Tutorial for creating targets
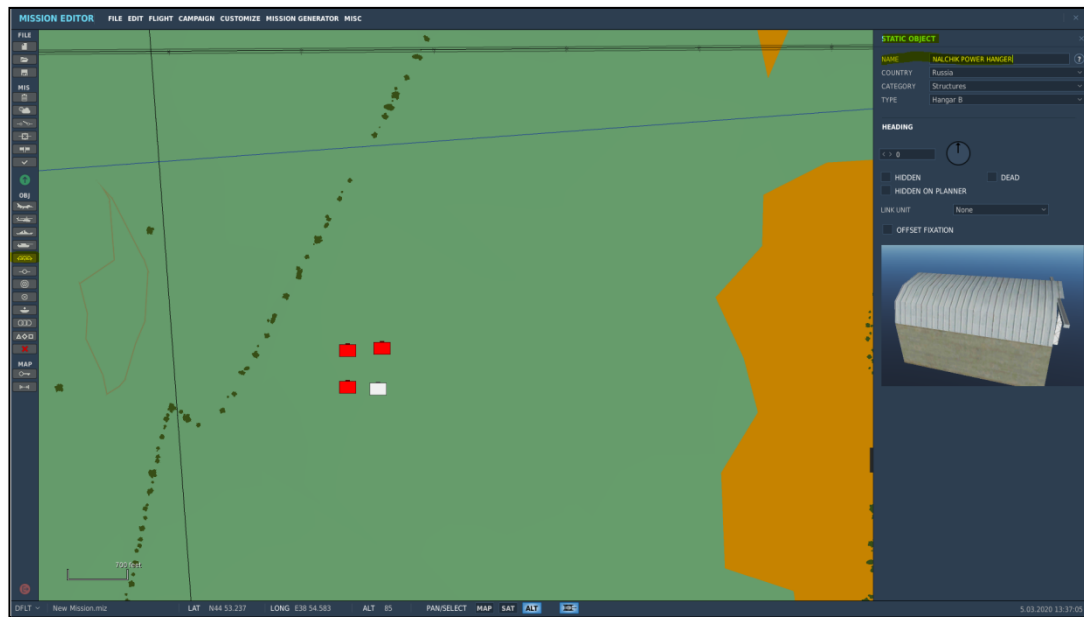
STEP 1 Mission Editor
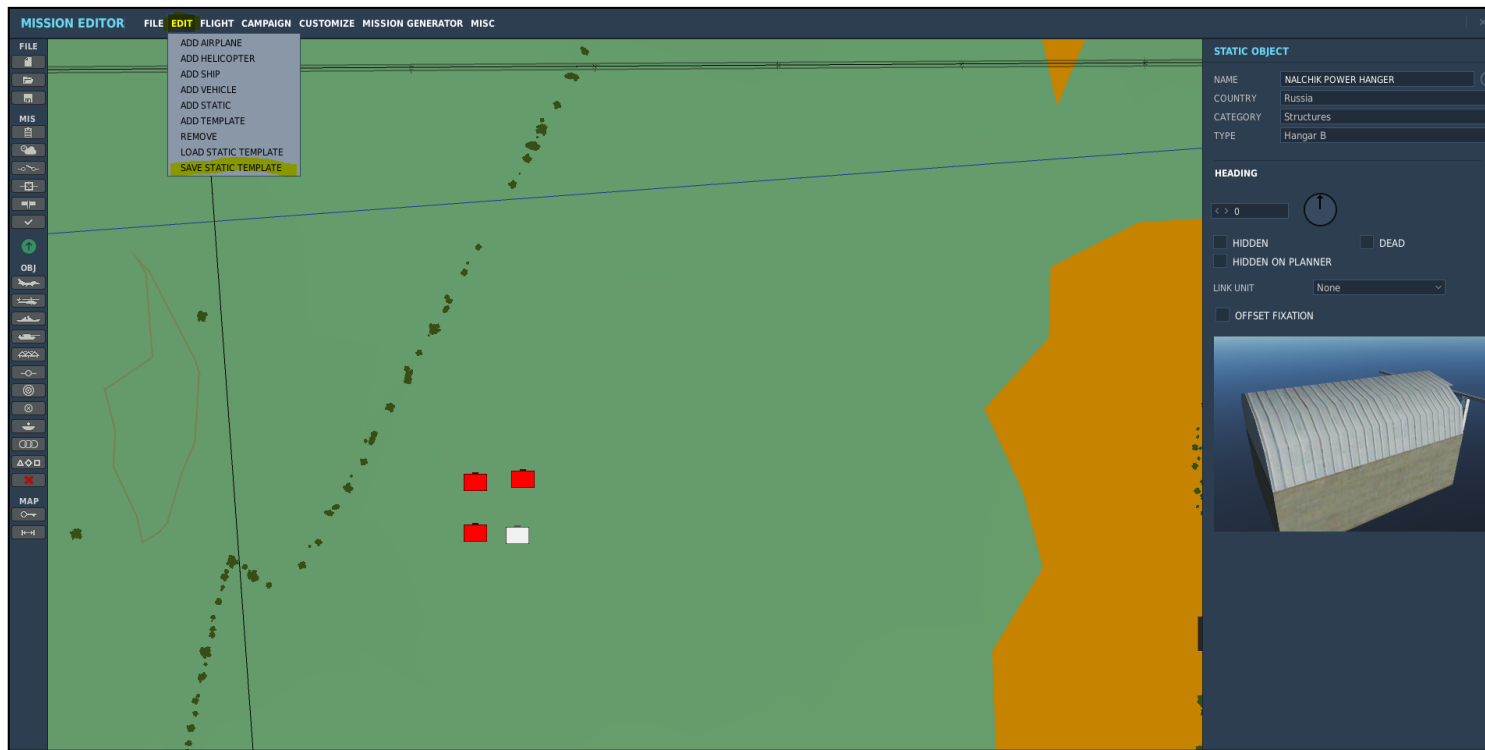
-Open a new , empty mission on the Caucasus map (important that it is nothing in this mission).
-Create the target complex you want. (Can be one, or multiple buildings). Make sure it looks good in the 3D world.
- Make sure to name all static units with a individual name
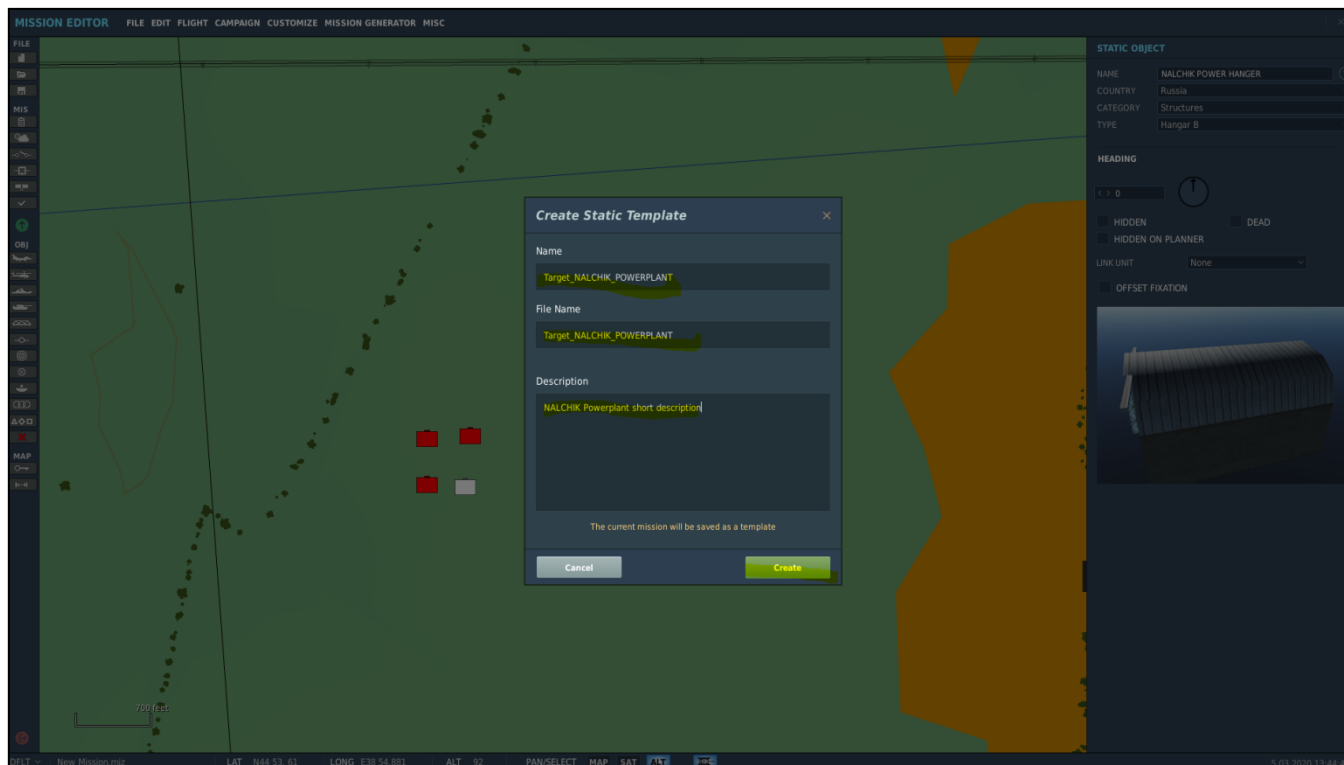--Once you are happy with the setup of the target, move on to next step

- Click on EDIT, browse down and save as static template

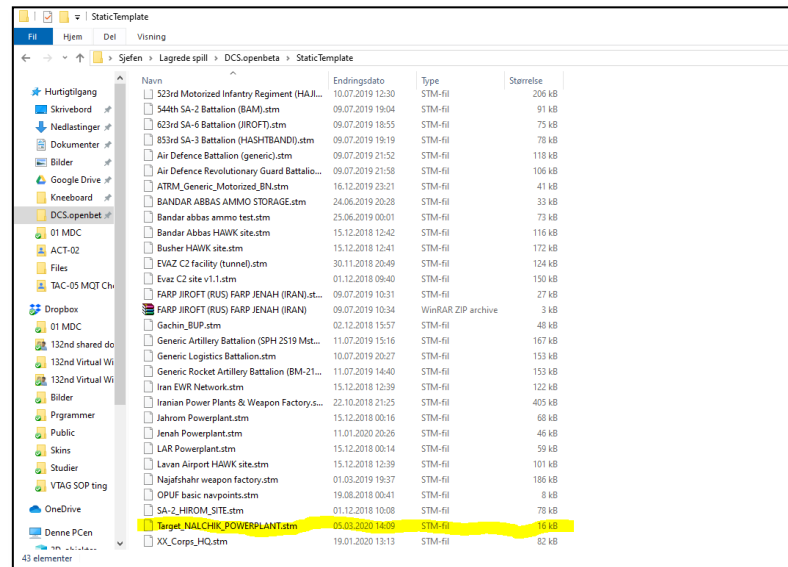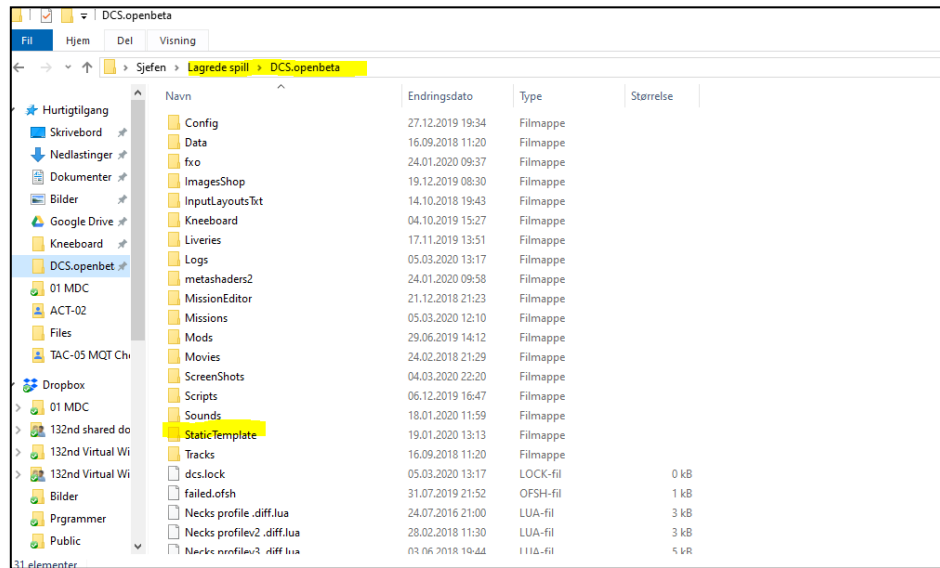- Add name, file name and description of the target and click on create

- You can find your saved file under Saved Games/DCS.openbeta/StaticTemplate

-Send this file to Neck, so he can maintain all targets in the .miz for the actual mission

- Go back into the mission editor.
-On each building/structure that can/should be targeted:
-Find the coordinate in LAT/LONG and altitude in feet (NDD MM.MMM EDDD MM.MMM) (As shown on the picture)

STEP 2 Combat Flite
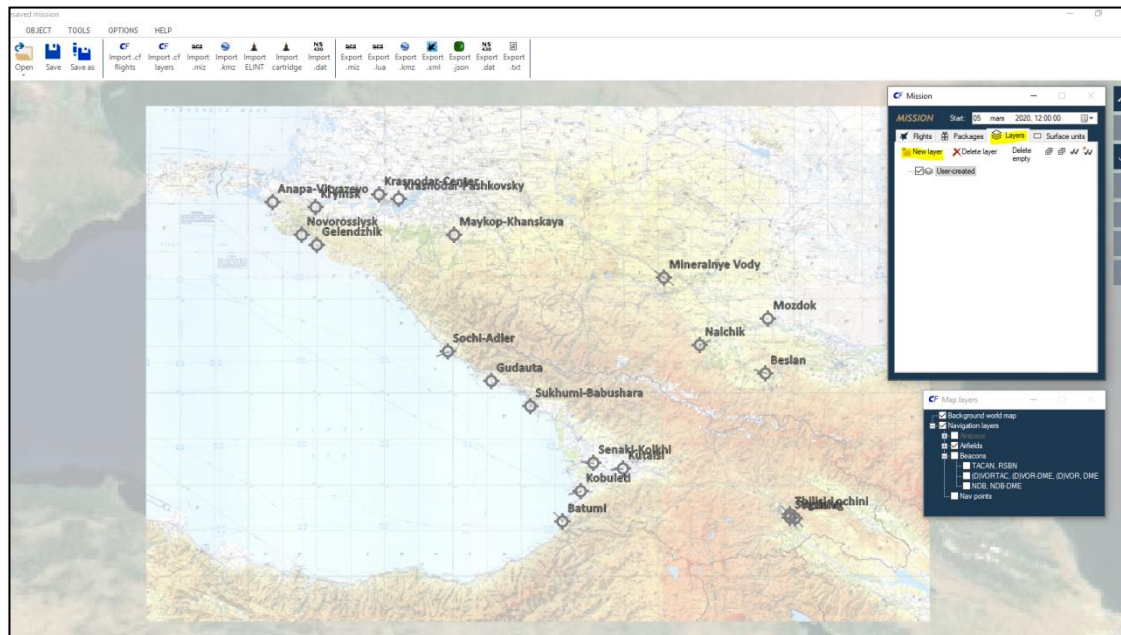
-Open CombatFlite , and select Caucasus map

-Go into layers, click on New Layer

-Name the new layer "TARGET NAME" (With our targets Name, as given in the Mission Editor in the previous steps)
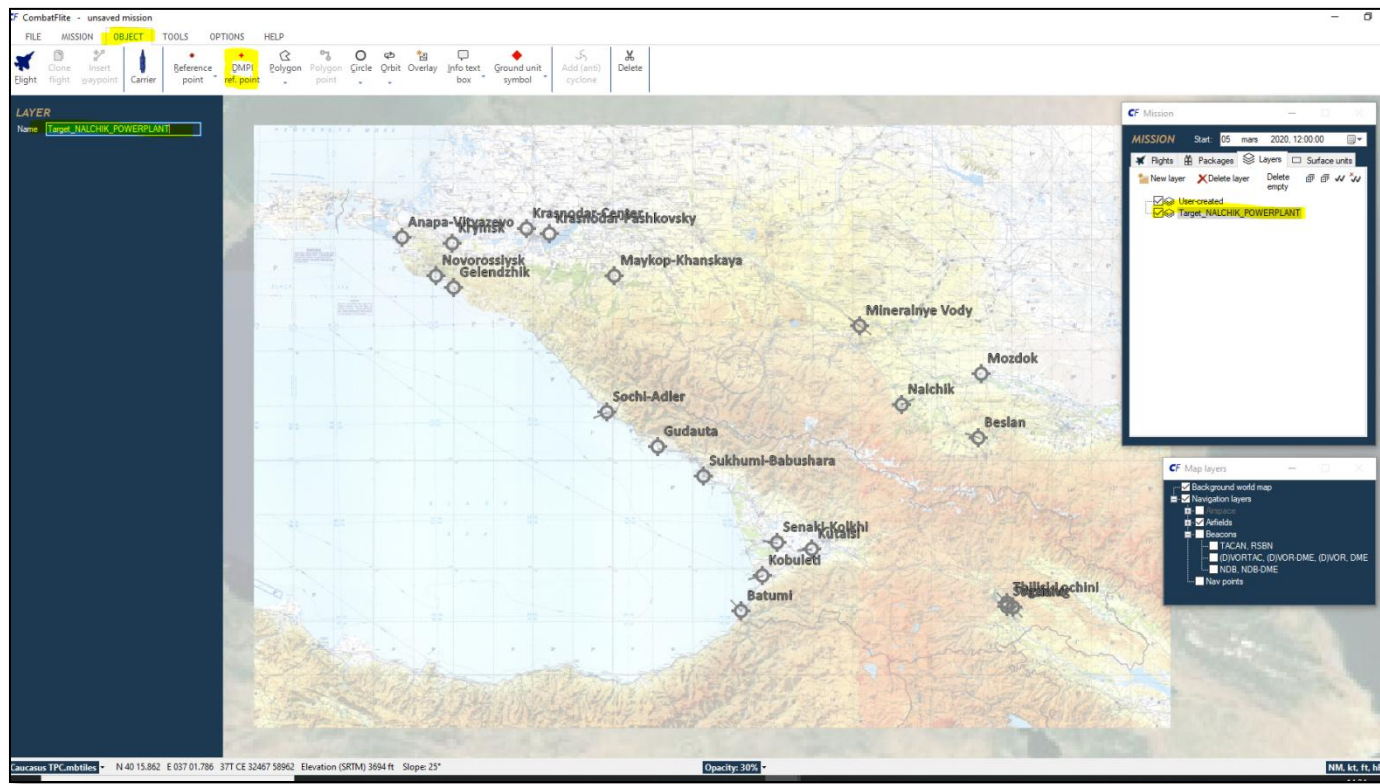
-With your layer selected, click on Object and select DMPI Ref. Point and click somewhere near your target area.
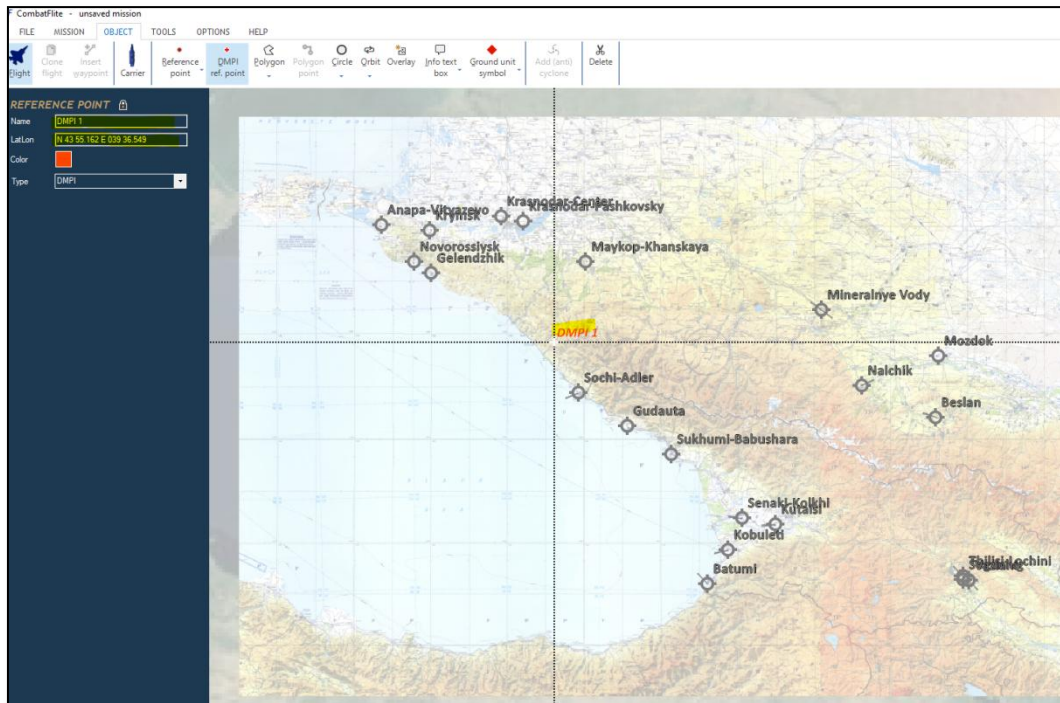
-Change the name, and add inn the correct coordinates from earlier step
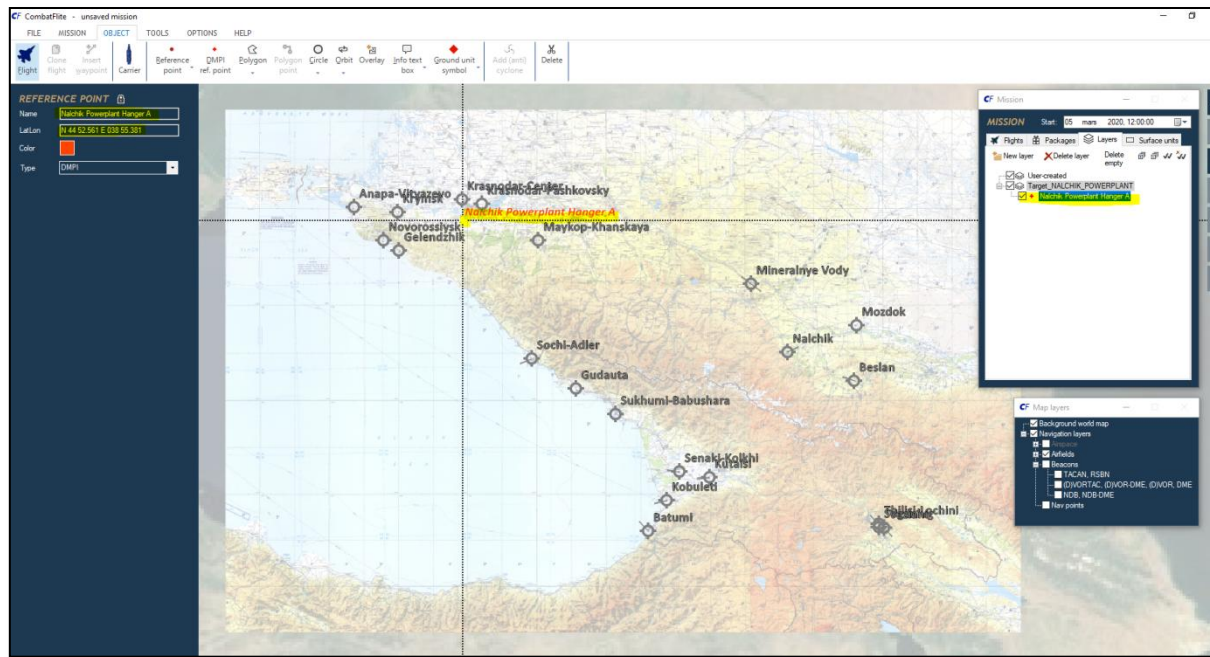
-Change the name, and add inn the correct coordinates from earlier step
-Verify that the location moves to the correct location
-Verify that the target changes name to your name and that it is present in the right layer
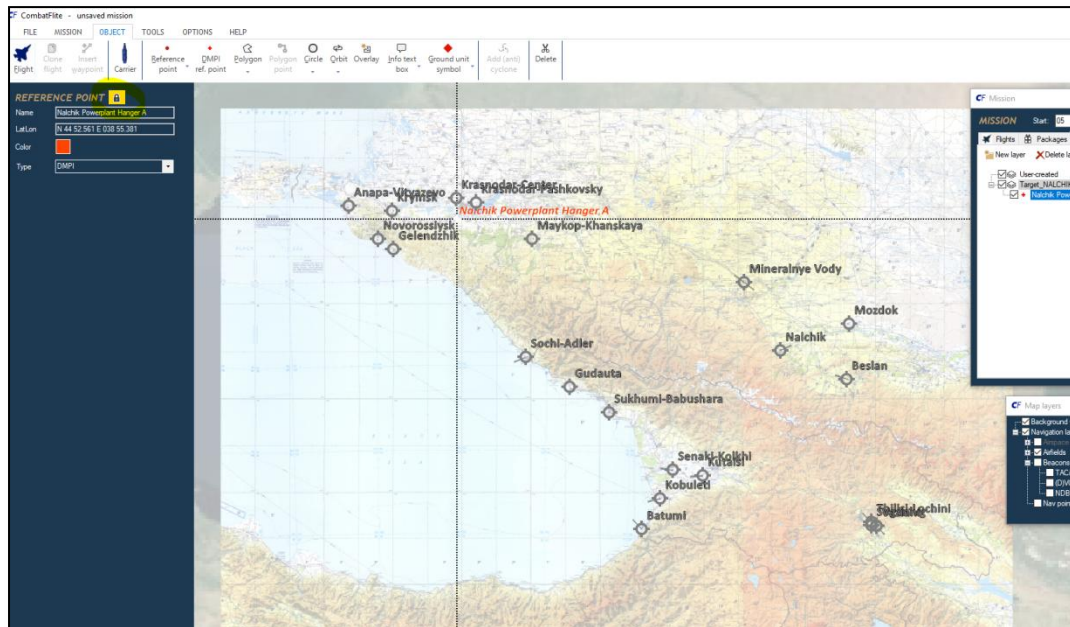
-Once verified, click on the lock (makes it impossible to move the location without unlocking)

-Continue this process with all structures / buildings that should/can be targeted in your target complex.
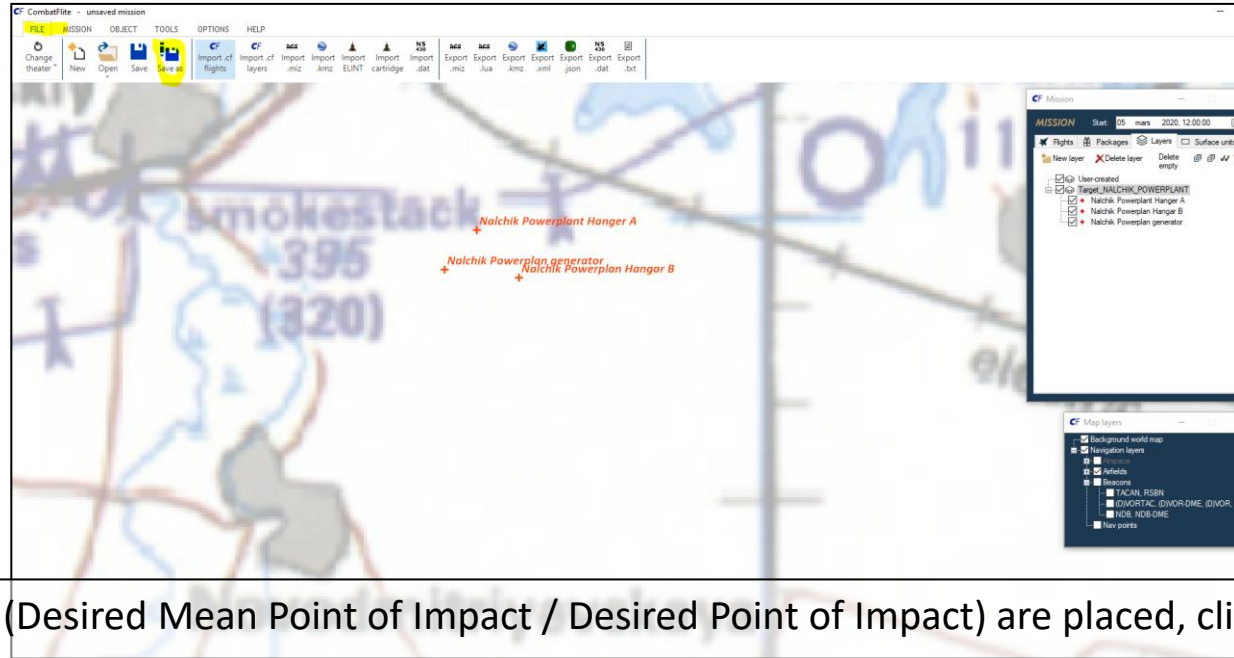
-Once all DMPI/DPI (Desired Mean Point of Impact / Desired Point of Impact) are placed, click on File, and save as.

- Save the file with target name , and send file to Neck for import into master Combat Flite file

-(One can import layers from other Combat Flite files easily)

-To make it as easy as possible, make sure your combatflite file does not contain anything else than the layer and target (so if you are making multiple targets, create multiple files)

STEP 3 Target brief

EXAMPLE 1: https://www.dropbox.com/s/d5o00lkpha4nw5s/nsst_target_T4.pdf?dl=0

EXAMPLE 2: https://www.dropbox.com/s/ry4s331fj6yqkn5/132nd-OPUF_Target%20folder_OBJ%20FRANK.pdf?dl=0

EXAMPLE TEMPLATE: https://www.dropbox.com/s/v81nnizyw4gny0k/132nd-OPUF_Target%20folder_OBJ%20ELIAS.pptx?dl=0

-Last phase is to create some graphics that can be used for briefing and planning for pilots before they are executing the mission

-2 examples of target briefs are shown, but you can make your own (these are for inspiration

-You create your own template or use the one from the link above (But as a minimum should contain coordinates for all DPIs, elevation in feet, description of the target, picture of the structures with DPIs)

- Send final briefing file to Neck

Explanation

Level	Rating		Approval authority:
CDE1	Very high risk	Very large consequences	Preplanned/AWACS Approval
CDE2	High risk	Large consequences	Preplanned/AWACS/ JTAC
CDE3	Medium risk	Consequences	Preplanned/AWACS/JTAC/FAC(A)/SCAR-C
CDE4	Small risk of collateral damage	Minor consequence	Preplanned/Flightlead+wingman (conquer)
CDE5	No risk of collateral damage.	No consequences	Preplanned/Pilot

CDE LEVEL	Effect	Mitigation:
CDE1	Collateral damage expected - More than 20 expected casualties Chemical/nuclear/biological weapon spillouts	Accurate: CAT 1 coordinates Use Precision Guided Munitions
CDE2:	Collateral damage Expected - 5-20 casualties	Accurate CAT 1 or 2 coordinates Use Precision Guided Munitions
CDE3:	Risk of collateral: CD objects within 200m	Attack direction to minimize risk to CD object
CDE4	Small risk: CD object within 500m	No CD object within Risk Estimate Distance
CDE 5	No risk of collateral damage	None

Target Priority Grade

1.**Priority 1**. The target is a critical factor in the overall outcome of the conflict or a critical enabling objective for the other elements of the mission or will cause an immediate and permanent reduction in the effectiveness of the enemy.

2.**Priority 2**. The target is an important factor in the overall outcome of the conflict or will cause a long term reduction in the effectiveness of the enemy.

3.**Priority 3**. The target is an enabling factor for later missions or will cause a temporary reduction in the effectiveness of the enemy.

	Category
1	Nuclear weapons
2	Chemical weapons
3	Command and Control facility
4	Airbase
5	Air Defense
6	Armybase
7	Military activity
8	Fuel production
9	Fuel storage
10	Production facility
11	Repair facility
12	Ammunition storage
13	Powersupply

-Some explanations for creating targets