Dissension Ideas – completed by PRYMSUSPEC

IGILoad Script

1. Customizable Mission Settings
   1. Commanders can start at airfields or random positions
   2. Commanders can have fixed base positions or have mobile HQs
   3. When territory is occupation it can be a Flare/Smoke/Fireworks (Faction Color Specific: Blufor Blue, Opfor Red, Independent Green)
   4. Longer a territory is held the more AI (Simulating reinforcing position)
   5. AI stats increase the more kills they have (Simulate Gained combat experience)
   6. Limit assets to specific Commander types (Armor, Helicopters, Planes)
   7. Specific Objects produce Resources
   8. The longer a territory is held by a faction the more income
   9. The Longer a Airfield is held the more Resources (Huge resource points compared to territory held resources) Air craft can be shoot down to prevent resource resupply
2. Commanders
   1. Air Assault (Rotor Wing)
      1. Commander will quickly seek out closes Airfield
      2. Commander has to be on an airfield to create Aircraft
      3. Commander creates AH (Attack Helicopters) and CH (Cargo Helicopters) to Move his force around the battle field swiftly
      4. If his AI is in contact they will request CAS (Close Air Support) if available
      5. When Possible have AH escort CH around battlefield
      6. AI/Player can Spawn from CH (Mobile Spawn)
      7. Player can request cargo drop
      8. Limit air assets
   2. Air (Fixed Wing)
      1. Commander will quickly seek out closes Airfield
      2. Commander has to be on an airfield to create Aircraft
      3. Commander creates Fast Movers (Attack Aircraft) and Cargo Aircraft to Move his force around the battle field swiftly
      4. AI/Player can Spawn from Cargo Plane (Mobile Spawn)
      5. Player can request cargo drop, possibly light vehicles
      6. Limit air assets
   3. Guerilla
      1. Mobile Base and can build in any Independent held territory
      2. Attacks Lightly defended positions
      3. AI/Player can spawn at any Independent held territory
      4. Uses only light weapons and vehicles
      5. Attacks resource points a lot (Simulating the lack of constant supplies)
      6. Only Commander that can build a mobile HQ if its destroyed
      7. Guerilla troops have bad aiming (Simulates lack of Military training)
      8. Guerilla troops have basic weapons and equipment, maybe leaders have better optics or body armor (Simulates lack of funding)
      9. Guerilla troops will pick up and use enemy weapons and equipment, more successful attacks will make them harder the longer they are not neutralized.
      10. Guerillas use civilians as recon teams to gain intel
      11. Sets IEDs
   4. Armor
      1. Make armor cost more resources
      2. If his AI is in contact they will request IDF (In Direct Fire) if available
      3. Use Infantry Fighting Vehicles (IFV)
      4. Use mobile heavy arty batterys
      5. Use Main Battle Tanks (MBT)
         1. 4 MBT
         2. 8 IFVs
         3. 1 Anti Air Section
         4. 8 Infantry Squads
   5. Infantry (Light) Foot Mobiles
      1. Walks everywhere
      2. Possibly spawns a Mortar Team at held territory to help cover troop movement to next objective
      3. When they do have to travel long distances they use Light Vehicles (Due to Light Infantry not having Tanks or IFVs, Aircraft if available)
      4. Moves in Squads of 9 (Standard Infantry Composition)
      5. Deploys recon and sniper teams
      6. Commander Unit Limits:
         1. 12 Infantry Squads
         2. 2 Stinger Teams
         3. 3 Gun Mortar Section
         4. 1 Artillery Battery

**Offensive Operations**

* Offensive operations are mainly used during times of war. The purpose of offensive operations is to change the course of events in our favor -- and these types of operations usually include violence and force. However, offensive operations can also be used to deter future conflicts; for example, placing armed soldiers at civilian checkpoints in combat zones is a type of offensive operation. Armed soldiers working out of civilian checkpoints is a show of force designed to deter conflict.

**Defensive Operations**

* Defensive operations are designed to prevent military casualties on our side of the battle while setting the stage for a future offensive operation. During a defensive operation, military forces will protect themselves, their area of operations (commonly called the AO) and any property contained in the AO. When U.S. forces come under attack, commanders gather information and instruct their troops to defend themselves. Generally, commanders plan ahead for these situations and can use experience, strategy and TTPs to turn the tables on the enemy.

**Stability Operations**

* Stability operations hold military situations together during tenuous times. Using psychological operations, latent shows of force and cooperation between local forces and our military, stability operations prevent the U.S. Armed Forces from having to take an offensive or defensive stance. Stability operations cannot be conducted during active combat; rather, stability operations occur before and after periods of active combat. Building community facilities, responding to local crises and training local law enforcement officers are examples of stability operations.

**Support Operations**

* Support operations provide reinforcement to local authorities, both foreign and domestic, during times of need. This type of operation can be used concurrently with a stability operation and during defensive operations. When a local military engages an enemy, for example, U.S. forces may lend assistance as requested. Support operations are designed to win wars, resolve conflict and promote peace. Support operations can also include responding to national emergencies and disasters.

**Tactical mission task** (**Missions**) is the specific activity performed by a unit while executing a form of tactical operation or form of maneuver. It may be expressed in terms of either actions by a friendly force or effects on an enemy force.

3rd Platoon (Who performs the task?) Attacks to seize. (What is the task?) The Bridge at (AB123456). (Where do they perform the task?) At 040600Z FEB 01. (When do they perform the task?) To pass the 1st Platoon (Company main effort) on the OBJ BOB. (Why must they perform the task?).

**Action By Friendly Force**

**ATTACK BY FIRE**

Attack by fire is a tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy.

**BREACH**

Breach is a tactical mission task in which the unit employs all available means to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification.

**BYPASS**

Bypass is a tactical mission task in which the commander directs his unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force.

**CLEAR**

Clear is a tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area.

**CONTROL**

Control is a tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations.

**COUNTERRECONNAISSANCE**

Counterreconnaissance is a tactical mission task that encompasses all measures taken by a commander to counter enemy reconnaissance and surveillance efforts. Counterreconnaissance is not a distinct mission, but a component of all forms of security operations.

**DISENGAGE**

Disengage is a tactical mission task where a commander has his unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement.

**EXFILTRATE**

Exfiltrate is a tactical mission task where a commander removes soldiers or units from areas under enemy control by stealth, deception, surprise, or clandestine means.

**FOLLOW AND ASSUME**

Follow and assume is a tactical mission task in which a second committed force follows a force conducting an offensive operation and is prepared to continue the mission if the lead force is fixed, attritted, or unable to continue.

**FOLLOW AND SUPPORT**

Follow and support is a tactical mission task in which a committed force follows and supports a lead force conducting an offensive operation.

**OCCUPY**

Occupy is a tactical mission task that involves moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition.

**REDUCE**

Reduce is a tactical mission task that involves the destruction of an encircled or bypassed enemy force.

**RETAIN**

Retain is a tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use.

**SECURE**

Secure is a tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action.

**SEIZE**

Seize is a tactical mission task that involves taking possession of a designated area by using overwhelming force.

**SUPPORT-BY-FIRE**

Support-by-fire is a tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force.

**Effects On Enemy Force**

**BLOCK**

Block is a tactical mission task that denies the enemy access to an area or prevents his advance in a direction or along an avenue of approach.

**CANALIZE**

Canalize is a tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver.

**CONTAIN**

Contain is a tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere.

**DEFEAT**

Defeat is a tactical mission task that occurs when an enemy force has temporarily or permanently lost the physical means or the will to fight. The defeated force's commander is unwilling or unable to pursue his adopted course of action, thereby yielding to the friendly commander's will and can no longer interfere to a significant degree with the actions of friendly forces. Defeat can result from the use of force or the threat of its use.

**DESTROY**

Destroy is a tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt.

**DISRUPT**

Disrupt is a tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt his timetable, or cause his forces to commit prematurely or attack in a piecemeal fashion.

**FIX**

Fix is a tactical mission task where a commander prevents the enemy from moving any part of his force from a specific location for a specific period.

**INTERDICT**

Interdict is a tactical mission task where the commander prevents, disrupts, or delays the enemy's use of an area or route.

**ISOLATE**

Isolate is a tactical mission task that requires a unit to seal off both physically and psychologically-an enemy from his sources of support, deny him freedom of movement, and prevent him from having contact with other enemy forces.

**NEUTRALIZE**

Neutralize is a tactical mission task that results in rendering enemy personnel or materiel incapable of interfering with a particular operation.

**SUPPRESS**

Suppress is a tactical mission task that results in the temporary degradation of the performance of a force or weapon system below the level needed to accomplish its Mission.

**TURN**

Turn is a tactical mission task that involves forcing an enemy element from one avenue of approach or movement corridor to another.