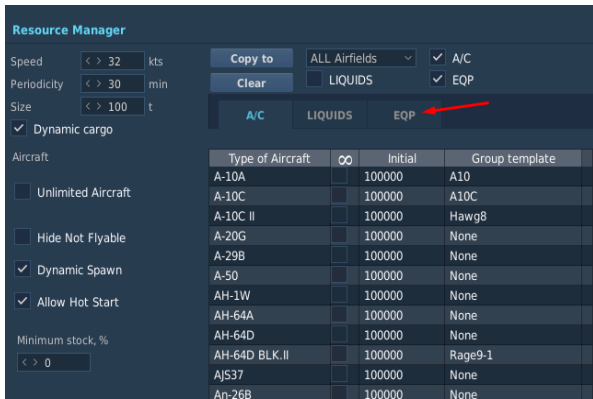
To do so, left click with your mouse inside the big circle that every airport has.



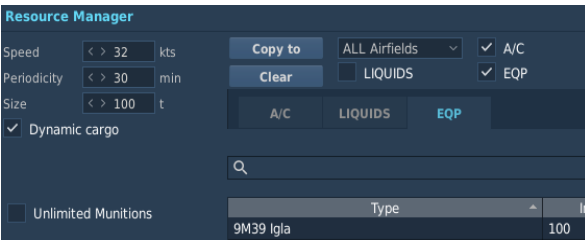
You'll get the warehouse window. Click on FULL INFO.



Uncheck the Unlimited Aircraft and box A/C and EQP then switch to EQP where the red arrow is showing.



Uncheck the Unlimited Munitions like the picture shows.



Once done, use the copy to and copy to ALL RED AIRFIELDS, and again to ALL RED FARPS and again to ALL BLUE AIRFIELDS and ALL BLUE FARPS.

OBS: Do NOT do this on ships. Ships need to be done manually just like we did on the first airfield. Go to the CVN-72, CVN-73, CVN-74 and CVN-59 and Tarawa (can be 2) and do the same. The warehouse can be found in this picture where the red arrow is.




Once that is finished and you have selected the right era, then you're all set. Make sure that after each miz update, you do the same.

Foothold weapon restriction and modules.

The mission has a file called Weaponlist.lua.

In there you can edit the weapons that are currently restricted. You can also add or remove allowed planes / helicopters.

Note, in the modern era, this file will not load.



```
3
4  local restrictedWeapons = {
5      "weapons.missiles.AIM_120C",
6      "weapons.missiles.AIM_120",
7      "weapons.missiles.AGM_154",
8      "weapons.missiles.AIM_54C_Mk47",
9      "weapons.missiles.AIM_54C_Mk60",
10     "weapons.missiles.AIM_9X",
11     "weapons.bombs.GBU_31_V_4B",
12     "weapons.missiles.AGM_65F",
13     "weapons.bombs.CBU_105",
14     "weapons.bombs.CBU_103",
15     "weapons.bombs.CBU_97"
16 }
17
18
19
20
21 }
22
23
24
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26
27
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93  local allowedPlanes = {
94     "L-39ZA", "MiG-19P", "I-16", "Su-17M4", "Mirage-F1
95     "Mi-24V", "F-15E", "F-117A", "SH-60B", "AJS37", "To
96     "C-101EB", "F-15C", "F-16A MLU", "Mirage-F1BD", "P
97     "Mirage-F1M-CE", "Mirage-F1ED", "C-17A", "Tornado
98     "MB-339APAN", "An-26B", "Hercules", "Su-25", "Falco
99     "Mirage-F1BQ", "Mirage-F1B", "Yak-52", "Mirage-F1
100    "P-47D-30", "Mirage-F1CT", "A-10C", "TF-51D", "Haw
101    "Mirage-F1CG", "C-130", "F-5E-3", "E-3A", "F-86F S
102    "Mi-8MT", "Yak-40", "P-51D-30-NA", "SpitfireLFMKI
103 }
```

Date and year.

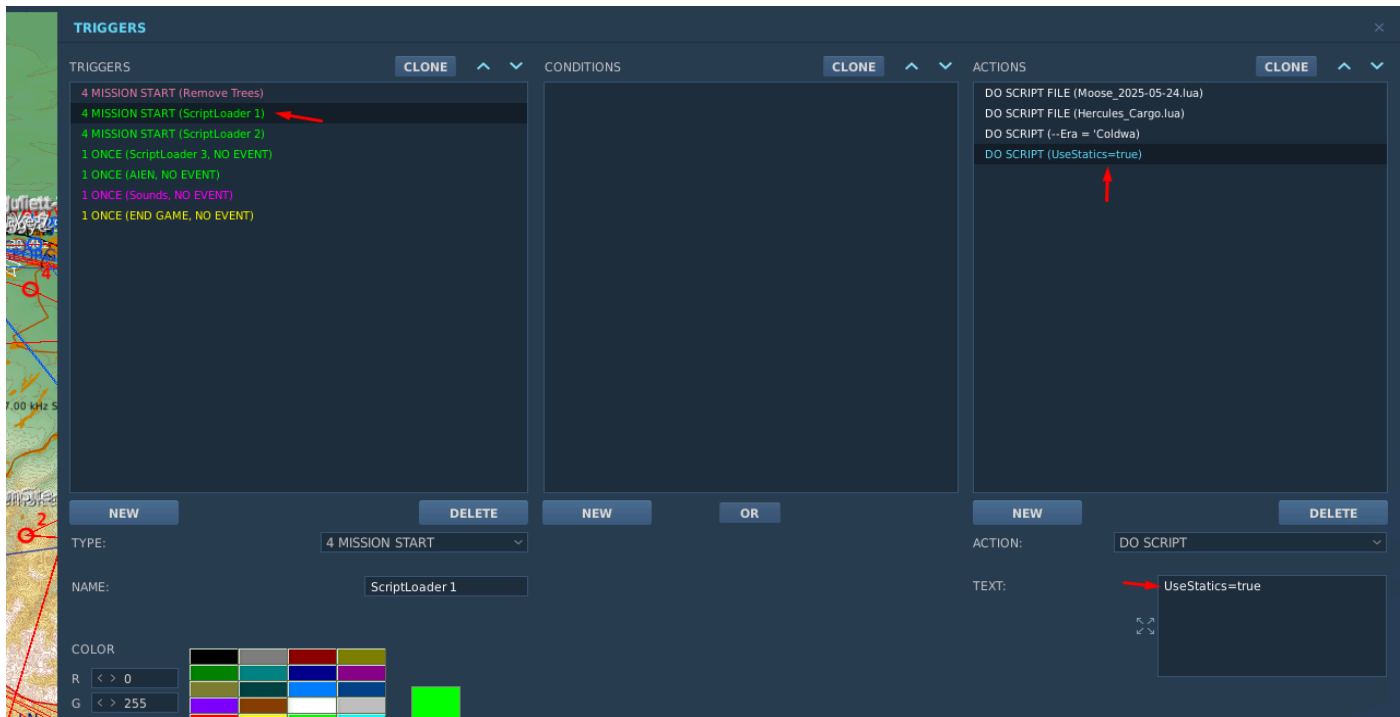
Since the date can not be changed using script, it's advised to use the correct date when using the cold war era. The recommended year is 1989, the exact month and day is up to you.

Savefile

The save file can have 2 names, One for the cold war era and one for the modern era. If you want to switch in between the two eras, you can do so. The save file will not be overwritten.

UseStatic Toggle*

Some missions like Caucasus, Persian gulf, Sinai, they have Static targets in some zones. This is an option and can be toggled **off**. This can be done from the mission editor.



To turn the static units off, simply replace **true** with **false**.

*In Germany cold war map, as of now. We do use Static targets in the one zone, keeping it is recommended.

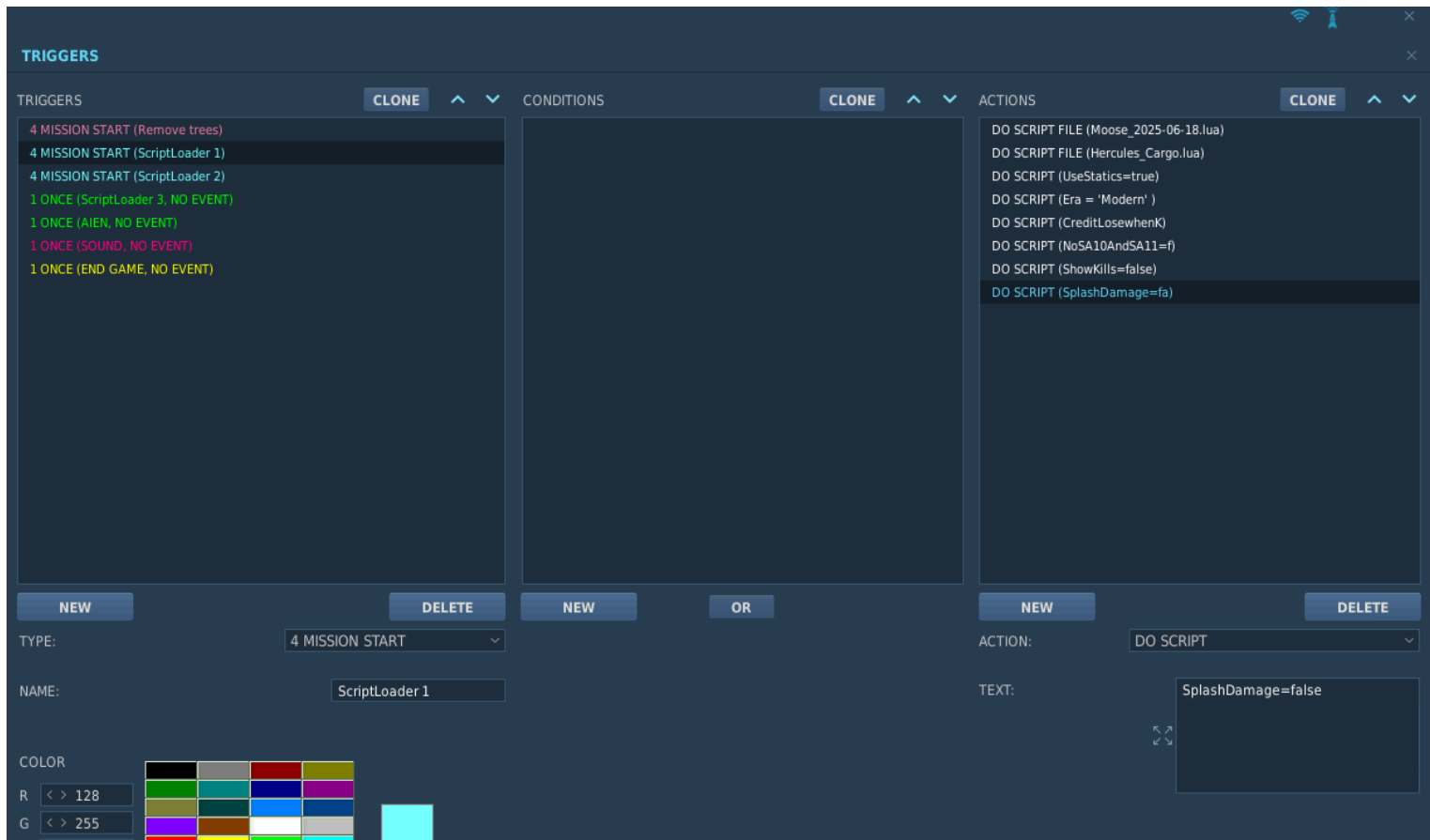
SplashDamage Toggle

Every map can toggle SplashDamage script in the triggers. The default is **false**.

With SplashDamage set to **true**, every bomb / missile will have a bigger explosion and some other effects. Keep in mind, it might impact performance. If you want to tweak it or read more about it, please open the lua file inside the miz. using 7zip or winrar, in there you'll find the lua file.

More on this can be found here.

<https://tinyurl.com/DCSSplashDamage>



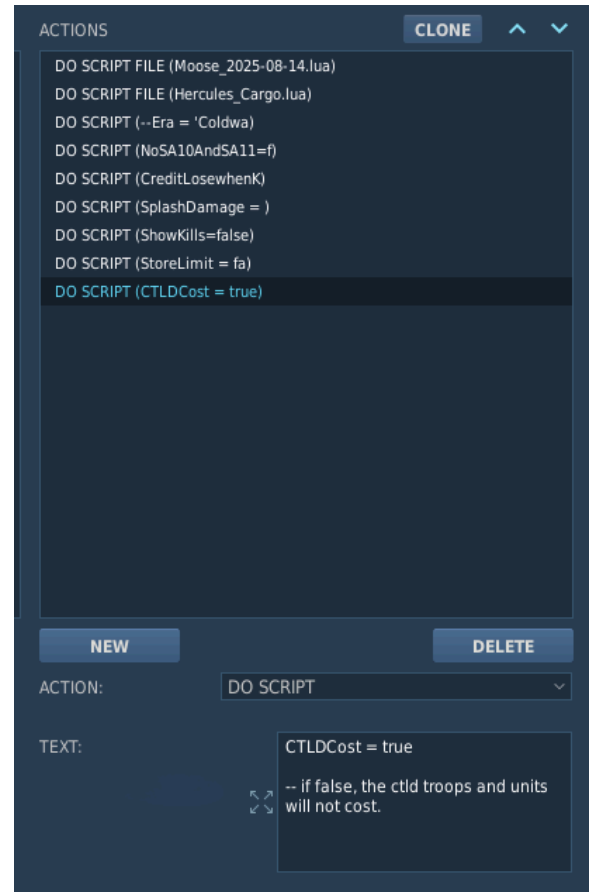
CTLD cost toggle

Ctld units cost credits and are on by default. This can be set to false and then it will not use the credit system.

If you return troops to base, they will refund you

You can also change the amount each troop set / crate costs. This is done in the CTLD file.

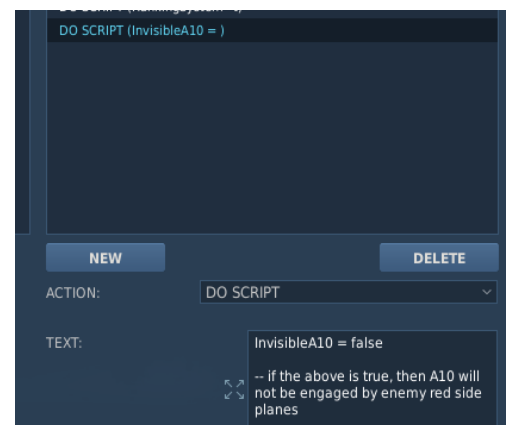
```
CTLDPrices = {  
  ["Engineer soldier"]    = 50,  
  ["Squad 8"]             = 50,  
  ["Platoon 16"]          = 100,  
  ["Platoon 32"]          = 200,  
  ["Anti-Air Soldiers"]   = 100,  
  ["Mortar Squad"]        = 100,  
  ["Mephisto (2cr)"]      = 250,  
  ["Humvee (2cr)"]         = 250,  
  ["Bradly (2cr)"]         = 250,  
  ["L118 (1cr)"]           = 150,  
  ["Ammo Truck (2cr)"]    = 100,  
  ["Humvee scout (2cr)"]  = 100,  
  ["Linebacker (2cr)"]    = 300,  
  ["Vulcan (2cr)"]         = 300,  
  ["HAWK Site (1cr)"]     = 750,  
  ["Nasam Site (1cr)"]    = 750,  
  ["FARP (1cr)"]           = 500,  
}
```



InvisibleA10

This option allows the A-10, Hercules and non “multirolers” to be invisible to enemy planes (CAP, CAS and enemy attackers).

This is false by default. If you fly alone and you fly the A-10, then this option is recommended if you don’t like to think about A/A. This is not 100% protection, but if you stay out of their way, they won’t engage you unless you're merged or something to that degree.



RankingSystem

Foothold now has a ranking system capability, which is more or less what you have earned so far. This is a separate save file from your normal save file. It's called Ranking.lua. This ranking file does not reset and will be used on every foothold mission you will use.

The ranking system will add all the credits you have earned and will give you a title based on how much you have earned so far. What you will achieve by increasing your rank is the ability to get access to more shop items.

You'll start with a few shop items at the start but very soon you'll get access to much more items. The titles are

"Recruit", "Aviator", "Airman", "Senior Airman", "Staff Sergeant", "Technical Sergeant", "Master Sergeant", "Senior Master Sergeant", "Chief Master Sergeant", "Second Lieutenant", "First Lieutenant"

The ranking scoring required is

0,3000,5000,8000,12000,16000,22000,30000,45000,65000,90000

You'll be able to see your ranking once spawning in the welcome message and you can see more details if you use the radio menu, F10, Others, Stats and budget, then select stats, then my stats. You can also see the other guys stats by selecting all stats.

If you want to change what is available at what rank, you can do so in the setup file. The setup file can be named differently depending on the map.

MA_SETUP_CA.lua, foothold pg nya.lua, IRAQ_setup.lua, Footholdsyriasetupv2.lua, Kola_setup.lua, MA_Setup_Sinai_extended.lua, MA_setup_north_only.lua

to change the rank requirement, open your setup file and find this:

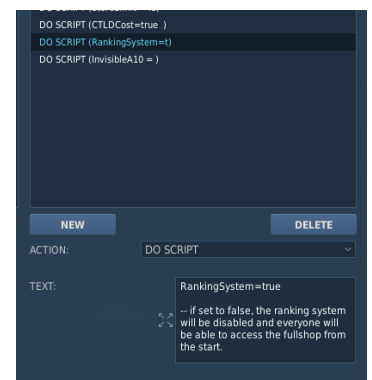
In the picture, if we use the jtac as an example, -1 means an unlimited amount is available. The second number 1 means it will be displayed as first in the shop menu.

The last number which is 2 is the ranking number. This means you need to be ranked Aviator and have

earned more than 3000 credits to be able to even see the jtac in the shop menu.

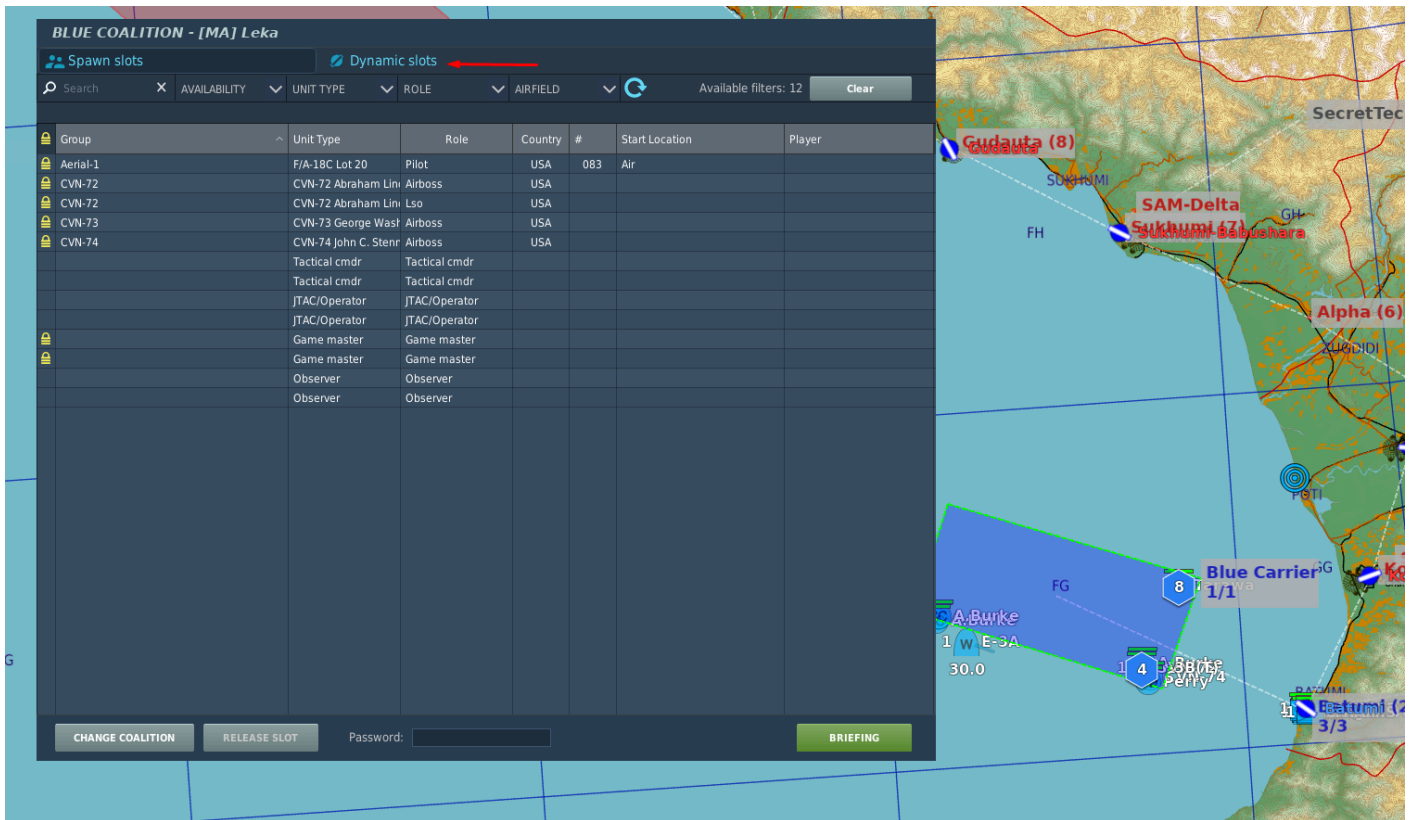
You can also disable the RankingSystem completely if you wish to do so in the triggers section. You can use false on that option. **true** by default.

```
-- first value below is how much in stock, the second number val
bc:addShopItem(2, 'jtac', -1, 1, 2) -- MQ-9 Reaper JTAC mission
bc:addShopItem(2, 'dynamiccap', -1, 2, 2) -- CAP
bc:addShopItem(2, 'dynamiccas', -1, 3, 5) -- CAS
bc:addShopItem(2, 'dynamicbomb', -1, 4, 4) -- Bomber
bc:addShopItem(2, 'dynamicsead', -1, 5, 4) -- SEAD
bc:addShopItem(2, 'dynamicdecoy', -1, 6, 1) -- Decoy flight
if UseStatics == true then
    bc:addShopItem(2, 'dynamicstatic', -1,7,4) -- Static building
end
bc:addShopItem(2, 'dynamiccapco', -1, 8, 3) -- Navy tanker
```

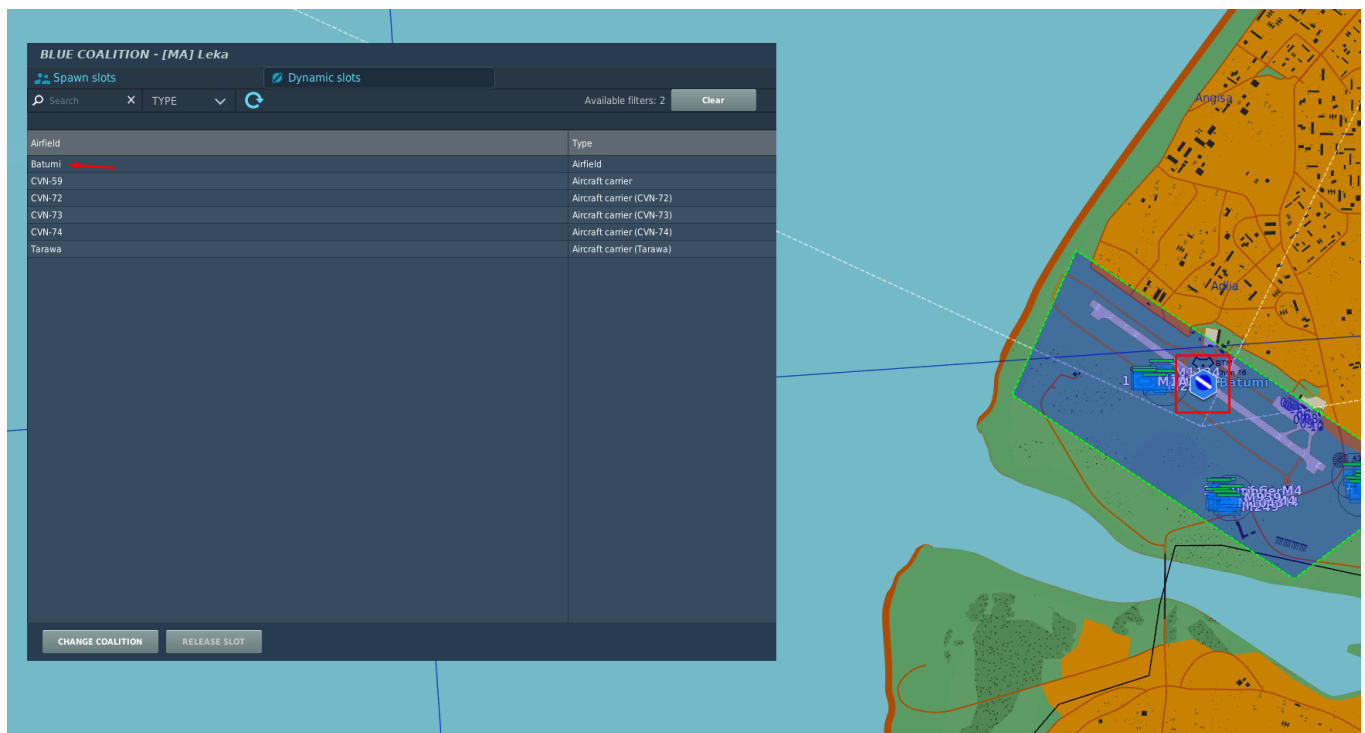


Overview and F10 map

When you load in the mission, you'll see the window select coalition, right after that you'll see this window to select spawn. Make sure you select Dynamic spawn.



You then either select the place to spawn from the F10 map clicking on the airbase on the symbol showing in the red box or select from the list where the pointer is pointing.



Spawning

When spawning, you'll be presented with a welcome message giving you the latest ATIS (Automatic Terminal Information Service) and what runway is in use if this is an airbase. If you spawn on the carrier, you'll get the BRC instead.

Welcome to Batumi, Senior Airman [MA] Leka!

You have been assigned to Indy91, IFF 1500.

Standby for weather and ATIS information.

Welcome to Batumi, Indy91!

Wind is 049° at 1, Temperature is -6°C, Altimeter 30.20.

Active runway is 13.

Once airborne push Tactical on CH 3.

Like the picture shows, the most popular modules like F16, F18, Apache, etc. You will get a callsign, in this case Indy91. If the next player joins the server and spawn at the same airbase, he then would be Indy92 and so on. If another player spawn in another airbase, the script will give him the next callsign in line. for the vipers there are 3. Indy9, Jester1 and Venom4.

Within the first minute of spawn, you can change your callsign if your plane or helicopter has a callsign. After 1 minute, that menu will be removed.

2. Main. Other

F1. Support...

F2. Stats and Budget...

F3. Missions

F4. Zone Status...

F5. ATIS and Closest Airbase..

F6. Change Call Sign... ←

F11. Previous Menu

F12. Exit

3. Main. Other.

F1. Indy9...

F2. Jester1...

F3. Venom4...

F11. Previous Menu

F12. Exit

Sign. Jester1

F1. Jester11

F2. Jester12

F3. Jester13

F4. Jester14

F11. Previous Menu

F12. Exit

“Once airborne Push Tactical on CH 3” This means to switch to this channel which is the preset on most modules. The goal is to be at that channel when you're in the air and communicate on CH 7 while in approach or on the ground. All calls “Fox3” etc should be made on CH 3 so A-10s don't get scared when they get missile warning.

Zones and F10 map.

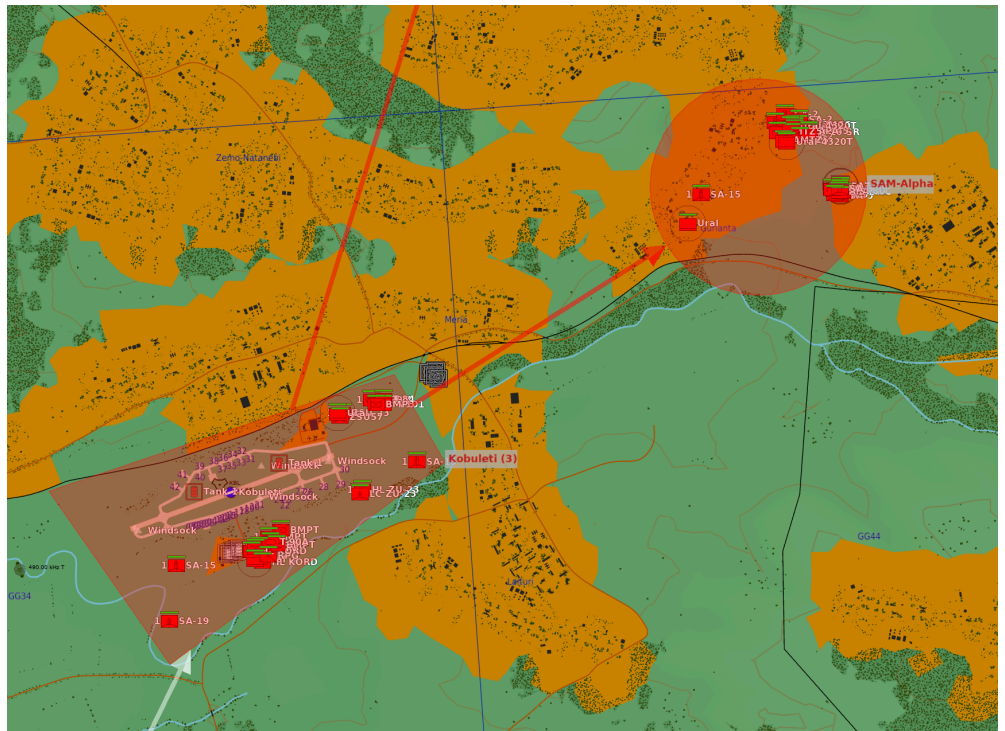
Let's go through the F10 map and what everything means.

In the picture, you see a few things. Batumi is the zone name, **(2)** is the waypoint number that is also the same inside your Jet or helicopter. **3/3**, that means this Friendly airspace has 3 groups and is fully upgraded. Each group is classed as an upgrade. If the enemy attacked the zone and destroyed some of the units, then that zone would now need repair, if the zone lost a group, then the **3/3** will now become **2/3**. Just losing a unit would put the zone into the need of supplies.

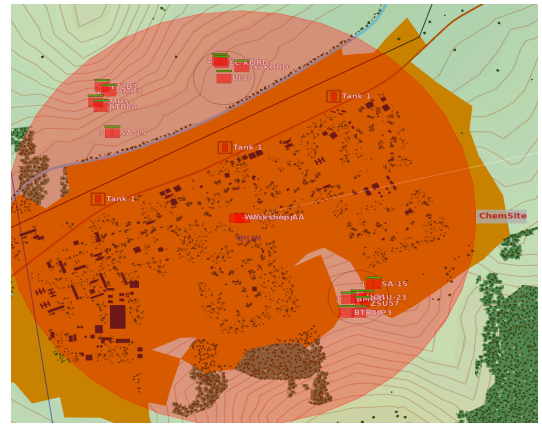


In the picture above, we have 2 hostile zones. The hostile zones do not show how many upgrades are currently deployed and that is the nature of hostile zones. You can run the mission with everything hidden and that is more logical that you wouldn't know what is in there.

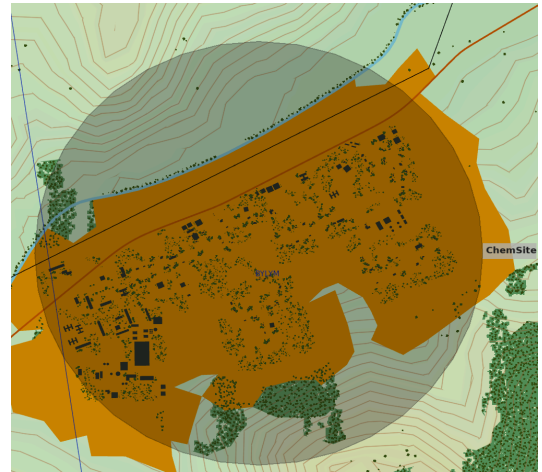
Few missions have SAM zones like SAM-Alpha or Incirlik defence. Those zones are not designed to be captured all though in Sinai, those do get neutral and can be captured. The idea is to defeat the enemy air defences and once that is done, you can focus on the main zone.



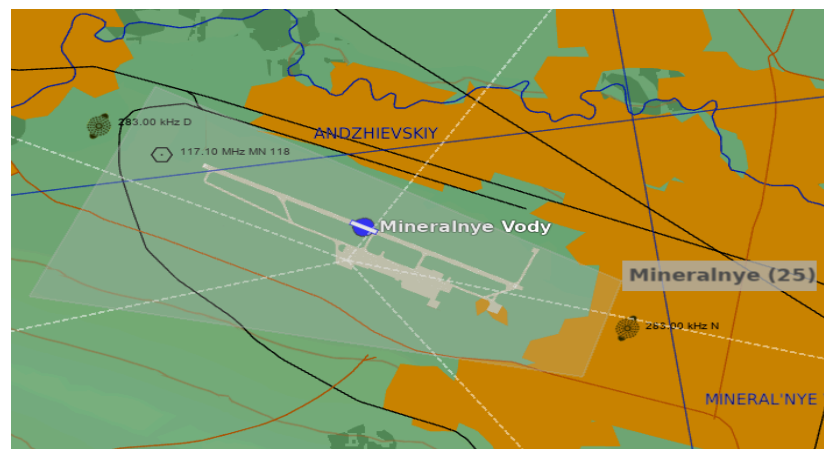
Some red zones are side missions, Those typically don't have the waypoint number. like the example here. Coordinates can be found in the Kneeboard.



Those zones can not be captured and the zone will be coloured a dark transparent. This means that this zone is now disabled. You can not capture a disabled zone.

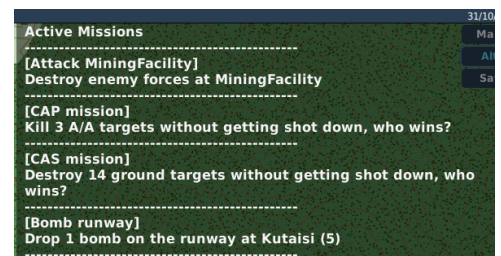
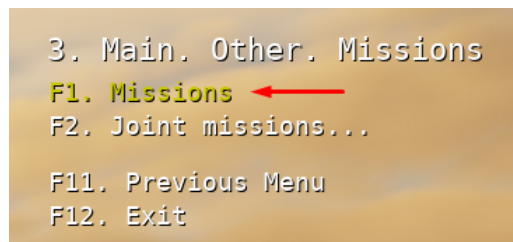
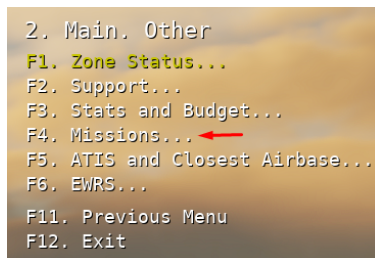


Here, you have a neutral zone which is intended to be captured.



Missions

Some missions in foothold will always be there as a means to guide the player. Players can see what missions are currently active by either seeing them up top when the mission starts, or using the radio menu, Others, and select **Missions**. That will display all the current mission



Some missions are generic, like Attack missions, supply missions and capture missions. Those are meant to only guide the player to progress the mission. Other missions like CAP, CAS, Strike missions and bomb a runway are more for the individual player.

Attack mission: Will start when there is no current attack mission active and will be created when there is at least one enemy zone connected to the blue zone. You'll see those white lines in the F10 map connecting zones between each other.

The mission will end when the target zone is neutral. All friendly allies should cooperate to destroy all ground units to clear the zone, and prevent hostile forces.

Supply mission: Will start when a friendly zone is in need of supplies, it might be the case that the zone has recently been captured by friendly forces and now in need for the next phase of upgrades, or the zone has been damaged by enemy attacks and now needs to be repaired. The mission will end when the zone can not take any more upgrades and is fully repaired. Each upgrade will pay 200 credits unless there are no upgrades / repairs needed.

Capture mission: Will start when a zone is neutral and is designed to be captured, i.e. not neutral at start for the performance reasons mentioned before. The mission will end either by friendly AI / player forces capturing the zone, or the red side having recaptured the zone.

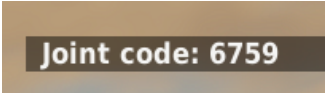
CAS mission: Will start if no such mission is active, the mission will select a random amount of targets required to be killed by one player and whoever reaches that number first will win. If the player at any moment dies or ejects, then that will remove all targets that have been killed so far and the player will need to start from 0 again. If the mission is completed and the player has reached the target kills, he needs to land to redeem the credits. If the player dies, then all goes is lost.

CAP mission: Exactly the same logic as the CAS mission. Only different is the target type. Both helicopters and planes are counted.

Bomb runway: Will start when the Foothold mission has started. Bombing the runway does have a meaning, which is to prevent enemy planes from taking off. The mission will choose the best zone to bomb its runway. It will filter out which zones have planes, and get the closest 3 from the nearest friendly zone. See which one has the most planes and planes that are CAP will score higher, making that zone more eligible for a bomb runway mission. The player that has bombed the runway would need to land safely to redeem the credit. If the airbase has more than 1 runway, then bombing each is required. There is no restriction on the weapon type except that it needs to be a bomb.

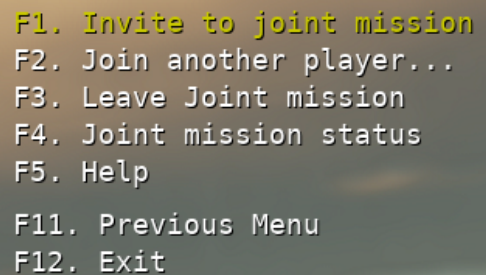
Joint Missions

Joint missions means that you can join another player and you both will be rewarded the same for the mission. This will only reward both of you for CAP, CAS, Bomb runway, and Strike missions. Also when destroying target missions, like intercept bombers or intercept enemy airstrikes. To join another player, open the mission menu, open Joint missions, then you can either generate a code which you give to your friend, then he remember the 4 digits code and opens the menu and selects F2 like the picture below.



Joint code: 6759

In this picture, if player A selects F1, he will get a code. Player 2, uses Join another player and type that code.



F1. Invite to joint mission
F2. Join another player...
F3. Leave Joint mission
F4. Joint mission status
F5. Help

F11. Previous Menu
F12. Exit

Side missions

Strike mission: A few times in foothold, You'll see find and kill this commander or Strike a high value target. With those missions, you'll have coordinates. Those can be found under the missions in the radio menu. Those will reward that player who completed the mission. The reward will be specified where the coordinates are. Those can vary, from 250 to 1000. To redeem the credit, the player needs to land safely at a friendly airbase.

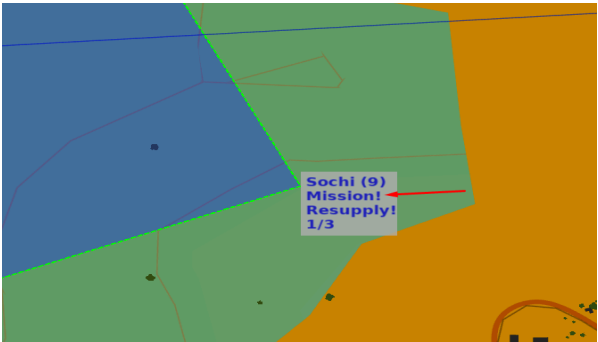
Intercept enemy airstrike: This mission is straight forward. The red side have deployed a Strike group that is headed toward one of our friendly zones. It could be any friendly zone. Your mission is to intercept that group from reaching the target. If the player kills that group, the player will get rewarded. If the strike group is more than 1 unit, and there is more than 1 player who participated in that mission, then the reward will be split between the participants. Land to redeem the reward.

Intercept enemy bomber: Same logic as the Intercept enemy airstrike. Land to redeem the reward.

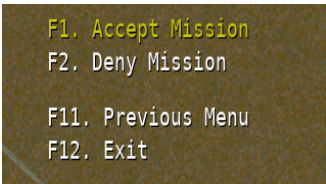
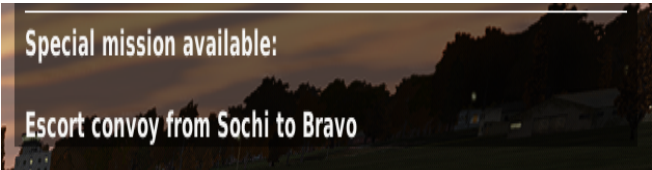
Intercept enemy cargo plane: This plane is headed to an enemy airbase. The mission is to shoot it down, preventing it from landing. Reward is directly to the player, Land to redeem the reward.

Escort friendly Cargo plane: A friendly C-130 will take off from the specified friendly airbase and the player needs to make sure it can reach the destination safely. You need to check if there is any hostile trying to intercept the cargo plane and stop them from doing that. The mission will end when the cargo plane reaches the last waypoint which is at the edge of the map. Where exactly will vary depending on the map. Reward is not to any player but to the coalition.

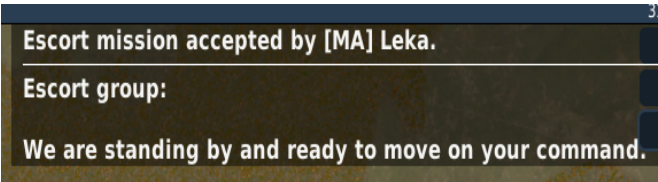
Helicopter Escort mission: A helicopter mission that is designed around escorting a convoy from friendly zone to enemy zone. The route to the zone is not safe and the convoy needs your protection. Make sure that the convoy arrives at the destination unharmed. The reward for this type of mission is 1000. If more than 1 player has participated, then the reward will be split by the amount of players. See the picture below to identify where those missions are found.



When you spawn at that zone and are in a helicopter, you'll be presented with a message like the picture below. Then you open the radio menu, go to "Others" and you'll find Ground Escort.

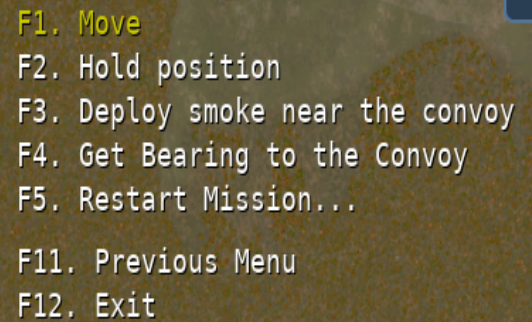


Once you accept the mission, you'll see your name or who ever accepted the mission and the group stating that they are ready.



You will then see a new radio menu like Sochi Ground escort. Here you can control the convoy.

The convoy will stop when they detect enemies and will start moving again if they feel safe. The distance is usually around 1 NM. If you desire to stop the convoy, then you can use the radio menu to stop them manually. If they are stopped and you want them to start moving again, then you can tell them to move. You can also ask for smoke or get the bearing with distance to the convoy.

A screenshot of a radio menu interface. It features a list of functions, each preceded by a function key (F1-F12). The text is displayed in a monospaced font on a dark, textured background. The first five items (F1-F5) are grouped together, followed by a gap, and then F11 and F12.

F1. Move
F2. Hold position
F3. Deploy smoke near the convoy
F4. Get Bearing to the Convoy
F5. Restart Mission...

F11. Previous Menu
F12. Exit

If the convoy gets killed, then the mission will fail. You'll be asked to accept the mission again after approximately 30 seconds. The convoy will spawn and then you can command them to move.

The escort will provide you with a FARP along the route, it will be around 70% of the total distance. The convoy will ask if you would like a FARP. You then choose this from the radio menu. If you select yes, the FARP will be created with also the possibility to spawn at that location. This does NOT work currently on dedicated servers, but only locally hosted servers.

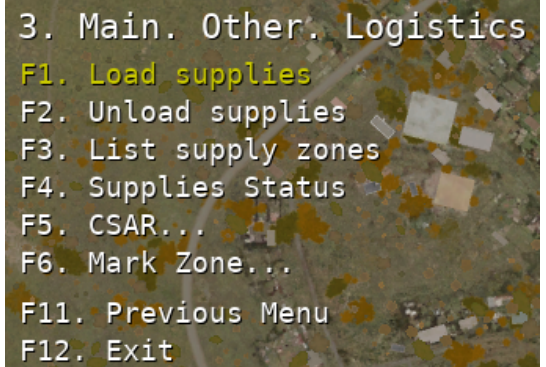
Once you have topped up and you are ready to go, then let the convoy know you're ready by telling them to move.

If the target zone is still red when the convoy is about to reach it, they will stop automatically where it's safe until you clear it out. Once the zone is clear, the convoy will start moving again. When the convoy reaches the end, they will capture the zone for you only if the zone is neutral. The player(s) will then be rewarded and the convoy will despawn.

Supplies and logistics.

Supplies in foothold can be done by the inbuilt mechanism i.e. the AI or the player. The player can carry supplies if he is in a helicopter or the C130. The point of supply is to make the mission more dynamic. as per the designer's intent. Each supply will upgrade or repair one group. if the zone is neutral then it will capture that zone.

If you want to carry supplies. while you're in a friendly zone, (On the ground) then, open the radio menu, select "Others", "Logistics", "load supplies". After that you can take off and fly to the target zone, if the zone is not red, you land inside the zone and select "Unload supplies". That will then capture the zone. If the zone is already blue and can be upgraded, then the unload supplies will just do that for you.



Both blue and red sides use both ground convoys for supply and helicopters. 90% of the supplies are done by helicopters.

If a unit is killed, most likely that unit belongs to a group that is more than a few units. That zone is now in need of "repair". 1 supply will rebuild that group back to the full amount of units.

The red side, on the other hand, often has 8 to 10 upgrades. This is not because there are more units than any other zone, but the group is by design smaller. One group might be only 1 unit. This is because the units are moving and having 1 unit moving is better for performance reasons.

There are a couple of shop items that are designed to help with the supplies. More on that when we will discuss the shop.

A.I

I have added a dynamic element to the AI. Both CAP and supply groups on the red side will not have a fixed spawn rate. This is heavily dependent on the amount of players inside the server. There are a few exceptions, if the player is flying the A-10, the C130 or any helicopter, those players will not be counted as a player. meaning, the cap will still be at the lowest rate on the red side and the red supply timer will be multiplied by 2 as if no players are on the server. If there are at least 1 player that is flying the F/A-18C or the F-16C or any other jet, then the enemy CAP will be increased. This will increase even more if there are 4 players or more. By design, the red AI does not engage blue helicopters.

The red side will attack blue zones in different ways, everything from CAS, SEAD and by ground attack. Those attacks are “unlimited” on the red side. They aren’t dependent on the player’s amount. This is why bombing enemy runways will halt those airborne threats.

The red side can also use helicopters to attack. Those will be typically KA-50 or MI-24. Those can not be halted by bombing the runway as the helicopters will take off vertically and not use the tarmac.

When capturing some zones, the red side might react to that by doing a counter attack from another zone. It might be Scuds fired at the new captured zone or ground offensive. When this happens, you need to intercept the attacker or brace for impact.

One type of side mission that the red side will do is send out artillery. They will travel to go near the blue zone and start firing at our units. Those can do a lot of damage. Try intercept those using your ground radar before they reach their destination and before they fire. You’ll see the mission to destroy artillery, more info can be found in the missions section when this message pops up.

Hunt

If you're too good at hunting enemy ground units, they might hunt you down. Anything but the A10 and helicopters can be hunted. The enemy will dispatch 2 jets to hunt you down. If this happens, you’ll hear Watch your six. There is no way out of it other than kill them or go home.

Ground AI units

Many hours have I spent to make the ground units more alive. Most of the missions have the red ground units patrolling instead of just parked and waiting to die. Those ground units will move around the zone and will move at a different formation, different speed. This will make it more challenging but also might be easier finding those groups if you use A/G radar and finding the moving targets.

AIEN

The mission also uses AIEN by Chromium. This wonderful script makes ground units react to any hits and attacks. The reaction list is long. The reactions will be dependent on many factors. Drop smoke, flee, panic, drop smoke, hide behind buildings or go to another group for support and a few more. The script is heavily modified to fit the foothold needs, making the units only move within the zone.

This script is not loaded on the Kola map due the type of terrain and how much water there is.

Disabling friendly zones

When you advance further into the mission, you'll find blue zones that are blue but empty, there are no friendly units inside. This is by design to move those groups to the front line where they are needed but also to save performance. Those zones are still friendly and can be used to spawn.

MANTIS

I use Mantis by moose in this mission. This means all the SAM sites are connected to a network via AWACS and EWR (Early Warning Radar) that is strategically placed all over the map. The key of MANTIS is to have the SAM turned off by default until you are within range of that SAM. Your location is determined by the EWR. If you take out all the EWR on the map, the SAM network will shut down and a backup system will be in place. The backup is a random sam will turn on to see if anyone is there then it will shutdown again. Mantis have Point of defence, SHORAD and SAM in short, medium and long range. MANTIS will also make groups that are mobile to evade. If a harm is inbound that is detected by enemy SAM, they will start moving. SHORAD also has the ability to Shoot N Scoot, which means that SAM will shoot at you then move.

SHOP / support menu

The credit system in the foothold is shared within the coalition. Every contribution the players make will be added to the bank. Each mission, kill or rescue of downed pilots gives you credits. As mentioned before, even capturing bases or upgrading them by delivering supplies by the player will reward the player if there is a mission for it.

There are 2 ways to buy things in the mission, either map marker or using the radio menu.

Radio menu

The support menu can be accessed from the radio menu, "Others" then support.

Most items, when bought, you need to select where you want to use this item or which target zone is intended by the player. If you will buy Smoke for example, you need to open the menu again and select the zone in mind.

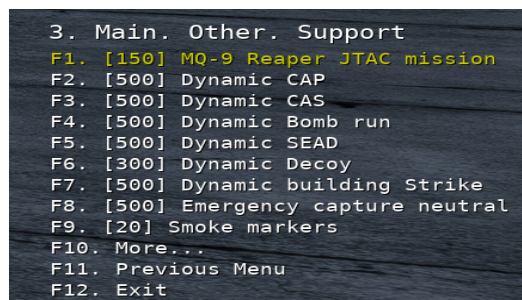
When you buy an item, the cost will be deducted from the coalition bank.

Below, we will explain what each item does.

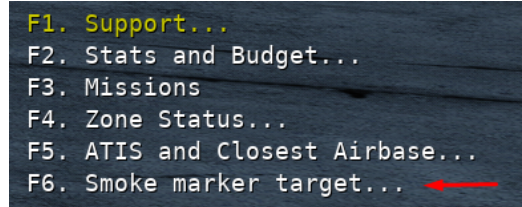
F1. MQ-9 Reaper JTAC: This item is a drone that auto-lase the highest priority threat that is found in the zone. The laser is set to 1688. The JTAC will create a new radio menu for you.

Once you choose where you want to deploy the JTAC you'll see that the JTAC is now looking for targets.

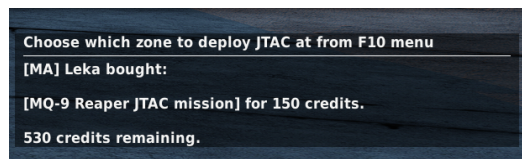
Once a target list is built, he will lase the highest threat. And when the lased target is killed, he will switch to the next target in the queue.



```
3. Main. Other. Support
F1. [150] MQ-9 Reaper JTAC mission
F2. [500] Dynamic CAP
F3. [500] Dynamic CAS
F4. [500] Dynamic Bomb run
F5. [500] Dynamic SEAD
F6. [300] Dynamic Decoy
F7. [500] Dynamic building Strike
F8. [500] Emergency capture neutral
F9. [20] Smoke markers
F10. More...
F11. Previous Menu
F12. Exit
```



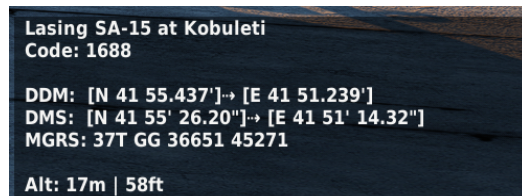
```
F1. Support...
F2. Stats and Budget...
F3. Missions
F4. Zone Status...
F5. ATIS and Closest Airbase...
F6. Smoke marker target... ←
```



```
Choose which zone to deploy JTAC at from F10 menu
[MA] Leka bought:
[MQ-9 Reaper JTAC mission] for 150 credits.
530 credits remaining.
```



```
JTAC is deployed, Looking for targets, standby
```



```
Lasing SA-15 at Kobuleti
Code: 1688

DDM: [N 41 55.437']→ [E 41 51.239']
DMS: [N 41 55' 26.20"]→ [E 41 51' 14.32"]
MGRS: 37T GG 36651 45271

Alt: 17m | 58ft
```

JTAC MENU

F1. Target report is to display the current target with the coordinates. It will also display if the target is moving and what direction.

F2. Next target is to give a random target from the Jtacs target list.

F3. Smoke on target is an orange smoke that is deployed by the JTAC. He will smoke the current lased target.

F4. Set priority is where you tell the JTAC what is the current priority. You can choose between Structure, SAM, Armor, Support and infantry. then every time the JTAC will go to the next target, he will keep the priority in mind until you clear the priority or the priority threats are all killed.

F5. Set laser code is where you change the JTACs laser.

F6. Select target is a list of all the targets that JTAC has. you can manually set a target from this list.

JTAC have the ability if deployed to detect spawned units inside the zone of the deployment.

“JTAC: We spotted 1 HIP starting up at Kuboletti”

“JTAC: 1 HIP just took off from Kuboletti”

Once the zone is neutral, JTAC will now despawn.

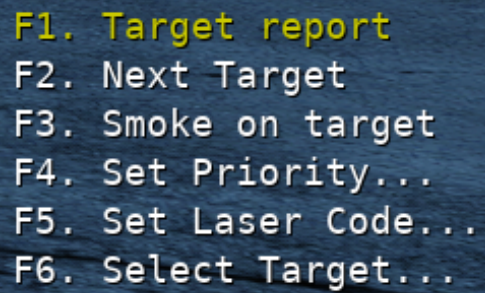
Dynamic items.

I have created a set of dynamic items. CAP, CAS, Bomb run, SEAD, Decoy and Building strike.

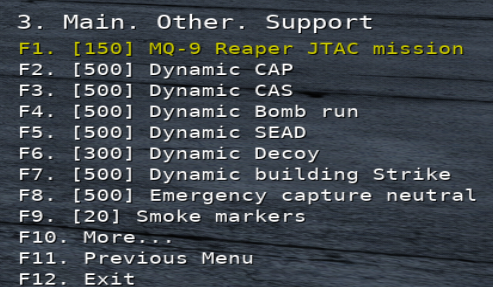
All of those items will create a radio menu where you can destroy those groups if they don't engage or do unintended behaviour. The menu is called Dynamic control. You can also control the CAP from that menu, so it's not exclusive to destroying the items.

When you buy a Dynamic cap, you need to select from where you want them to spawn from.

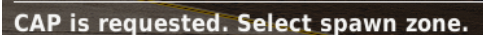
Now you need to select what zone you want them to spawn. Now you can customize the CAP to your needs.



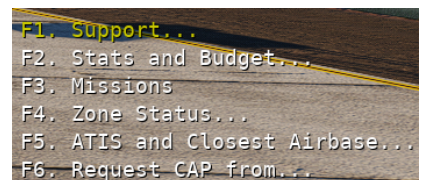
F1. Target report
F2. Next Target
F3. Smoke on target
F4. Set Priority...
F5. Set Laser Code...
F6. Select Target...



3. Main. Other. Support
F1. [150] M0-9 Reaper JTAC mission
F2. [500] Dynamic CAP
F3. [500] Dynamic CAS
F4. [500] Dynamic Bomb run
F5. [500] Dynamic SEAD
F6. [300] Dynamic Decoy
F7. [500] Dynamic building Strike
F8. [500] Emergency capture neutral
F9. [20] Smoke markers
F10. More...
F11. Previous Menu
F12. Exit

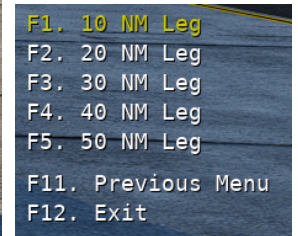


CAP is requested. Select spawn zone.

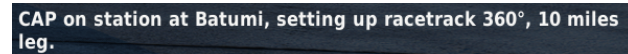


F1. Support...
F2. Stats and Budget...
F3. Missions
F4. Zone Status...
F5. ATIS and Closest Airbase...
F6. Request CAP from...

You can choose if the cap should orbit at the zone, or have a racetrack. The Hot and the numbers are the heading they will be facing when they are doing the race track. The second picture is where you decide the length of the racetrack.



Once you have selected how you want your cap, then you'll see something like this:



Controlling the CAP

Once the CAP is airborne, you will have this menu created.

F1. Easy to understand, the cap will be destroyed.

F2. Per default, this is true. CAP will host the racetrack and will only engage if engaged.

F3. CAP will now engage everything they see, even if it means get killed for it. They will engage the enemy at the furthest distance.

F4. This option is very neat. You can tell the CAP to move to another zone, where there they will set up a new racetrack. Just like they were spawned the first time.

F5. Here you can tell the CAP to move by position. This means you can tell them from your current position, move 20 NM, to the east, and hold a new racetrack, or orbit at that location. This will allow you to have the CAP where it's needed the most.



If the cap is out of A/A missiles, they will RTB.

The rest of dynamic items.

All dynamic items will create the Dynamic control menu if it's not created already.

The only thing that menu does for those items is to be able to destroy them.

Items like SEAD or CAS and the rest are very easy to set up. You buy the item, then you select what the target zone is. Once that is set, the group will spawn at the appropriate friendly zone and they will fly toward the target. Dynamic building strike is NOT available on all maps. Not all maps have structure targets.

F8. This item is useful if you want to capture a neutral zone that was just cleared. Instead of waiting for our friendly group to spawn they are ready, this will make the group spawn right away.

```
F8. [500] Emergency capture neutral  
F9. [20] Smoke markers
```

F9. Smoke will be deployed on 3 different targets in that zone. Smoke will be the color red.

Next page

F1. Intel is useful if you don't have JTAC. The idea with intel is to make sense of what is inside the zone. If you look at something called Zone status, you can see what groups are inside that zone. Without intel, it would not show you that. Intel is valid for 1 hour.

```
Kutaisi status  
Controlled by: Red  
  
Buy intel or deploy a JTAC to gather information on enemy units.  
  
WPT 5  
  
DDM: [N 42 10.665']-> [E 42 28.863']  
DMS: [N 42 10' 39.92"]-> [E 42 28' 51.77"]  
MGRS: 38T KM 91961 72583  
  
Alt: 45m | 147ft
```

With intel bought, you'll see what targets are inside that zone. The numbers are only part of the name and do not reflect anything.

Map markers are also placed on each group in the zone. Will be helpful if you have all enemy units hidden.

```
F1. [150] Intel on enemy zone  
F2. [200] Resupply friendly Zone  
F3. [1000] Fully Upgrade Friendly Zone  
F4. [500] Add infantry group to zone  
F5. [1000] Add armor group to a zone  
F6. [2000] Add Nasams system to a zone  
F7. [5000] Add Patriot system to zone  
F8. [3000] Add extra upgrade slot  
F9. [100] Deploy armor (for combined arms)  
F10. More...  
F11. Previous Menu  
F12. Exit
```

```
Kutaisi status  
Controlled by: Red  
Intel: 59 min remaining  
Upgrades: 12/12  
Groups:  
Red SAM AAA # 11 100%  
Red SAM AAA group 2 # 7 100%  
Red armoured group 2 # 6 100%  
Red armoured group 3 # 6 100%  
Red SAM SHORAD SA-15 Fixed 100%  
Kutaisi Fuel tank 100%  
Red SAM SHORAD SA-8 # 5 100%  
Red SAM SHORAD SA-8 2 # 2 100%  
Kutaisi Fuel tank 2 100%  
Red SAM SA-6 Fixed Kutaisi 100%  
Kutaisi Fuel tank 3 100%  
Kutaisi Fuel tank 4 100%  
  
WPT 5  
  
DDM: [N 42 10.665']-> [E 42 28.863']  
DMS: [N 42 10' 39.92"]-> [E 42 28' 51.77"]  
MGRS: 38T KM 91961 72583  
  
Alt: 45m | 147ft
```



F2. Resupply will make a friendly zone either repaired or upgraded. It will basically take care of one group. If more groups are damaged or units missing, then one would need to buy multiple resupply

F3. This option will upgrade that zone fully. even if the zone is 1/5.

F4, F5, F6 and F7. This option is a permanent upgrade to a zone. If a friendly zone has 2/2 possible upgrades and you want to enforce that zone with more groups, then this option is for you. You can buy 1 additional group to that zone. You can choose between Infantry, Armor, SAM or Patriot SAM. That zone is now 2/3 when the purchase is completed. Next time the zone will resupply, that extra group will be added.

F8. If you have bought yourself an extra group but you still need one more group to permanently upgrade a friendly zone, you can unlock this. This will give you 1 additional extra upgrade. So

that zone in the example from above can now be upgraded another time. Instead of 3/3 fully upgraded, it can now be 4/4. Any zone can now have 2 extra upgrades instead of 1.

F9. And the 3 next items, including next page, **F1, F2, F3**, are Combined arms items. Those will spawn right away and will be at the requested zone. Those groups will not be saved. it's only for the current session. Can be used to defend the zone or move them to a target zone.

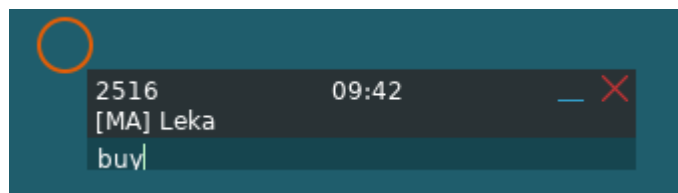
F4 and F5. This is DCS Jtac. it does not autolase. You need to contact him on the frequency that is provided. You need to do the whole procedure.

```
F1. [100] Deploy artillery (for combined arms)
F2. [50] Deploy recon group (for combined arms)
F3. [150] Deploy air defence (for combined arms)
F4. [0] Jtac 9line AM
F5. [0] Jtac 9line FM
F11. Previous Menu
F12. Exit
```

Buy using map markers.

If you want, you can use map markers to buy shop items. To do so, you only need to type buy then : then the item ID.

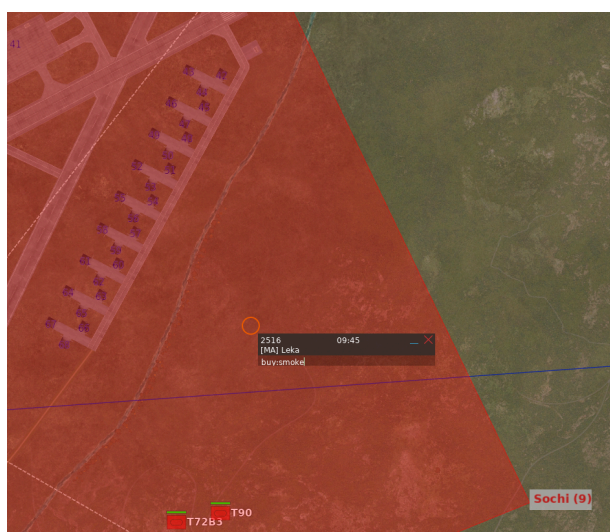
The item ID can be printed using buy. Then all you need is to click with the mouse somewhere else.



This will print this message with each ID.

To buy smoke, you can use a map marker and place the map marker inside the target zone and type buy:smoke then click anywhere else and smoke is now bought. This can be used on most items that require a target zone. dynamicsead etc.

```
[Cost: 2000] Add Nasams system to a zone buy:zsam
[Cost: 5000] Add Patriot system to zone buy:zpat
[Cost: 1000] Add armor group to a zone buy:zarm
[Cost: 3000] Add extra upgrade slot buy:gslot [Available: 1]
[Cost: 500] Add infantry group to zone buy:zinf
[Cost: 150] Deploy air defence (for combined arms) buy:airdef
[Cost: 100] Deploy armor (for combined arms) buy:armor
[Cost: 100] Deploy artillery (for combined arms) buy:artillery
[Cost: 50] Deploy recon group (for combined arms) buy:recon
[Cost: 500] Dynamic Bomb run buy:dynamicbomb
[Cost: 500] Dynamic CAP buy:dynamiccap
[Cost: 500] Dynamic CAS buy:dynamiccas
[Cost: 300] Dynamic Decoy buy:dynamicdecoy
[Cost: 500] Dynamic SEAD buy:dynamicsead
[Cost: 500] Dynamic building Strike buy:dynamicstatic
[Cost: 500] Emergency capture neutral buy:capture
[Cost: 1000] Fully Upgrade Friendly Zone buy:supplies
[Cost: 150] Intel on enemy zone buy:intel
[Cost: 0] Jtac 9line AM buy:9lineam
[Cost: 0] Jtac 9line FM buy:9linefm
[Cost: 150] MQ-9 Reaper JTAC mission buy:jtac
[Cost: 200] Resupply friendly Zone buy:supplies2
[Cost: 20] Smoke markers buy:smoke
```



CTLD

Using the CTLD. You can achieve many cool things. You can build SAM, you can build a FARP, take artillery with you and place it outside an enemy zone and have them fire automatically on enemy units provided by JTAC. You can also capture zones using CTLD troops.

CTLD capable units are those in this list.

CH-47F, UH-1H, Hercules, MI-8, Bronco, UH-60L, Mi-24P, OH-58D, KA-50, and AH-64D.

The list above does not mean that all the above can carry the items or the troops. This is only to mark that those in the list above will have the CTLD menu. The menu can be used to find the nearest CTLD zone, using smoke or flares.

In this picture, you can select how many troops you can take with you. If you drop troops near a hostile zone, within 2 NM from the center of the zone, those troops can run toward it. They can also attack the units inside. This is very effective toward SAM, APC or soft targets. They will however get killed if there are tanks there.

```
F1. technician Solider
F2. Squad 8
F3. Platoon 16
F4. Platoon 32
F5. Anti-Air Soldiers
F6. Mortar Squad
```

If the zone is neutral, and the troops were dropped close by outside the zone, the troops will then run toward the zone. and upon entering, they would capture it. If they were dropped inside the zone while neutral, then they would capture it. and for each group after, they would upgrade that zone. PS. This is only applicable if the troops were all dropped at once using Drop all. This is because when the zone is blue, dropping troops inside those ones will destroy them and make it as they have returned to base.

```
F1. Manage Troops...
F2. Manage Crates...
F3. List boarded cargo
F4. Inventory
F5. List active zone beacons
F6. Smokes, Flares, Beacons...
F7. Show hover parameters
```

Using crates in CTLD, you can load into the helicopter a couple of options. The only limitation is the amount of crates each unit can carry and the weight.

```
F1. Get Crates...
F2. Load Crates...
F3. Drop Crates...
F4. Build crates
F5. Repair
F6. Remove crates...
F7. Pack crates...
F8. List crates nearby
```

You can load Anti tank units like the Humvee with Tow missiles, Bradly and Mephisto. or take what is needed to set up a FARP.

You can also load L118 which is a cannon classed as artillery. Those can fire on enemy targets provided by the JTAC.



```
Crates. Get Crates
F1. ANTI TANK...
F2. Other...
F3. Support...
F4. SAM/AAA...
```


CTLD units will save BUT it's scripted to be a limit on what should load the next session. This is both for performance but also you don't need to have all the deployed units still on the

map. Although you can pack those built groups that you have built before, not all people are doing that. If you want to change this or alter it, it's inside the CTLD file.

You can also change how much each unit type can carry, change the weight it can handle. If we look at the CH-47Fb11, it can carry 5 crates, 32 troops, the length of the cargo bay is 20 meters and how much weight it can carry. The weight is added as a loaded cargo inside the helicopter, so adding more weight will impact performance and can also make it impossible to take off if the limit is exaggerated.

```
local MAX_AT_SPAWN = {
    ["Squad 8"] = 0,
    ["Platoon 16"] = 0,
    ["Platoon 32"] = 0,
    ["Anti-Air Soldiers"] = 1,
    ["Mortar Squad"] = 1,
    ["Ammo Truck(2 cr)"] = 2,
    ["Linebacker(2 cr)"] = 1,
    ["Vulcan (2 cr)"] = 1,
    ["HAWK Site (4 cr)"] = 2,
    ["Nasam Site(4 cr)"] = 2,
    ["technician Solider"] = 0,
    ["ATGM Mephisto(2 cr)"] = 2,
    ["ATGM Humvee(2 cr)"] = 2,
    ["ATGM Bradly(2 cr)"] = 2,
    ["Tank Abrahams(5 cr)"] = 0,
    ["L118 (1 cr)"] = 3,
    ["Humvee scout for artillery (2 cr)"] = 0,
}
-- How many farps do you want to load?
-- Oldest will not be spawned if the number is exceeded.
local MAX_SAVED_FARPS = 2
```

```
Foothold_ctld:SetUnitCapabilities("SA342Mistral", false, true, 0, 2, 10, 400)
Foothold_ctld:SetUnitCapabilities("SA342L", false, true, 0, 2, 10, 400)
Foothold_ctld:SetUnitCapabilities("SA342M", false, true, 0, 2, 10, 400)
Foothold_ctld:SetUnitCapabilities("SA342Minigun", false, true, 0, 2, 10, 400)
Foothold_ctld:SetUnitCapabilities("UH-1H", true, true, 1, 8, 15, 800)
Foothold_ctld:SetUnitCapabilities("Mi-8MT", true, true, 2, 16, 15, 6000)
Foothold_ctld:SetUnitCapabilities("Mi-8MTV2", true, true, 2, 18, 15, 6000)
Foothold_ctld:SetUnitCapabilities("Ka-50", false, false, 0, 0, 15, 400)
Foothold_ctld:SetUnitCapabilities("Mi-24P", true, true, 2, 8, 15, 1000)
Foothold_ctld:SetUnitCapabilities("Mi-24V", true, true, 2, 8, 15, 1000)
Foothold_ctld:SetUnitCapabilities("Hercules", true, true, 8, 20, 15, 20000)
Foothold_ctld:SetUnitCapabilities("UH-60L", true, true, 2, 20, 16, 3500)
Foothold_ctld:SetUnitCapabilities("AH-64D_BLK_II", false, false, 0, 0, 15, 400)
Foothold_ctld:SetUnitCapabilities("CH-47Fb11", true, true, 5, 32, 20, 10800)
Foothold_ctld:SetUnitCapabilities("OH58D", false, false, 0, 0, 14, 400)
```

If you want to change what each crates weight, you can change that in the same file here.

```
Foothold_ctld:AddTroopsCargo("technician Solider",{"CTLD_TROOPS_Engineers"},CTLD_CARGO.Enum.ENGINEERS,1,80,5)
Foothold_ctld:AddCratesCargo("ATGM Mephisto(2 cr)",{"CTLD_CARGO_Mephisto"},CTLD_CARGO.Enum.VEHICLE,2,1500,5,"ANTI TANK")
Foothold_ctld:AddCratesCargo("ATGM Humvee(2 cr)",{"CTLD_CARGO_HMMWV"},CTLD_CARGO.Enum.VEHICLE,2,1000,5,"ANTI TANK")
Foothold_ctld:AddCratesCargo("ATGM Bradly(2 cr)",{"CTLD_CARGO_Bradly"},CTLD_CARGO.Enum.VEHICLE,2,1500,5,"ANTI TANK")
Foothold_ctld:AddCratesCargo("L118 (1 cr)",{"CTLD_CARGO_L118"},CTLD_CARGO.Enum.VEHICLE,1,700,5,"Support")
Foothold_ctld:AddCratesCargo("Ammo Truck(2 cr)",{"CTLD_CARGO_AmmoTruck"},CTLD_CARGO.Enum.VEHICLE,2,800,5,"Support")
Foothold_ctld:AddCratesCargo("Humvee scout for artillery (2 cr)",{"CTLD_CARGO_Scout"},CTLD_CARGO.Enum.VEHICLE,2,1000,5,"Support")
Foothold_ctld:AddTroopsCargo("Squad 8",{"CTLD_TROOPS_ATS"},CTLD_CARGO.Enum.TROOPS,8,80,5)
Foothold_ctld:AddTroopsCargo("Platoon 16",{"CTLD_TROOPS_Platon16"},CTLD_CARGO.Enum.TROOPS,16,80,5)
Foothold_ctld:AddTroopsCargo("Platoon 32",{"CTLD_TROOPS_Platon1"},CTLD_CARGO.Enum.TROOPS,32,80,5)
--Foothold_ctld:AddTroopsCargo("Structure demolition expert",{"Demolition Expert"},CTLD_CARGO.Enum.TROOPS,1,80,5)
Foothold_ctld:AddTroopsCargo("Anti-Air Soldiers",{"CTLD_TROOPS_AA"},CTLD_CARGO.Enum.TROOPS,5,80,5)
Foothold_ctld:AddTroopsCargo("Mortar Squad",{"CTLD_TROOPS_MRS"},CTLD_CARGO.Enum.TROOPS,6,80,5)
Foothold_ctld:AddCratesCargo("Linebacker(2 cr)",{"CTLD_CARGO_Linebacker"},CTLD_CARGO.Enum.VEHICLE,2,1500,5,"SAM/AAA")
--Foothold_ctld:AddCratesCargo("Tank Abrahams(5 cr)",{"CTLD_CARGO_TANK"},CTLD_CARGO.Enum.VEHICLE,5,1600,1,"ANTI TANK")
Foothold_ctld:AddCratesCargo("Vulcan (2 cr)",{"CTLD_CARGO_Vulcan"},CTLD_CARGO.Enum.VEHICLE,2,1500,5,"SAM/AAA")
Foothold_ctld:AddCratesCargo("HAWK Site (4 cr)",{"CTLD_CARGO_HAWKSite"},CTLD_CARGO.Enum.FOB,4,1900,5,"SAM/AAA")
Foothold_ctld:AddCratesCargo("Nasam Site(4 cr)",{"CTLD_CARGO_NasamsSite"},CTLD_CARGO.Enum.FOB,4,1900,5,"SAM/AAA")
Foothold_ctld:AddCratesCargo("FARP (3 cr)",{"CTLD_TROOP_FOB"},CTLD_CARGO.Enum.FOB,3,1500,9)
```

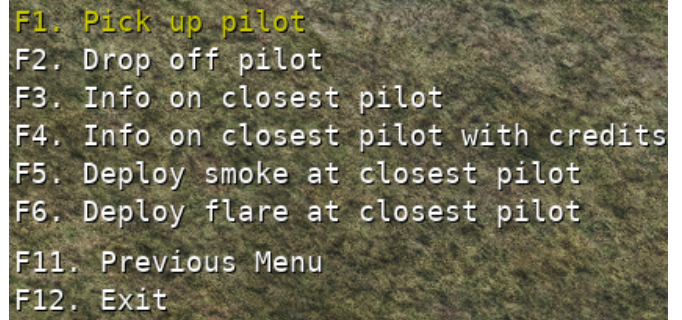
Looking at FARP as an example, 3 crates are required and each crate weighs 1500 kilo. The stock is 5.

CSAR

CSAR, (Combat search and rescue). If a pilot ejects, and the pilot lands, players in helicopters will get a message of a pilot in need of rescue. Using the radio menu, you can open the CSAR menu. "Others", "Logistics", "CSAR".

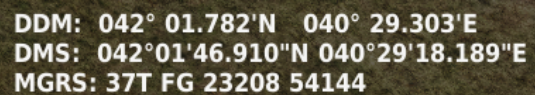
When a human pilot ejects, he will lose 75% of the credits he has earned and that was not redeemed. CSAR gives you the option to rescue that pilot and bring back the 75%.

If it's an AI or a player without any credits, this would be the message that will pop up.

A screenshot of the CSAR radio menu displayed over a blurred background of a field. The menu lists several options, with 'F1. Pick up pilot' highlighted in yellow. The other options are in white text.

F1. Pick up pilot
F2. Drop off pilot
F3. Info on closest pilot
F4. Info on closest pilot with credits
F5. Deploy smoke at closest pilot
F6. Deploy flare at closest pilot
F11. Previous Menu
F12. Exit

Pilot in need of extraction:

A screenshot showing the coordinates for a pilot in need of extraction. The text is white on a dark, blurred background.

DDM: 042° 01.782'N 040° 29.303'E
DMS: 042°01'46.910"N 040°29'18.189"E
MGRS: 37T FG 23208 54144

Alt: 0m | 0ft

A player's message will be different, it will state that the pilot has this much credits. If you want to get the bearing to a pilot, one without credits for example because it might be non with credits, you choose from the radio menu **F3**. That will print out the bearing and the distance. You can also use smoke to mark the pilot. Once near the pilot, you can use pick up pilot. Once onboard, you can unload the pilot in any friendly zone, even CTLD zones.

Pilots who have landed in enemy or friendly territory can not be rescued.

Private Escort.

The mission offers the player an escort for the type A-10, Hercules and the Strike Eagle, F15ESE. You'll see the first message pop up when you take off. Once you accept that, 2 F/A-18 will be flying just above you. They will always be 10.000 feet higher than you.

Escort is available, [MA] Leka.

This will also create a new radio menu for you where you can control them. Most of the options in the menu are self explanatory.

By default the escort will only engage if engaged. The distance that is set to protect the player is 40 NM.

If the player changes to Flightsweep, then the escort will leave the player and hunt whatever is there.

F1. Escort: Flightsweep
F2. Escort: Engage if engaged
F3. Patrol Ahead 15 NM
F4. Racetrack, On my nose 20 NM
F5. Racetrack, Left to right 20 NM
F6. Racetrack, Right to left 20 NM
F7. Start Orbit here
F8. Rejoin
F9. Escort RTB
F11. Previous Menu
F12. Exit

Other menus like Stats and budget.

The player can open the Stats and budget menu. There you can see the stats of how many killed units, how many deaths and so on.

3. Main. Other. Stats and Budget
F1. Stats...
F2. Budget Overview
F11. Previous Menu
F12. Exit

Those stats are saved until the mission is completed.

4. Main. Other. Stats and Budget. Stats
F1. My Stats
F2. All Stats
F3. Top 5 Players
F11. Previous Menu
F12. Exit

The other option is Budget overview. It will only print how much each item cost and how much the coalition has earned so far.

Credits: 49210
[Cost: 2000] Add Nasams system to a zone
[Cost: 5000] Add Patriot system to zone
[Cost: 1000] Add armor group to a zone
[Cost: 3000] Add extra upgrade slot [Available: 1]
[Cost: 500] Add infantry group to zone
[Cost: 150] Deploy air defence (for combined arms)
[Cost: 100] Deploy armor (for combined arms)
[Cost: 100] Deploy artillery (for combined arms)
[Cost: 50] Deploy recon group (for combined arms)
[Cost: 500] Dynamic Bomb run
[Cost: 500] Dynamic CAP
[Cost: 500] Dynamic CAS
[Cost: 300] Dynamic Decoy
[Cost: 500] Dynamic SEAD
[Cost: 500] Dynamic building Strike
[Cost: 500] Emergency capture neutral
[Cost: 1000] Fully Upgrade Friendly Zone
[Cost: 150] Intel on enemy zone
[Cost: 0] Jtac 9line AM
[Cost: 0] Jtac 9line FM
[Cost: 150] MQ-9 Reaper JTAC mission
[Cost: 200] Resupply friendly Zone
[Cost: 20] Smoke markers

Further customization

If you want to remove a shop item, you can open the setup file, which is NOT the zoneCommoander. It depends on the map. The picture here is what you can search for, you can comment out the one you like to remove or simply delete it.

If you want to increase or decrease the cost of the item, let's say the "dynamiccap", you can simply search for that entry. Once you find it, you'll see the amount it cost. you can now edit that.

```
bc:registerShopItem('dynamiccap', 'Dynamic CAP', 500, function(sender)
```

```
bc:addShopItem(2, 'jtac', -1,1)
bc:addShopItem(2, 'dynamiccap', -1,2)
bc:addShopItem(2, 'dynamiccas', -1,3)
bc:addShopItem(2, 'dynamicdecoy', -1,4)
bc:addShopItem(2, 'dynamicbomb', -1,5)
bc:addShopItem(2, 'dynamicsead', -1,6)
if UseStatics == true then
bc:addShopItem(2, 'Dynamicstatic', -1,7)
end
bc:addShopItem(2, 'capture', -1,8)
bc:addShopItem(2, 'smoke', -1,9)
bc:addShopItem(2, 'intel', -1,10)
bc:addShopItem(2, 'supplies', -1,11)
bc:addShopItem(2, 'supplies2', -1,12)
bc:addShopItem(2, 'zinf', -1,12)
bc:addShopItem(2, 'zarm', -1,13)
bc:addShopItem(2, 'zsam', -1,14)
if Era == 'Modern' then bc:addShopItem(2, 'zpat', -1,16) end
bc:addShopItem(2, 'gsilot', 1,17)
bc:addShopItem(2, 'armor', -1,18)
bc:addShopItem(2, 'artillery', -1,19)
bc:addShopItem(2, 'recon', -1,20)
bc:addShopItem(2, 'airdef', -1,21)
bc:addShopItem(2, '9lineam', -1,22)
bc:addShopItem(2, '9linefm', -1,23)
```

Adjust dynamic AI CAP

If you want to further adjust the dynamic cap, making it easier, here is where you would do it.

In the zoneCommander_moose.lua, Find this.

It's quite simple, if 0 players, then have 1 cap in the air. 0 does not mean there are no players in the server, there might be A-10, or Helicopter. Those do not count. 0 players means there is no F16, F18 or any capable jet. If you want to decrease the CAP amount, then simply adjust the return value.

PS: This adjusts only the CAP, there are still other types of AI that will do missions, enemy CAS / SEAD or supply missions. Those groups are not an equal threat to the player like the CAP.

```
function getCapLimit(numPlayers)
    numPlayers = numPlayers or getBluePlayersCount()
    if numPlayers == 0 then
        return 1
    elseif numPlayers == 1 then
        return 2
    elseif numPlayers == 2 then
        return 3
    elseif numPlayers == 3 then
        return 4
    elseif numPlayers == 4 then
        return 4
    elseif numPlayers == 5 then
        return 5
    elseif numPlayers == 6 then
        return 5
    elseif numPlayers == 7 then
        return 5
    elseif numPlayers == 8 then
        return 5
    elseif numPlayers == 9 then
        return 5
    elseif numPlayers == 10 then
        return 6
    else
        return 7
    end
end
```

Adjust dynamic AI supplies

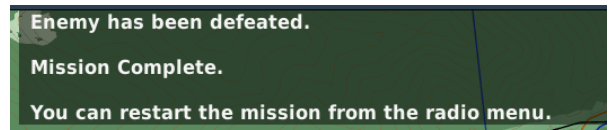
If you want to further decrease the time it takes for the AI supplies to do supplies you can do it in zoneCommander_moose.lua, Find this.

Change the number that is after *. Currently if there is a helicopter flying only in the server, then the timer is multiplied by 2, if there is a F-18 flying, then the timer is multiplied by 1.5. If there is more, then the flow is normal.

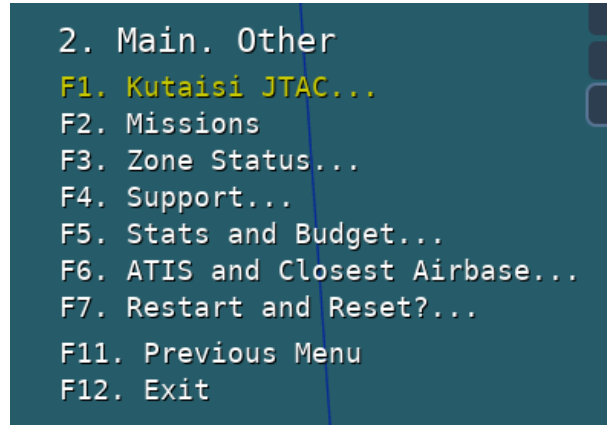
```
function GroupCommander:processAir()
    local originZone = self.zoneCommander and self.zoneCom
    local gr = Group.getByname(self.name)
    local coalition = self.side
    local isUrgent = type(self.urgent) == "function" and s
    local respawnTimers = isUrgent and GlobalSettings.urge
    local spawnDelayFactor = self.spawnDelayFactor or 1
    if self.mission == 'supply' and not isUrgent and self.
        local pc = getBluePlayersCount()
        if pc == 0 then
            spawnDelayFactor = spawnDelayFactor * 2
        elseif pc == 1 then
            spawnDelayFactor = spawnDelayFactor * 1.5
        end
        --env.info(string.format("[SUPPLY_DELAY] players=%%
```

End game

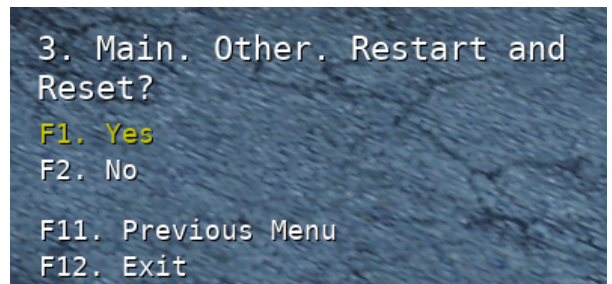
When you defeat the enemy, you'll see this message.



When this comes up, you can now restart the mission and this will also delete the save content inside the save files. Both the mission and the CTLD.



Here, you can either select yes, and the mission will restart right away, or you keep flying.



One yes is selected, the mission will now restart and everything is reset.



The End.

Join my discord. You'll get more updates then I push on the userfiles.

<https://discord.gg/cshgmgXuxE>

If you like what I have done to the mission, from the original vanilla version, a small donation goes a long way.

<https://buymeacoffee.com/lekaa>