1. Data readout selection
2. Longitude vs Radius / Game Score
3. Angle from Sensative Payload vs Range/ Time vs Range / Time vs Angle from Sensative Payload
4. 3D View / Payload View / Uplink View
5. Deny Red Objective
   1. Allowing red spacecraft into keep out zone
6. Blue Operations
   1. Expending fuel (maneuvering, slewing)
   2. Being out of nominal position/orientation
   3. Small penalty for readying ground-based jamming and backup comms path, passive drain when using backup comms path
   4. Losing TT&C link
7. Red/Blue Tension
   1. Passive drain when using ground-based jamming