PLAYER GUIDE, version 1.2.2

This quick instruction leaflet is made to give a fast-reading instruction for those are not familiar yet with DSMC's enhanced missions. DSMC is a server-side mod that basically adds two features:

- **Persistency**: all your actions will be saved and carried on in the subsequent mission. On 24/7 servers, for example, you will be able to see your targets still destroyed (bridges, units, etc) or your logistic actions still there (like building an FOB with ctld)… also, if the mission designer decide to use it, all the aircraft & fuel & weapons you use will be tracked and carried on the next mission;

- **Modified CTLD & CSAR scripts version**: DSMC take advantage of a modified version of the wonderful CTLD script by Ciribob that is optimized to work with the persistency feature of DSMC.

So… how many very complicate actions you're required to do? Few, honestly. To be honest, some work is on the shoulder of the mission

designer to comply with scenario design guidelines while you will only be required to follow those basic actions:

- **Avoid suicide actions**: if your mission designer use resource management system, probably your coalition will have a limited number of aircraft. If you lose too many, there might not be any left in the next sortie!

- **When you're done in the mission, land only on airport or helipad surfaces**! If you land nearby or outside the taxy/runway/helipad object, your aircraft won't be recognized as "landed" and the resources will be lost!

- **Take few minutes to read the CTLD modified menu**: If you're a helicopter pilot and likes logistic, DSMC can bring it to a new level cause your action will affect the next sortie! But to be able to be a valuable resource to your coalition, you should check what can be done and what is not possible. The standard ctld logic has been deeply modified and might be different of what you know. Read the next chapter to understand it more.

- **Check strategic actions**: DSMC's persistency make ground war not only a single one-shot mission… but instead, could be a medium- or long-term game.

DSMC’s CTLD version

DSMC’s version is different than vanilla CTLD in those aspects:

- *Naming conventions*: DSMC version is automated, you don’t need to look for specific names on units, helos or objects like “helicargo1”. They are recognized using DCS categories: i.e., if it’s an helicopter, then it will be able to use ctld troops transport. If it’s an APC, it will be able to carry troops. If it’s a truck, it will be able to load both troops and crates;

- *Weight feeling*: DSMC version integrate functions to actually add cargo weight to the helos when troops or crates are loaded. Pay attention to it if you’re planning high altitudes airlift ops;

- *F10 menù structure*: DSMC version has CTLD menù placed inside the DSMC main menù, and it’s much different in organization and available objects. It’s better explained later;

- *Persistence*: templates objects and structures created with inbuilt version of CTLD will be recognized in the saved mission: FOBs will be still FOBs with full functionalities, etc.

- WWII change: objects, crates, soldiers, menù layout will be “WWII” modified if the mission date is set before 1960.

So, the main focus point that you should know about DSMC’s CTLD are in the subsequent pages. If you’re a mission designer, you should read the DSMC manual: **this leaflet is done for clients only** to help them with modified CTLD functions.

This leaflet will discuss:

- Basic can/can’t do informations about client’s unit usage;
- CTLD menù structure and logistic rules (page 2 to 8);
- FOB layout and restrictions (page 9).

BASIC OBJECT INFORMATION

As said, inbuilt CTLD is *automated*. What does this mean? That every unit type, depending on its category, will be available as ctld user. Those are the main unit's category with their abilities (categories not named does not have recognized abilities, but still those can be set as usable by the mission designer):

Helicopters

Helicopter is the only category of DSMC that has been configured airframe per airframe to better fit the single type capabilities. So, it's going to be slightly more detailed here.

Attack helicopters can operate cargos in airlift operations, if required, using sling-load where the airframe is capable.

Attack helicopter cannot transport troops.

Types: Ka-50, AH-64D.

Assault helicopters can operate cargos in airlift operations, if required, using sling-load where the airframe is capable. And they can transport limited amount of troops, up to 7-8 infantry (squad)

This type is reserved for Mi-24P series.

Reconnaissance - attack helos can operate light cargos in airlift operations, and they can transport up to 3-4 troopers (fireteam)

This type is for the Gazelle series, and the OH-58 Kiowa.

Light utility-attack helicopters can operate cargos in airlift operations, and they can transport up to 7-10 troopers (squad)

This type is covered by UH-1H

Medium-heavy utility helicopters can operate cargos in airlift operations, and they can transport an entire platoon of troops (up to 20 soldiers)

This type is covered by Mi-8 MTV2.

Vehicles

As for helicopters, vehicles will have different abilities. To use CTLD with a vehicle, as it is now, you must “enter the vehicle” in F10 map using a tactical commander or game master slot. Once inside, there is one feature about vehicles that is really different from helicopters: every command you give to them about loading troops, dropping cargos or loading cargos… it will be executed by all vehicles in the same group at the same time.

So, if you have 4 infantry teams and a group of 4 APCs, you will be able to load them all in a single command and also drop them all together!

Let’s see the available vehicle class:

APC units are automatically set as capable of transport troops, up to a squad (6-8 soldiers). Those vehicles cannot operate crates.

IFV and ATGM units works the same of APC but with limited personnel transport, up to a fireteam (3-4 soldiers)

Trucks vehicles, instead, will be able to operate both crates and troops up to an entire platoon (20 soldiers)

Trucks are basically M-939, Ural-375, Gaz-66 or similar. No support vehicles (HEMTT, APA, etc) are considered suitable for transports.

Tanks, support vehicles and other won’t have any actions available for troops or logistic actions.

So, why should I use a truck if I can employ a helicopter almost five times faster?

Cause ground units in a single group can transport 1 crates each, all together, at once, and you can load all crates using one single command action (you won’t need to get into any trucks to load one-by-one the crates)! So, for example, one group of 4 trucks can move up to 4 crates and 80 soldiers in a single trip. And that can speed-up short range logistic by an order of magnitude.

BEWARE: Crates operated by trucks needs to be dropped before the mission end or their content will be lost! (you must complete the transport in the same sortie!)

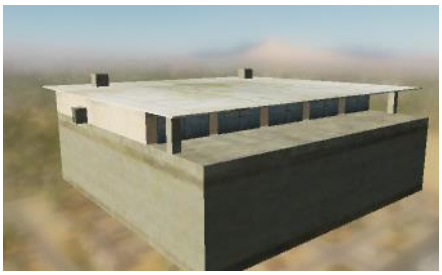
Pickup zones, logistic sites, production sites

DSMC automate also what is used as logistic sites and pickup zones… and it add another object category: production sites.

Logistic objects in vanilla CTLD allow the creation of crates. In DSMC's CTLD there are three types of crates: *Deliverable*, *Airlift* and *Constructible*. What is each type is explained later, but you might want to know since know that **logistic sites in DSMC allow the spawning of Deliverable crates and the unpacking of Constructible crates**. Logistic sites are any object of the "warehouse" static category, such as:

Ammo Dump

Tank (1,2 & 3)



Warehouse building

Also, any existing or newly built FOB is considered a logistic site.

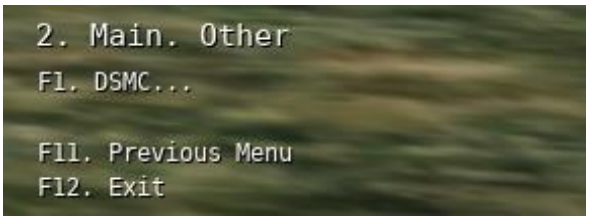
Pickup zones are automatically added around any logistic sites plus any ship. Instead, drop zones and waypoint zones does not have an automated behaviour in DSMC.

Production sites are the new entry: this "sites" are nothing more than any static object "Workshop A" structure type in the scenery. Here you can spawn airlift and constructible crates.

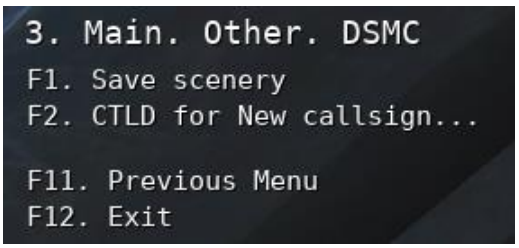
The first are used to resupply airbases & FARPs (see below) while the latter are a new kind of vehicle crates.

PILOTS & CA USERS MENU

DSMC comes with a dedicated F10 “others” radio menu as an interface for clients. CTLD & CSAR and others options related to DSMC are available in the F10 menu.

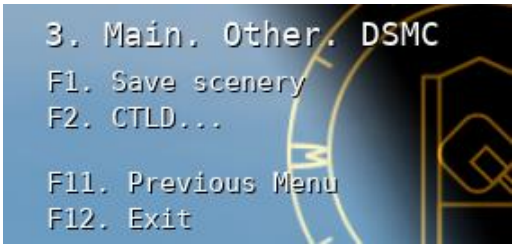


With DSMC’s CTLD pilots can be in the same group (flight) in DCS. All of them will have its CLTD menù inside the simulation that will work for that client only. All pilots in the same group will see others pilot’s menù, and using them they will be able to perform operations for another client. If you’re a helo/plane pilot, CTLD menu is available as submenu inside the “DSMC”.



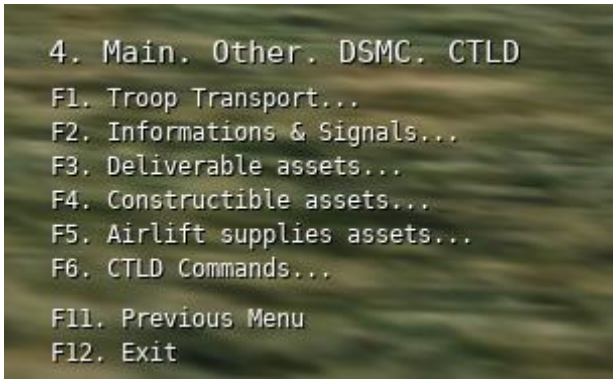
Pilot's menu

If you’re a CA user in Tactical commander or Game master and choose an APC, an IFV or a Truck, the submenu is one only and **you might not want to enter another units in the same group** to use the menu: it might create issues!



CA user vehicle menu

Inside the CTLD menu you will have those options:

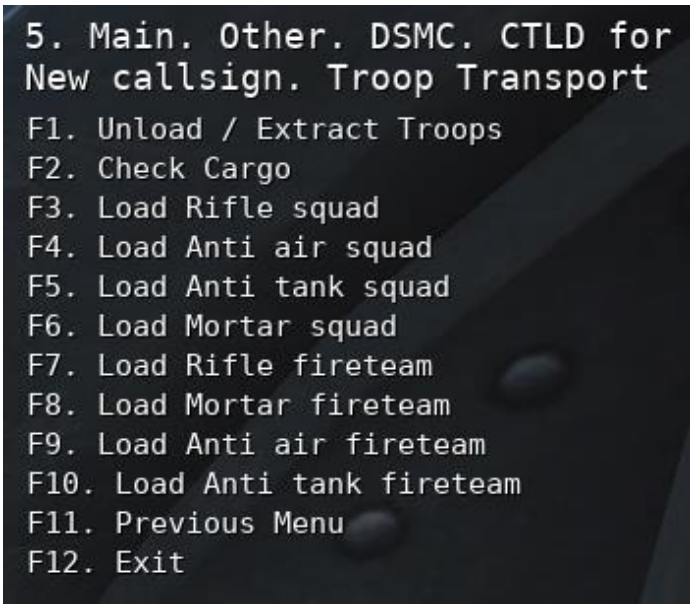


Troop Transport and *Information & Signals* submenu have the same functions you have for vanilla CTLD, except for the content.

Deliverable, Constructible and *Airlift supplies* assets are related to crates operations.

CTLD commands is the main command execution menù, where you can for example load, drop, unpack crates list nearby FOBs & crates.

Troops transport



The troops transport menù is the same as per classic CTLD. The main differences are that you will be able to load a squad (7-8 soldier) or a team (4 soldier), and that when you activate the Unload/Extract Troops from a ground vehicle it will take effect for all the vehicles in the group and not only the one you're inside.

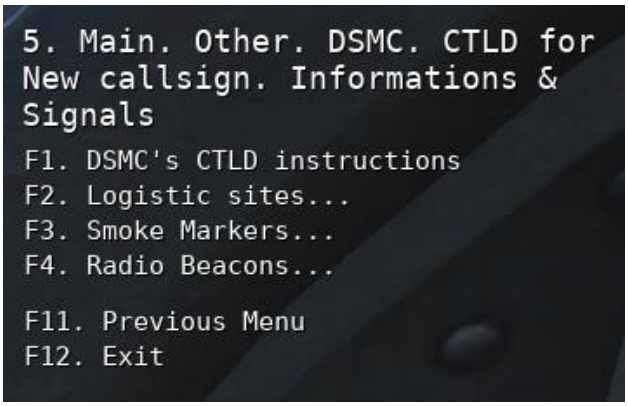
Troop transport works for everyone except for those helos w/o passengers (i.e. Ka-50)

Each soldier weights about 110 kg, and this weight is effective!

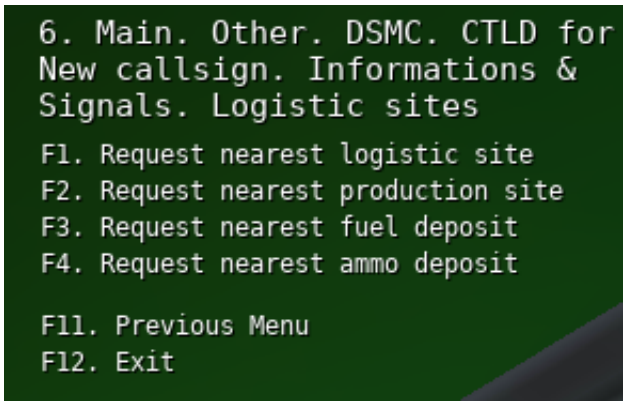
Also, all ground groups that is made only with soldiers is automatically listed as "extractable". So, if you see a bunch of soldier out there and you think that they could be vital somewhere else, you can transport them where you'd like without having to check the group name or else.

A word about WWII conversion: in this menù with mission based before 1960 you will only have rifle soldier, of the proper WWII model by DCS when possible, with different size. Obviously there are no helicopters in WWII, therefore these soldiers could be picked up only by vehicles.

Information & signals



Informations & signals is there for everyone, and this menù also have a “DSMC’s CTLD instruction” command that will let you read all the main instruction of this leaflet while in game, in less than 3 mins.



In the submenu *Logistic sites* you will be able to ask the position of the nearest logistic & production site if available.

You can ask for:

- Logistic sites: Here there are warehouses (both, fuel depot & ammo depot) and FOB, and also logistic object that mission designer decided to add using ctld naming conventions;
- Production site: Those are “Workshop A” static object, used in Constructible crates objects and Airlift supplies (see below);
- Fuel deposit (or depot): self-explaining;
- Ammo deposit (or depot): self-explaining.

Smoke Markers & Radio Beacons menù are the same as classic CLTD: you will be able to drop, list or remove beacons or drop markers.

Deliverable assets

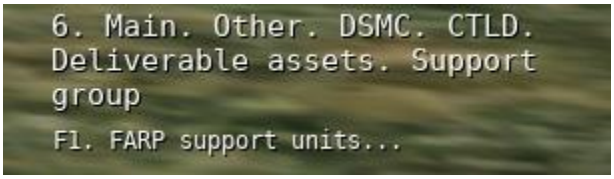
Deliverable assets' crates work the same as the vanilla CTLD crates: they can be spawned nearby any logistic sites, and they can be unpacked where you need.

As previously described, logistic sites are any already built FOB or any "warehouse" static objects. You can check nearby logistic site using *information & signals menù* (Check above).

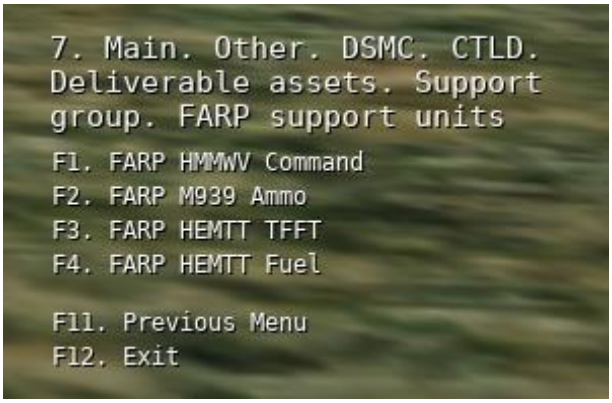
Since DSMC provide more options that vanilla CTLD, deliverable crates are sub-divided into categories:

- Support group
- Recon vehicle
- Air defence
- Structure
- JTAC

Support groups are FARP units group. The FARP units group is made of 4 vehicles, 1 crates each.

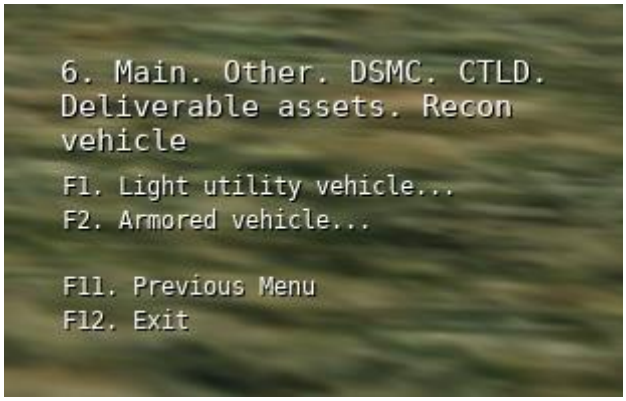


Vehicle types can change accordingly to the western/eastern country type and should be related to the heliport country. In the example here, it's a US FARP support group.



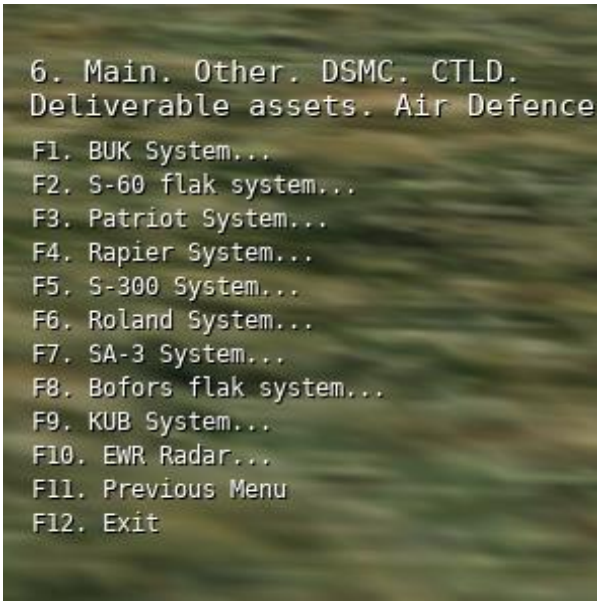
The FARP support group is a vehicle group, so you can move it after the unpack where you need, for example nearby another FARP.

BEWARE: with DSMC, static object can change coalition from a mission to another, but units like these will not!



Recon vehicle is a group made of a single unit, which can be a light utility vehicle (LUV) not armed nor armored which cost 2 crates, or a more effective IFV with a gun turret an armored which will be 4 crates. For “blue” coalition it will be a Humvee for LUV and a Stryker for IFV, while for “red” coalition they will be a Tigr or a BRDM. Remember, these vehicles can be placed just where you need, that is why their “crate cost” is much higher than what you find in *Constructible crates* (see below).

Air defence is an entire new solutions compared to vanilla CTLD. In the original code, blue was assumed to be “US & friends” while red was “Russia & friends”, and regardless of the countries in each coalition you had US sam systems (Hawk) when in blue coalition and Russian sam systems (BUK, KUB, etc) in red coalition.



DSMC did a small revolution: now, regardless of the coalition, you will find available air defence (SAMs & Flak) systems strictly **depending on the countries** that are into the coalition. If Ukraine is blue, for example, you will actually have Russian type SAMs in blue coalition because Ukraine has them. Also, DSMC will filter for service years of each system: for example, 2020 US country do not employ anymore Hawk system, while Germany does (DCS database): so if you have Germany in blue coalition you will have Hawk in 2020… if you have only US, you won’t. Supported air defence systems are:

- Rapier (3 elements)
- Hawk (4 elements)

- Roland (2 elements)
- NASAMS system (3 elements, use AIM-120C as support)
- Patriot (6 elements, required 6 launcher's crate: total 11 crates)
- SA-6 KUB (2 elements)
- SA-11 BUK (3 elements)
- SA-3
- SA-2
- S-300 (6 elements, required 6 launcher's crate: total 11 crates)
- S-60 AAA
- Bofors AAA
- Flak18 AAA
- EWR radar

Being wise with the available systems is more a mission designer decision: as a client, you should not expect a specific system to be available or not. Also, S-300 and Patriot systems could be disabled by default from the mission designer.

But if you're curious it's very simple to check what system you can have with a specific country in a specific date: use the chronologic filter in the mission editor. If you have that system there, you will also in DSMC.

Structure is a subcategory that currently held only FOB crates. As for vanilla CTLD, the required crates to build a FOB may vary. The time needed to build up the FOB since you ask the unpack command is about 240 seconds.

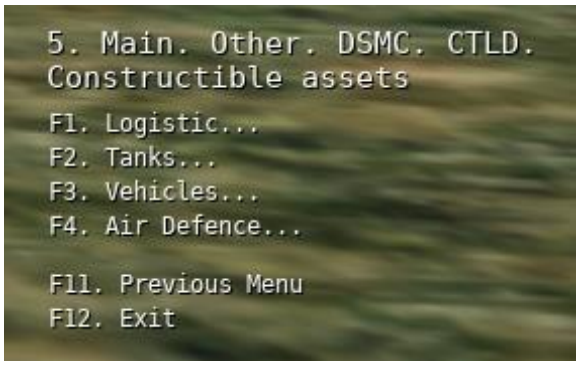
JTAC is the same as vanilla CTLD, but it uses stinger soldier / SA-18 soldier instead of vehicles, cause these are able to be moved by helicopters.

Constructible assets

Constructible assets' crates work in a very precise way. **They can be spawned only nearby "production sites"**. A production site is any object in the mission of the "Workshop A" type. You can check nearby production site using *information & signals menù* (Check above) asking for nearest factory.

Also, you can't unpack those crates anywhere: **you can do it only nearby warehouse objects like ammo dump or warehouses** (no, FOBs won't work).

Why? Because those objects are only "movers" platoon (3 units each, same type) and they are expected to be moved by someone (or some AI), of any different kind, group by categories:



Think about them this way: they're "produced" in the factories and you are the *rider* that delivers the packs to the warehouse where your coalition would provide personnel to them.

In each category you will find a sub-category and then vehicle model type available for that country, with the corresponding crates count, in that specific timeframe. It uses the same system as air-defence deliverable: DSMC will check if DCS allow that system in the mission date timeframe for each country in your coalition. If the unit is available, you will found them.

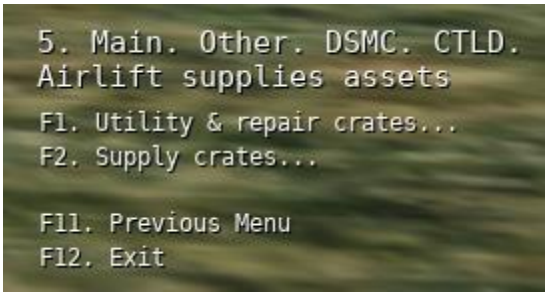
If the submenu is void, it means that none of that vehicle type is available (may happen frequently). The crate number can be pretty high (i.e. 11 crates for an Abrams platoon): those number are related to the vehicle strength in life-points as DCS use them. Expect many crates for tanks, maybe less for light-armoured vehicles.

Always remember that trucks can transport 1 crate for each vehicle at the same time! There are not only helicopters.

Airlift supplies

Airlift supplies are crates divided in two categories:

- Utility & repair;
- Supply crates;



Repair crates

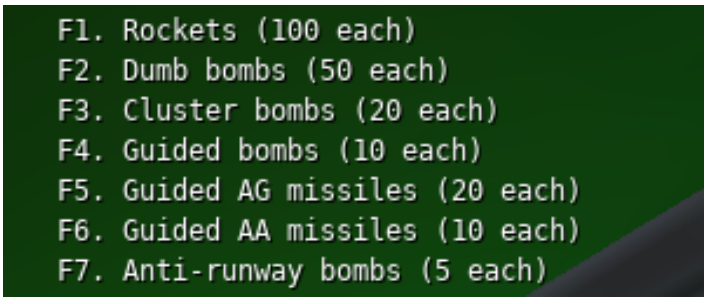
The repair crates are utility crates of 600 kg that, once delivered and unpacked nearby a damaged or incomplete FARP support group or air defence sites, will restore the group at full functionalities.

Rearm & refuel crates

Fuel and ammunition crates are different than any other: you can recognize them because they are ammunition pack or fuel tanks. **Those crates must be delivered within 150 m from the centre of a helipad or over any paved surface of an airport**… and nothing else.

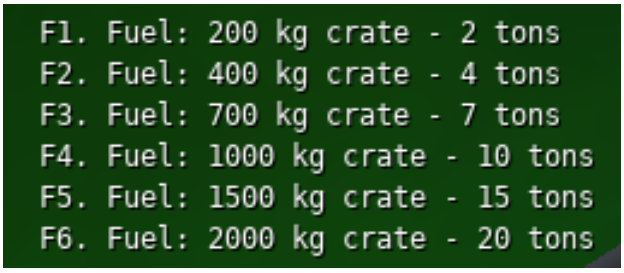
You don't need to unpack them. When the mission end, each crate within the parameters will be removed and the corresponding items added to the helipad/airport warehouse. And yes, this is going to work also with FOB's helipads (see later).

Since the item are delivered at mission end (DCS limitation), it's obvious that these crates are important in campaigns or subsequent missions' scenario. But... if you're in a mission that have DSMC running, it's highly probable that this "next mission" will take place.



Available ammunition crates are these you can see in the picture. Each one will spawn an "ammo box" crate that will deliver a fixed number of the named weapon category in the destination warehouse. The fixed number applies for all weapon

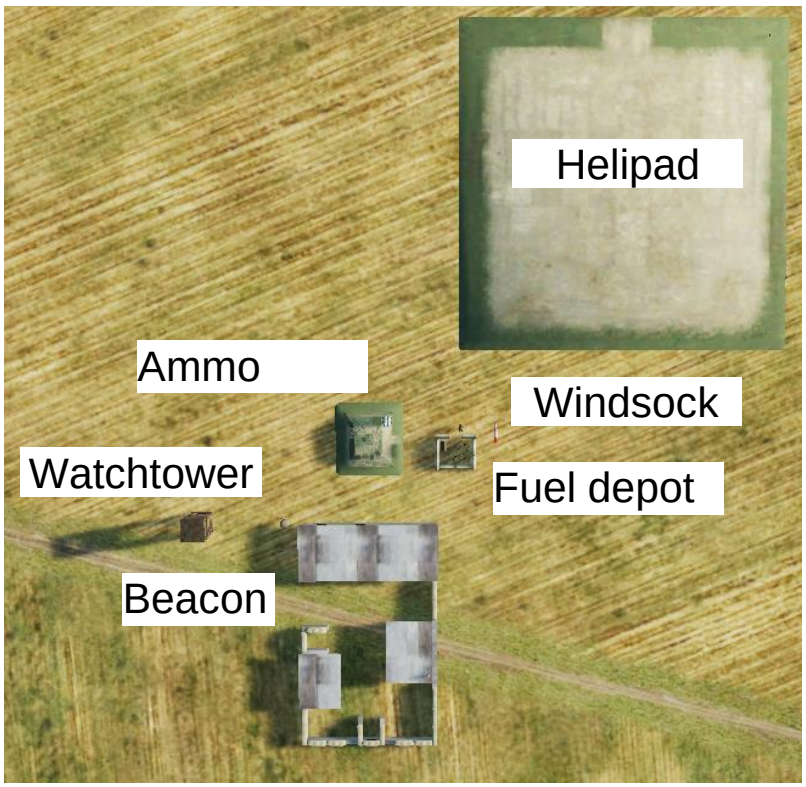
types in the same category: if you deliver an AG missiles crates, 20 missiles of any air-to-ground missile will be added to the warehouse (Vikhrs, AGM-65, etc etc). The crate weight can vary between 1030 kg to 1055 kg.



Instead, fuel resupply crates are slightly different: the crate weight varies with the delivered fuel quantity. I know, it's not that much correct, but for the sake of the simulation & player action effects on the campaign, the amount of fuel that is delivered will be multiplied with a factor (default 10). The options you choose show the crates weight and the delivered tonnage.

FOB

There are many changes between standard cltd and DSMC's one. But for you, the pilot, the most important might be the one about FOB. Since DCS allow that, FOB now made of:



Its size is about 90 x 90 meters, and the center of the helipad is 60 meters from the outpost bearing 030. Since there's a helipad, beware of the terrain shape when placing the FOB crates!

Once delivered, due to a current DCS bug, the helipad won't work till the next mission. When it will be fixed, the helipad will work and will be unrestricted in any of its items till the end of the mission.

In the subsequent mission, if the mission designer is using the warehouse system, the FOB's helipad won't have any item or fuel. To provide a "basic" fuel & ammunition stock you can still deliver the necessary additional supplies using airlift crates in the same mission you build the FOB, and those will be added to the helipad warehouse (see above).

Aircraft, instead, won't be available unless you land there.

STRATEGIC ACTIONS

If you move forces to a city, those will be there in the next mission.

If you destroy a bridge to prevent transport crossing, that bridge will stay destroyed in the next mission.

If you destroy airport warehouses & fuel tanks, those will prevent aircraft to be used in the next mission.

If you surround a static object of the other coalition (within 1 km), in the next mission it will change to your coalition.

If you conquer a FARP or airbase, then it will stay on your coalition.

If you create FOBs or SAMs, they will stay there in the next mission.

Those actions, coupled, make ground effort valuable. While you might be flying a mission in your F-18 or Ka-50, one Tactical command can deploy MBT, build a FOBs in one single trucks transport, cut out a logistic route with artillery. All at the same time. That can shape the battlefield as much as you do attack the enemies.

Even simple flights from a far airbase to FOB nearby the FLOT can change things in the subsequent mission.