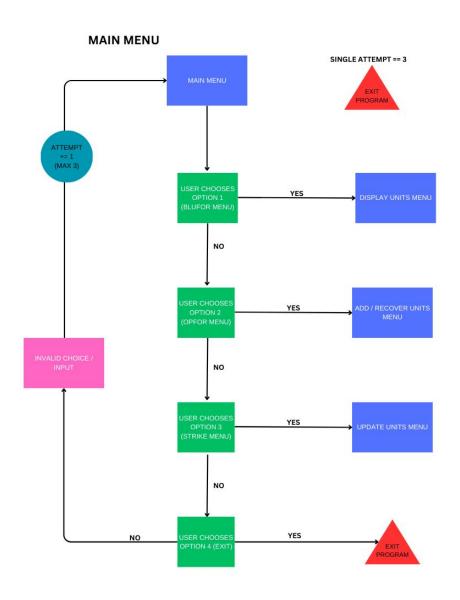
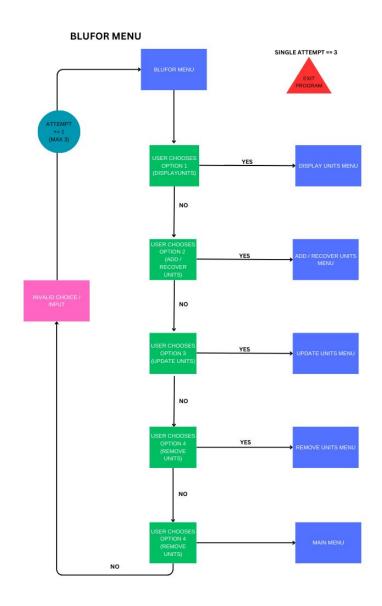
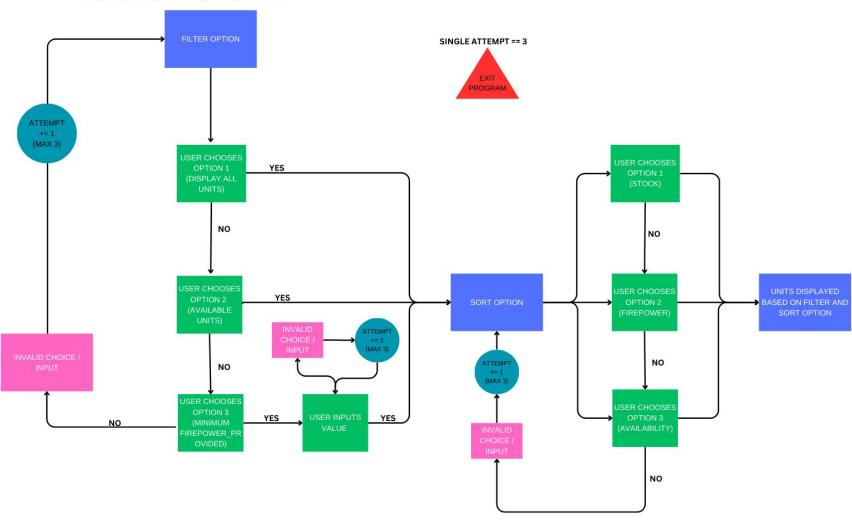
# ATTEMPT += 1 (MAX 3) INVALID CHOICE / PASSWORD PASSWORD PASSWORD VALID PASSWORD PASSWORD PASSWORD WAIN MENU MAIN MENU



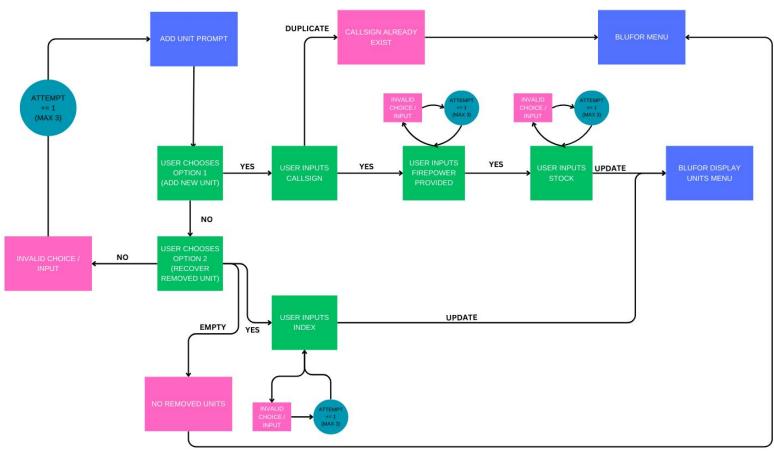


## **BLUFOR DISPLAY UNITS MENU**

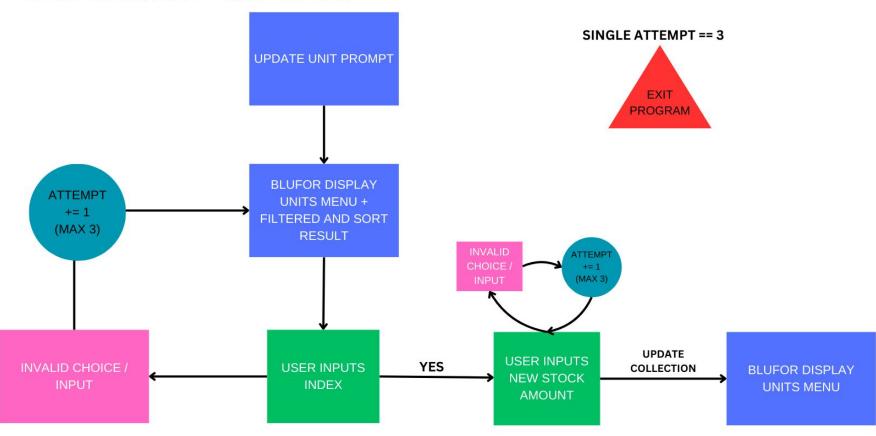




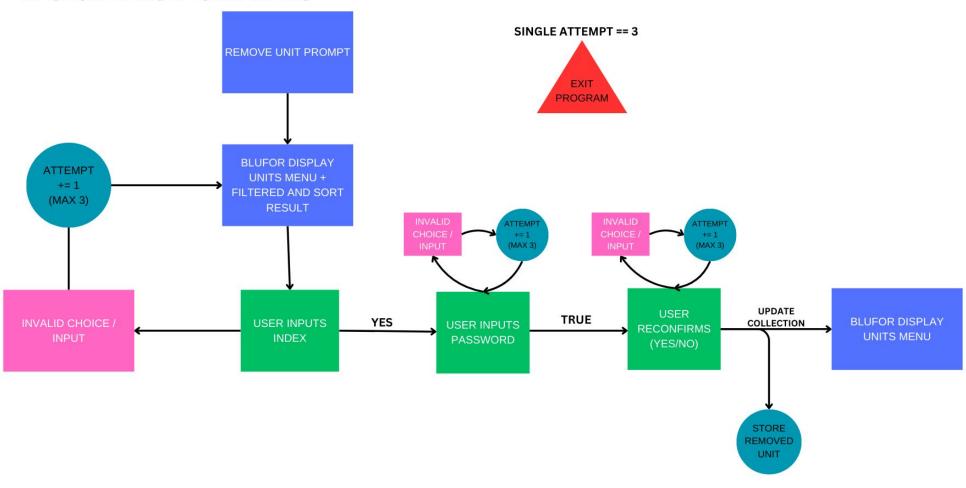
### **BLUFOR ADD UNIT MENU**

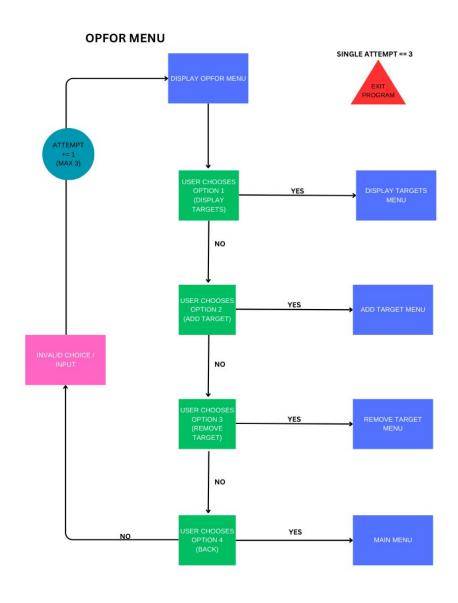


# **BLUFOR UPDATE UNIT MENU**



# **BLUFOR REMOVE UNIT MENU**

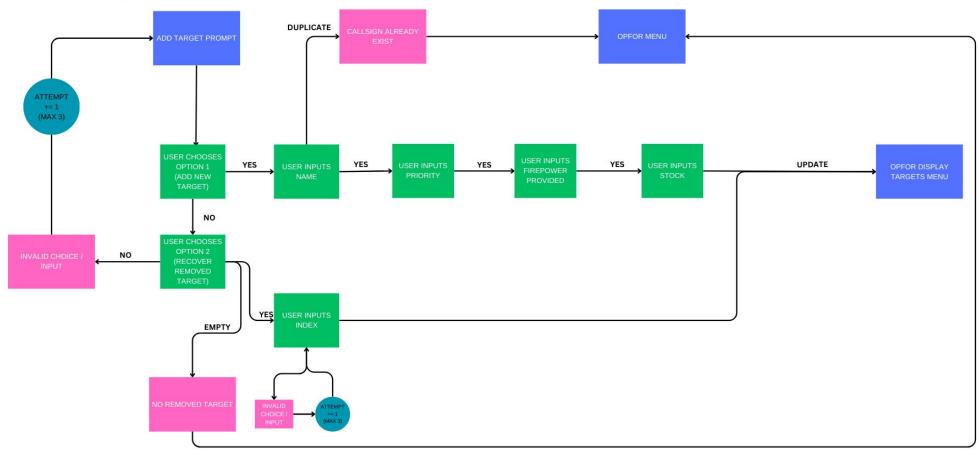




# **OPFOR DISPLAY TARGET MENU** SINGLE ATTEMPT == 3 EXIT PROGRAM ATTEMPT += 1 (MAX 3) YES ATTEMP += 1 (MAX 3) NO NO YES (FIREPOWER\_N EEDED) SORT OPTION → BASED ON FILTER AND (FIREPOWER N NO NO YES YES NO NO



## **OPFOR ADD TARGET MENU**



# **OPFOR REMOVE TARGET MENU**

