

## CAS SHEET - v1.0 - by Benchmark Sims

		PASS 1					PASS 2				
GAMEPLAN	TYPE CONTROL	1      2      3					1      2      3				
	ATTACK METHOD	BOC      BOT					BOC      BOT				
	TYPE + NUMBER ORDNANCE										
	RIPPLE + INTERVAL										
	FUSE SETTINGS		BURST ALTITUDE					BURST ALTITUDE			
	1. IP/BP										
9-LINE	2. HEADING		OFFSET					OFFSET			
	3. DISTANCE										
	4. TARGET ELEVATION										
	5. TARGET DESCRIPTION										
	6. TARGET LOCATION	N				BULLSEYE	N				BULLSEYE
		E					E				
	VISUAL / OFFSET										
	7. TYPE MARK/ TERMINAL GUIDANCE	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER	NONE	WILLIE PETE	SMOKE	SPARKLE	LASER
	8. FRIENDLIES										
9. EGRESS											
REMARKS	REMARKS										
	Surface to Air Threat										
	Weather										
RESTRICTIONS	Hazards										
	Friendly Mark										
	Additional calls										
RESTRICTIONS	FINAL ATTACK HDG										
	ALTITUDE										
	TOT / TTT										