JTACTAB

JTAC OPERATOR
FIELD MANUAL

for v 1.1

TACTICAL
OPERATIONS GROUP
ARMA·POLSKA

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OVERVIEW

JTAC TAB is ArmA3 addon that provides advanced JTAC system support. Current version allows to call fixed and rotary wings CAS and rotary wings transport with escort when needed. JTAC operator can choose approach direction, type of attack and target mark type. JTAC TAB is based on real CAS and TRANS requests. Like in the real world, if you mark the target with smoke, you must confirm the smoke's color when the pilot asks for it etc.

However, some details had to be slightly modified for ArmA's purpose.

JTAC TAB is also easy to use for mission makers. There are 4 modules to put and synchronize on the map. You can just "put and play", or you can adjust each cas parameters for your own.

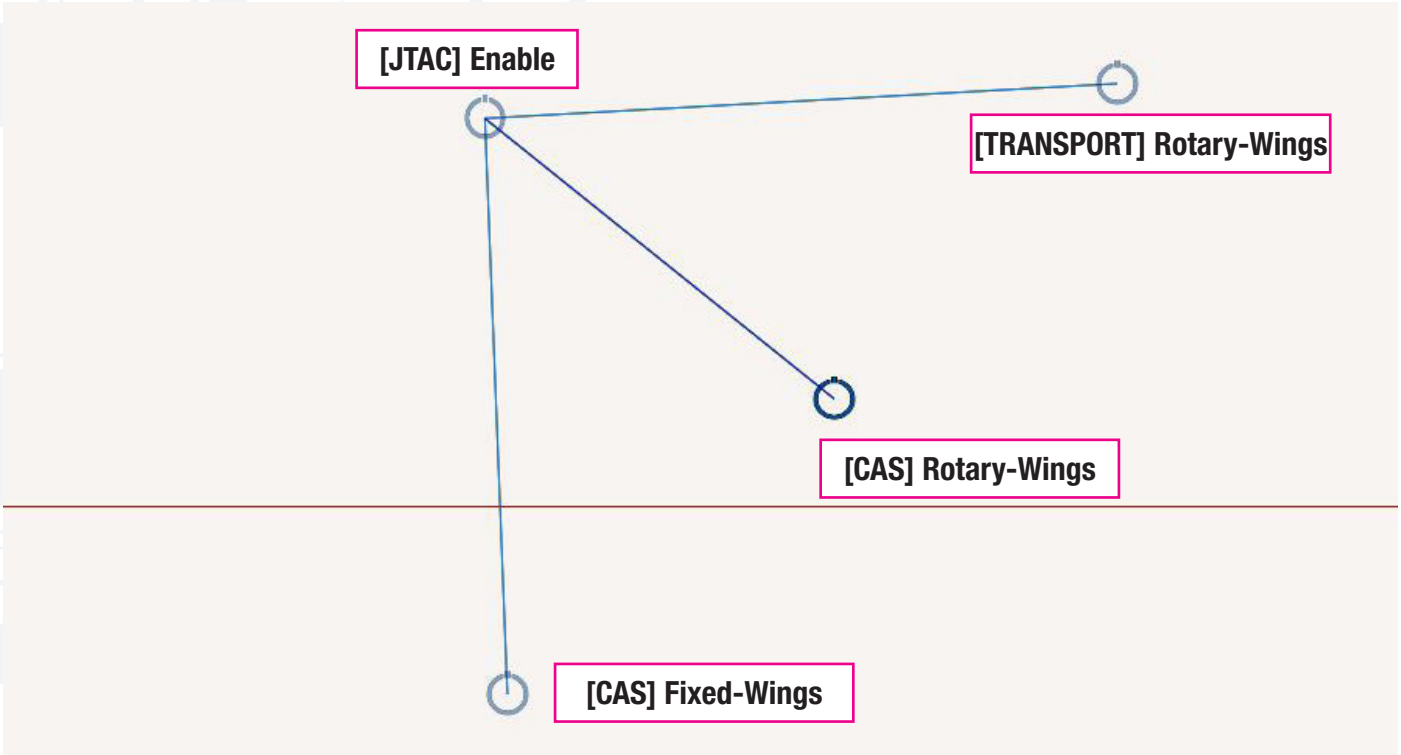
SETTING UP

All modules are under JTAC modules category.
First You must put **[JTAC] Enable** module. Next you can choose other JTAC modules and set their options as you like. When all modules are set, synchronize each of [CAS] or [TRANSPORT] module with **[JTAC] Enable** module.

It is very important to sync each module with [JTAC] Enable but dont try to sync anything else, for example third party modules or units.

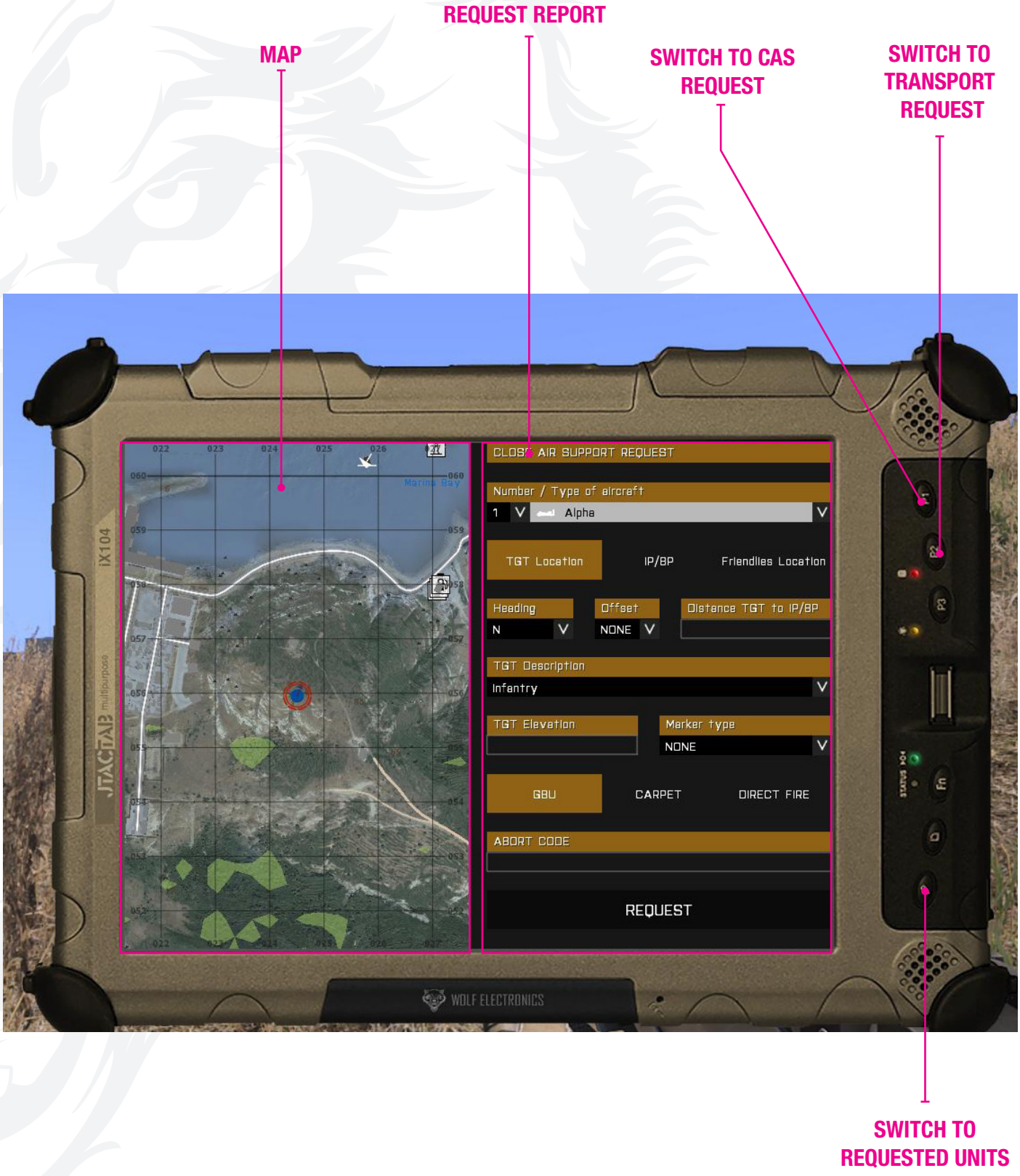
Each player that have UAV terminal, can open JTAC TAB and call support. Aircrafts spawn near module position so keep it in mind when designing missions.

It is strongly recommended to have radio subtitles ON. All communication betwen JTAC operator - Aircraft is showing by sidechat.



INTERFACE

You can open JTAC TAB by selecting option under scroll menu.



INTERFACE CAS

When requesting CAS, as a JTAC operator u must provide several important data.

Number / Type of aicraft - select how many aircrafts should provide support and select type (can be fixed or rotary wings). Each group have they own callsign.

TGT Location - Target Location; select on map.

IP/BP - For fixed-wing aircraft, the starting point for the run to the target. For rotary-wing aircraft, the area from which targets will be engaged. IP/BP must be set in some distance from target. Min. distance is marked by thin black circle; select on map.

Friendlies Location -location of own forces; select on map.

Heading - For fixed-wing aircraft this is the HDG from the IP to TGT. For rotary-wing aircraft, this is the heading from the centre of the battle position.
Offset - Offset direction
indicates the side of the IP/BP target line the attacking aircraft can manoeuvre to position itself for the attack.

Distance - Auto calculate. No need to enter manualy.

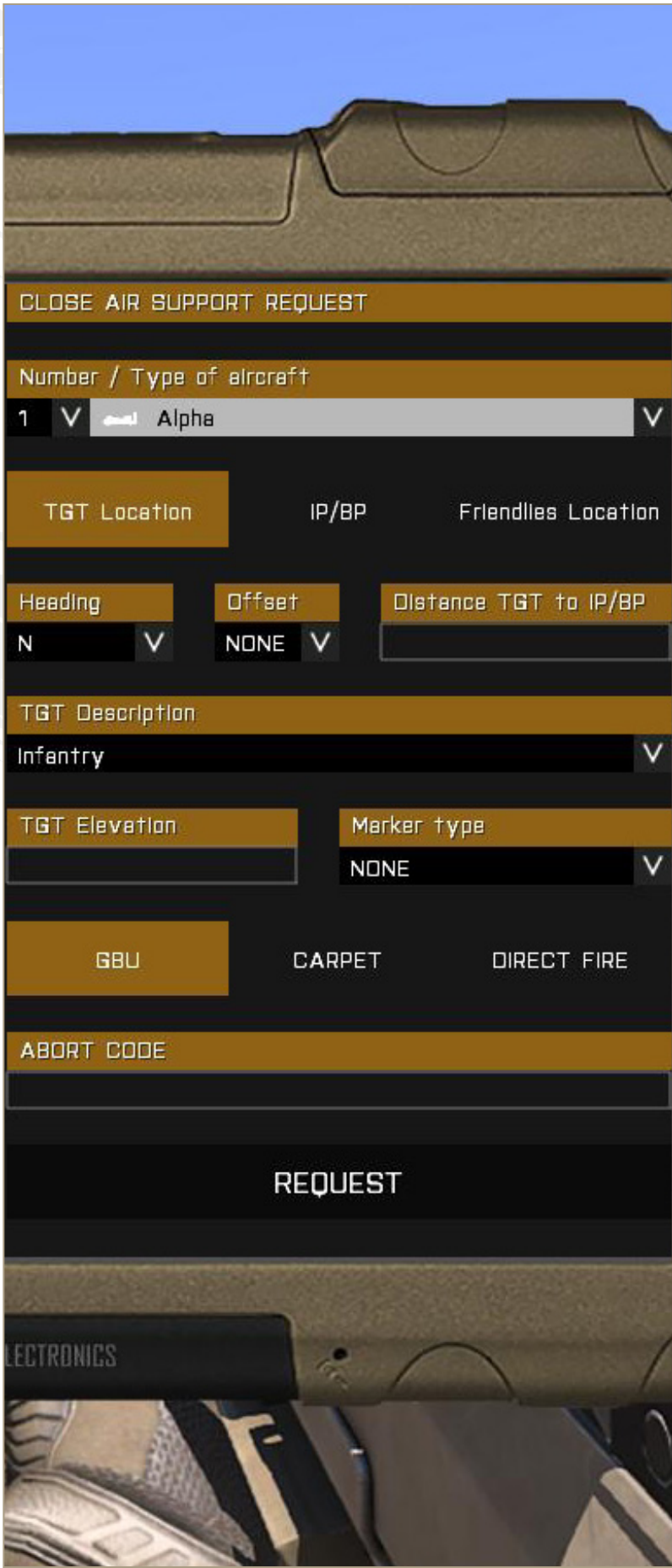
TGT Description - Short description of target.

TGT Elevation - Auto calculate. No need to enter manualy.

Marker Type - Type of mark to be employed. Read next section.

Ammo/Attack type - Read next section.

Abort Code - type and remeber secret abort code. Without this you cant abort callet support.



CAS AMMO/ATTACK TYPES

For fixed wings airtcraft you can select 1 of 3 attack types.

GBU - Single guided bomb.

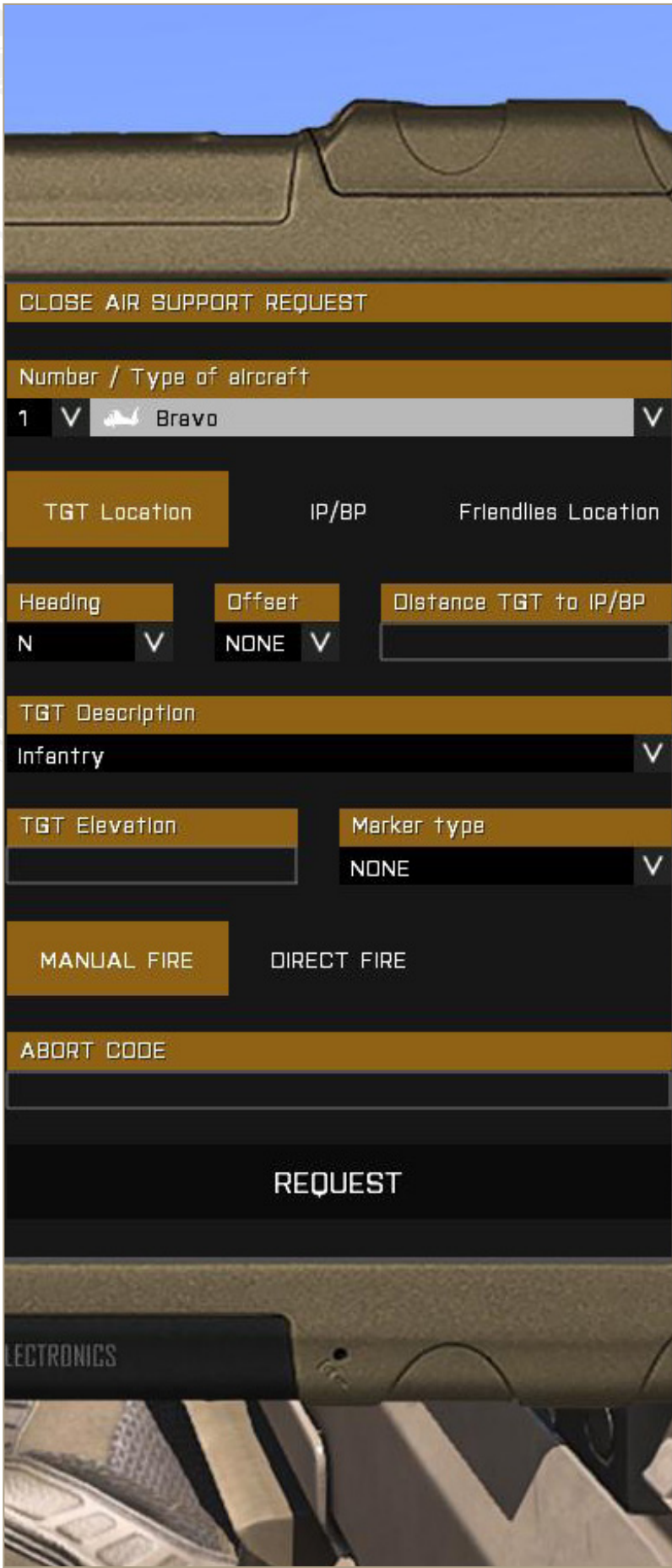
CARPET - Carpet bomb run over target.

DIRECT FIRE - Single fire run. Plane will approach target and fire non guided rockets + cannon.

For rotary wings airtcraft you can select 1 of 2 attack types.

MANUAL FIRE - Heli will hoover at BP and wait for fire request. From scroll menu you can select Anti Tank (AT) or Anti Personel (AP) rockets. Number of rockets are set by MM (default is 2 AT and 4 AP). Mark type must be laser.

DIRECT FIRE - Heli will fly over target area and engage hostiles on his own. Anyway, if u mark target by laser HELI will approach target and fire non guided rockets + cannon.



MARKER TYPE

NONE - Target is not marked. Attack can be non precise.

LASER - Target marked by laser. Can be provided from Laser Designator or UAV.

SMOKE - Target marked by smoke. Smoke must not be white! It have to be colored smoke. When aircraft is in IP/BP you mus confirm smoke color (under scroll menu). IT MUST BE THROWN CLOSE TGT LOCATION! MAX 50M!

INTERFACE TRANSPORT

When requesting TRANSPORT you must provide less information than for CAS. However marker type works simillar. Remember to select flat, open terrain for LZ. If LZ

Type of aicraft - Select type of transport (if MM provides one than more) Each group have they own callsign.

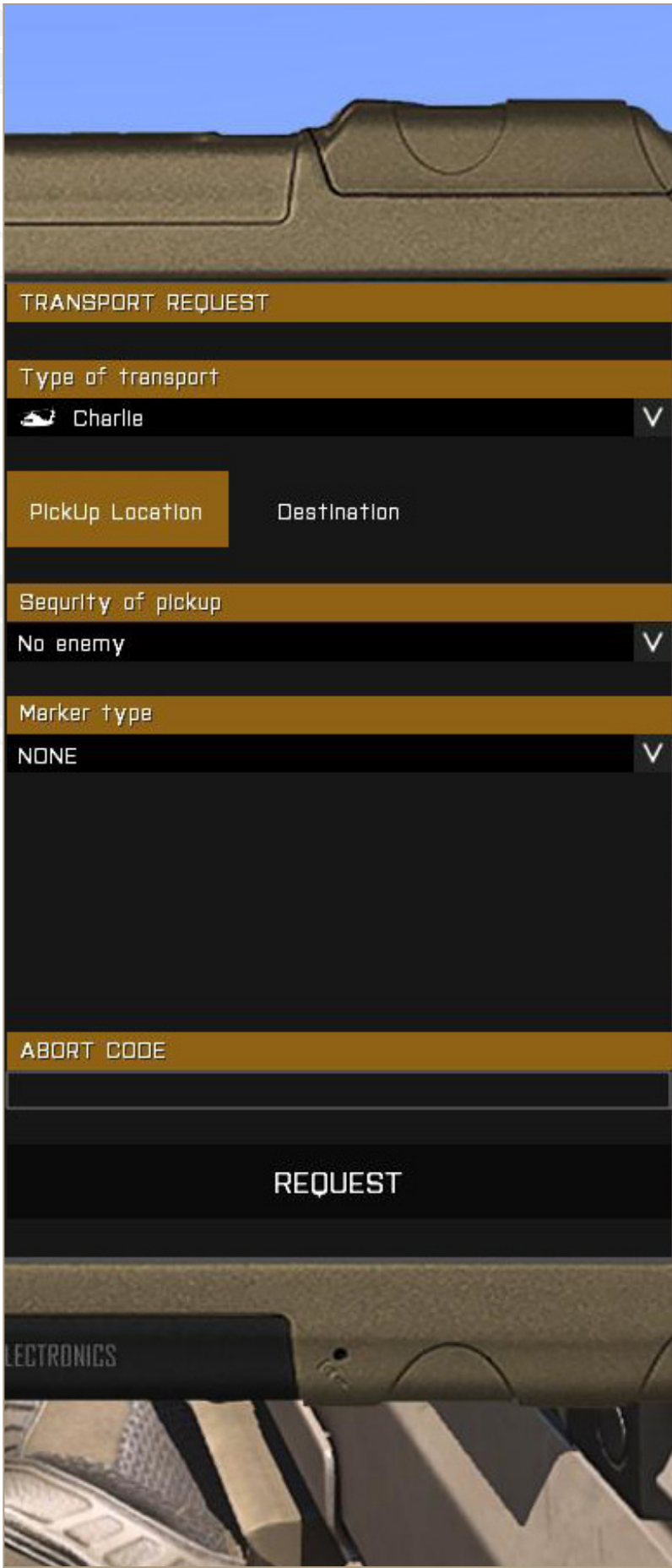
Pick Up Location - Location of pickup; select on map.

Destination - Location of destination; select on map.

Sequrity of pickup -Provides information about LZ seccurity. If enemy is close select option with escort.

Marker type - same as for CAS.

Abort Code - same as for CAS



INTERFACE REQUESTED

JTAC operator can see all requested units and track them or abort (if he knows abort code)

It is recomended to abort support before they enter your airspace! Only rotary wings CAS you can abort at any time.

Requested unit callsign - Select unit that u wan track / abort

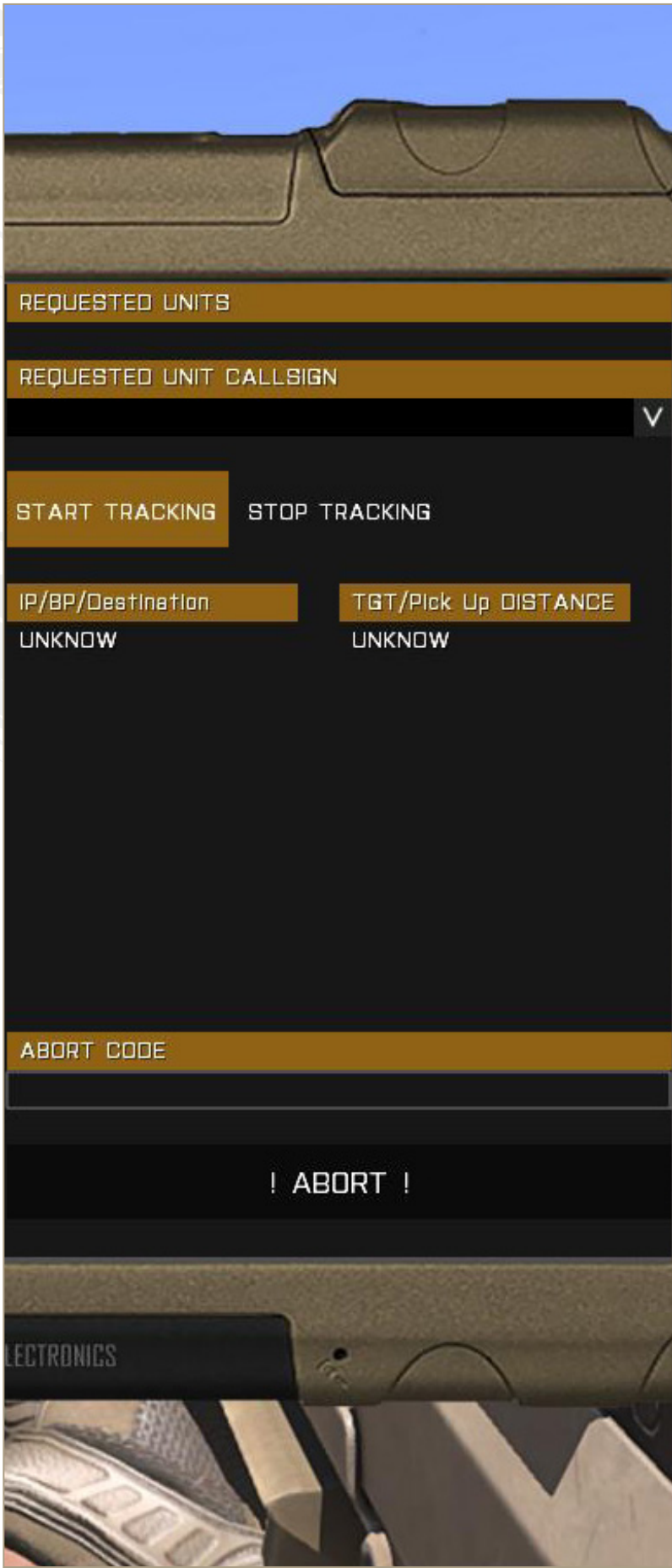
Start Tracking - Starts tracking in realtime selected unit

Stop Tracking- Stops tracking selected unit

IP/BP/Destination -distance between tracking unit and IP/BP point or final destination for Transport

TGT/Pick up DISTANCE - distance between selected unit and TGT / Pick Up point

Abort Code - if u want to abort selected unit mission you must type abort code for this unit. Abort code should be assigned when JTAC operator requests support



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