

Flashpoint Campaigns

Professional Edition

1.0

Transport Operations

FCPMW-FM17/R3

On Target
Simulations



Flashpoint Campaigns Professional Edition

FM17 – Transport Operations

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1 Introduction

Welcome to FLASHPOINT CAMPAIGNS PROFESSIONAL EDITION (FCPE)

This is a grand tactical combat simulation on the modern or near-future battlefield. As the force Commander, you will plan and then issue orders and Standard Operating Procedures to your battalion, brigade, or regimental forces, shaping the fight by maneuver and your intent. Your forces will engage the enemy on rendered real-world map locations. Each hex is 500m of militarily significant terrain. Each battle can last 4 to 24 hours of in-game time. Your troops will meet their foes anytime and in any environment.

The game engine is based on asynchronous WEGO turns. This means you will issue orders and then watch a variable amount of time unfold on the battlefield. Then, issue or adjust orders to react to what has happened as you execute your battle plan.

Flashpoint Campaigns Professional Edition offers a highly detailed simulation of combat operations. Your forces are organized into maneuver units such as companies, platoons, sections of tanks, infantry

fighting vehicles, infantry squads, teams, reconnaissance units, engineers, air-defense systems, anti-tank systems, helicopters, and more. As the Commander, you can also call on off-map assets like long-range artillery, rockets, and airstrikes to support your operations.

Your efforts in this complex battlespace will be constantly challenged by modeled features like Electronic Warfare, Air Superiority, Realistic Weather, Line of Sight and Fire, Terrain and Elevation, Smoke and Mines, and Human Factors like training, morale, and readiness. All these elements must be considered if you are to be victorious on the battlefield.

The game is packed with information dialogs, map overlays, and range rings to aid you as Commander, master the situation, and understand your force's capabilities.

Flashpoint Campaigns Professional Edition is a data-rich simulation where each nation has information on National Characteristics, Command Parameters, and Orders of Battle. Data Tables are packed with era-specific equipment and troops. Weapon Systems of the time, such as guns, missiles, precision munitions, small arms, and much more, are comprehensively modeled.

As a toolkit, you can create your scenarios and campaigns. You can also dive deeper and create or modify game data, artwork, and sound effects as you see fit. All these modding capabilities are supported by detailed documentation.

1.1 What's in This Document

This document provides information to define transport operations in the game and create scenarios with units pre-embarked on transport units.

Flashpoint Campaigns Professional Edition now supports transport operations, where landing craft, helicopters, and trucks can drop off or pick up combat units and where amphibious assault ships can launch and receive landing craft, helicopters, and drones and transfer passengers from one transport to another. These transport operations can be scheduled during the orders phase and executed, potentially with friction and hostile intervention, during the resolution phase.

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If you are new to Transport Operations and have the game next to you, we recommend jumping straight into **Section 5 How to Plan...** To plan and execute a simple operation. For more reference information and background, start with **Section 2 Transport Operations**.

NOTE: Areas of interest or buttons on form pictures are outlined in red.

NOTE: Some images in this manual are from the commercial version of the game. While your maps and units may differ, all the information and how it is used and displayed will match the information in this manual.

1.2 Manuals

We have invested in using many living manuals to cover interface/play, learning the game, basic tactics, and Content Creation for the Professional Modern War game engine. As the engine is updated, the affected manuals and guides will be updated, and new PDFs will be included with the latest updates.

1.2.1 The Field Manuals (FM)

These are the core manuals related to how to play and create content for the game engine. At a minimum, we suggest that new and returning users review this manual and the Professional Features manual to get details on new features and capabilities. These documents are found in the Documents\FMs folder.

- FM01 - Game Operations
- FM02 - Professional Features
- FM03 - Scenario Creation
- FM04 - Battle Planning
- FM05 - Map Making
- FM06 - Battle Space Management – *Placeholder for New Feature*
- FM07 - Data File Structure Overview
- FM08 - Data Modifications
- FM09 - Data Logging

- FM10 - Weather and Weather Data
- FM11 - Game Engine Models
- FM12 - Umpire Mode
- FM13 – Map Rendering Toolkit
- FM14 – Game Engine Modifications
- FM15 – Externalized Characteristics
- FM16 – Lua Scripting
- FM17 – Transport Operations – **THIS DOCUMENT**

1.2.2 What's New

The What's New PDFs summarize any changes and fixes when updates are released.

These can be found in the Documents\WhatsNew folder.

1.2.3 FPC Hotkeys

This PDF document lists all the unique game key presses for Function keys and all hotkey definitions. Due to the large number of functions in the game, rebinding is not possible.

This document is in \Documents folder.

1.3 Gender Pronouns and Inclusion

We understand that users of all genders will play our simulation. We try to keep language in the game and use manual gender neutral when possible, but sometimes, we use the pronoun "he" to refer to the user. This is merely to streamline the writing, not to exclude anyone or note a specific gender.

The *On Target Simulations* team supports the inclusion of all people in the field of wargaming.

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2 Transport Operations

Flashpoint Campaigns support a range of operations involving units transporting other units.

2.1 Transporting Units

Via a Transport Planner UI, transport units can be ordered to pick up or drop off 'cargo' units at locations on the map. Transport units may start with cargo units pre-embarked (as defined by the scenario designer) or end with units embarked to transport them as part of later orders.

2.2 Air Assaults

Air Assaults can be planned by a combination of transport plans for helicopters and air assault units and the capability to issue orders to the air assault units for post-insertion movement.

2.3 Amphibious Assaults

Amphibious assaults can be planned similarly to air assaults but with recognition of amphibious and non-amphibious assault units and the need to drop off or pick up non-amphibious assault units across a beach hex side.

2.4 Amphibious Assault Ship Operations

All the above operations can be planned for transport units on the map, and transport units embarked on an amphibious assault ship (effectively nesting transport units).

In addition to transport operations from the amphibious assault ship, the game supports launching helicopters and drones from sailing amphibious assault ships and ordering helicopters and drones to land at sailing amphibious assault ships.

2.5 Limitations on Transport Operations

Transporting Units:

- A single unit (counter) cannot be split across multiple transport units. To transport an entire unit, more significant transporters with the required capacity are used to load all vehicles.

Scenario Design with Embarked Units:

- Neither embarked units nor their transporters can be introduced as reinforcements; both must be present from the start of the scenario.
- Embarked units and their transporters cannot be used in Battle Plans or placed in alternate starting locations.

Amphibious Assault Ships:

- Fixed-wing and VTOL aircraft operations are not supported. These aircraft cannot take off from or land on amphibious assault ships. In-game, fixed-wing aircraft are abstracted and only appear on the map during airstrikes.

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3 Planning Transport Operations

Transport operations in *Flashpoint Campaigns* are planned based on the transport units' capacity and the requirements of the units to be transported. These are modeled at the vehicle level, considering both mass (weight) and personnel (men).

The game allows players to define transport plans, including transport, cargo, and escort units, along with routes featuring pick-up and drop-off points. These plans are then converted into orders, which can be further refined for units being transported, particularly for assault units that require subsequent movement.

3.1 Transport Capacity and Transport Needs

The *Flashpoint Campaigns* unit database now includes detailed data on vehicle mass and size (personnel capacity). For transport units capable of carrying other units (inorganic transport), the database tracks the mass and personnel each vehicle can accommodate.

Figure 1 showcases the transport needs of the LAV25A3, LCU-1610, and LCU-1610's inorganic transport carrying capacity.

This information is available in the Unit Dashboard and can be viewed at aggregated levels, such as section, platoon, or company.

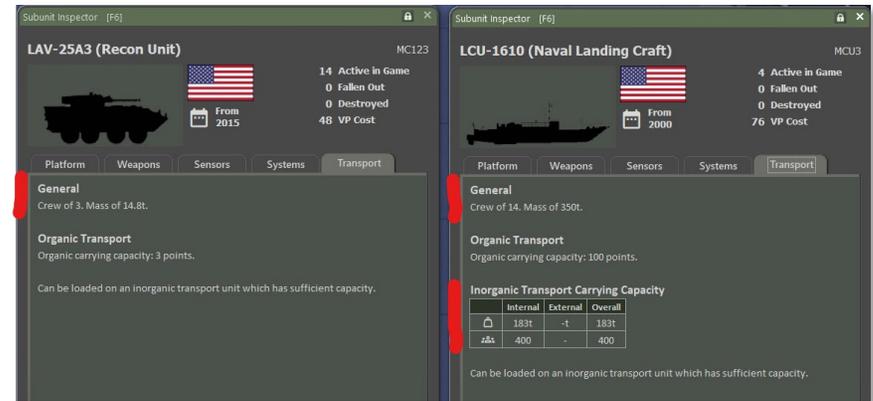


Figure 1

Figure 2 shows the total transport needs for four LAV25A3 vehicles and their scout teams in the Staff panel (62.6 tons, 20 men).



Figure 2

The game models the loading of passenger units at the individual vehicle level, and the following rules determine whether a transport unit can load a passenger unit:

- The total mass (in tons) of the passenger unit must fit within the remaining weight capacity of the transport unit.

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- The total personnel count of the passenger unit must fit within the available seating capacity of the transport unit.
- Both conditions must be met at the level of each vehicle.

For instance, a single LCU-1610 unit, with a capacity of 183 tons and 400 men, can carry an LAV-25A3-based scout platoon consisting of four LAV-25A3 vehicles and their dismounted troops. However, a section of two MV-22 Osprey aircraft, with a combined carrying capacity of 33.1 tons and 6-man, cannot take a single LAV-25A3 and a 5-man scout team because the LAV-25A3's mass (14.8 tons) exceeds the capacity of each Osprey.

3.1.1 Amphibious Assault Ship Capabilities

An Amphibious Assault Ship is a mobile platform and resupply hub for helicopter and drone operations through its 'FARP' capability (Forward Arming and Refueling Point). Additionally, the ship's 'WELL' capability enables the launch and recovery of landing craft and cargo while the vessel is stationary.

Figure 3 illustrates the Amphibious Assault Ship's enhanced capabilities, highlighting its role in operating and resupplying helicopters and drones (FARP) and launching and recovering landing craft (WELL).

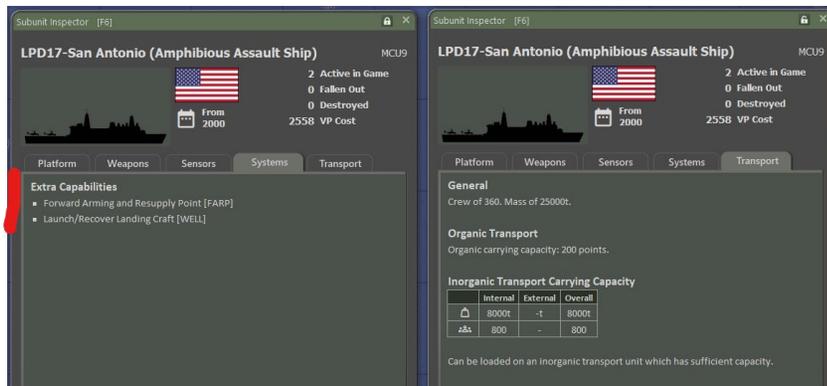


Figure 3

3.2 Transport Planner UI and Plans

The 'Transport Planner UI' supports the creation and editing of transport plans, enabling efficient organization and management of logistics operations.

Figure 4 illustrates the Transport Planner in use, showing a plan for a 4-LCU (Landing Craft Utility) serial tasked with transporting an AAVP-7-based company.

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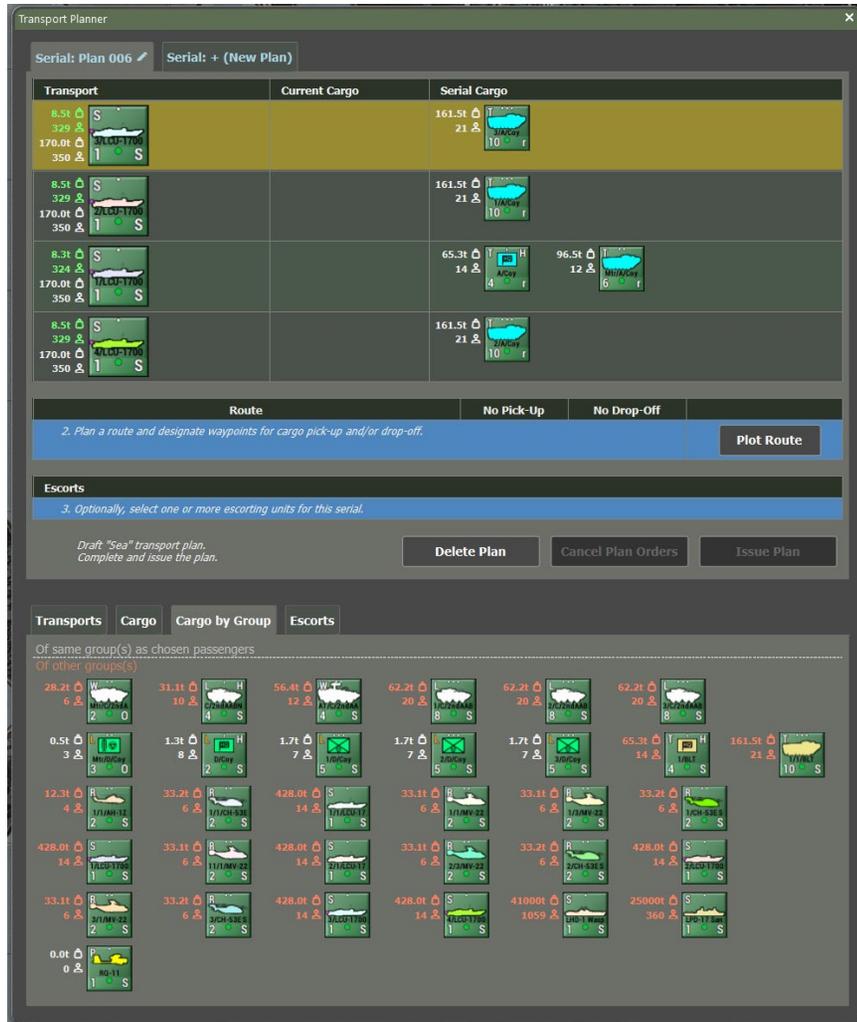


Figure 4

3.2.1 Plans: A Means to Issue Orders

A transport plan remains accessible for inspection as long as the units involved have active or pending orders derived from it.

Once all associated orders are either executed or canceled, the plan will automatically be deleted.

NOTE: The plan serves as a tool for issuing complex orders to transport, passenger, and escort units. After the plan is created, the game executes the orders and applies any subsequent modifications.

3.3 Launching the Planner

The Transport Planner is solely available in the game during the orders phase. It is not available during game execution or game pauses, and it is not available in the Scenario Editor.

3.3.1 Launching for a Single Unit

The Transport Planner can be launched for any unit capable of transporting other units. To initiate the planner, right-click on the unit's counter on the map, in the fly-out panel, or on the unit's name in the Spotlight OOB (Order of Battle) to open the unit menu.

Figure 5 shows the unit pop-up menu with the option 'Plan Naval Transport' for an LCU (Landing Craft Utility). Depending on the unit type, the available transport options could include 'Naval Transport,' 'Air Transport,' 'Land Transport,' or, for Amphibious Assault Ships, 'Transport from Ship.'

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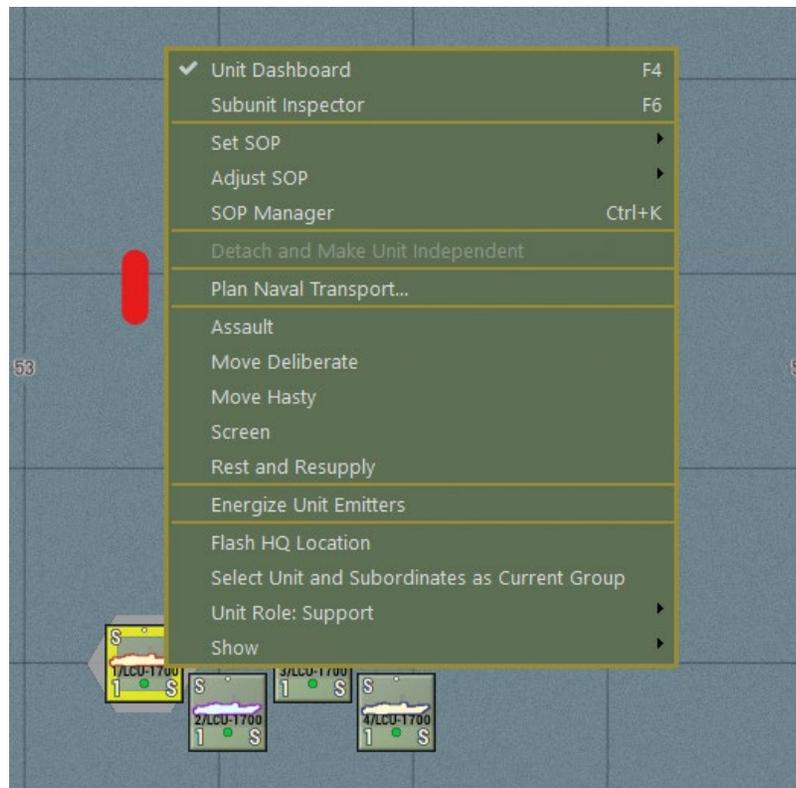


Figure 5

If a plan exists for the selected unit, the planner will display it. If no plan is found, a new plan will be created, assigning the chosen unit as the 'transporter.'

3.3.2 Launching a Group of Units

Especially when you intend to create a plan involving multiple transport units, selecting these units on the map (using shift-click) is quicker than launching the Transport Planner for this selection.

NOTE: The pop-up menu will only list transport options applicable to the last selected unit. The Transport Planner will only act on the transport units in the selection.

Figure 6 shows that launching the planner for a selection of units will generate a new plan, populating it with the selected units as transporters—provided there is no existing draft or executing plans involving those units.



Figure 6

3.3.3 Launching without a Selection

The Transport Planner can also be launched without selecting specific units, allowing you to choose the scope and view all available units. This is done through the Staff menu.

Figure 7 shows the Staff menu providing access to the Transport Planner, which enables the creation of all types of transport plans, regardless of whether any units have been selected.

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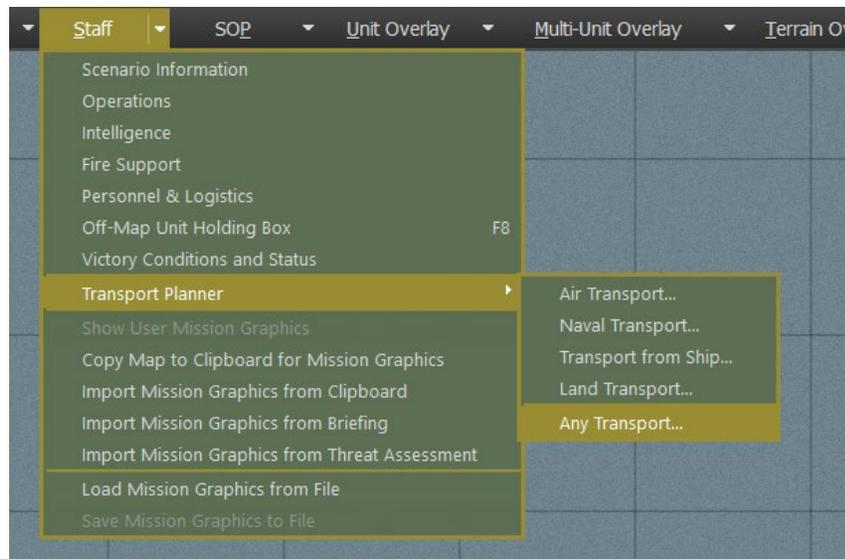


Figure 7

NOTE: The game lets you launch, for example, 'Naval Transport Planning' even if the scenario does not feature any naval units.

Whereas the 'Air Transport,' 'Naval Transport,' 'Land Transport,' and 'Transport from Ship' try to assist you by filtering out transport units not meeting these criteria, the 'Any Transport' will list all transports (air, land, sea).

3.4 Planner UI: The Plan and Other Plans

The top section of the Transport Planner UI displays the current plan and, through tabs at the top, offers access to other plans or the option to create new ones. The transport units and their assigned passengers are listed in the highlighted tab (the current plan). Following that, the route for the plan (or serial) is shown, along with indications for pickup and drop-off locations. Any escort units are displayed, and the plan's status and action buttons are provided.

Figure 8 illustrates the top section of the Transport Planner UI, showing the current plan, other plans (as tabs), and access to the option for creating a new plan.



Figure 8

3.4.1 The 'Plans' Tabs

The tabs allow you to switch between the current plan (highlighted), any other plans, and a '+' (New Plan)' option for creating a new plan.

You can rename the current plan by clicking the pencil symbol, entering a unique name, and clicking the pencil again to confirm the change.

Plan names are color-coded based on their status:

- Yellow: Plan is being executed (no longer editable).
- Green: Plan with issued orders (can be modified and reissued).
- Blue: Draft plan (no orders have been issued yet).

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To switch to a different plan, left-click on the corresponding tab. Click the '+ (New Plan)' tab to create a new plan.

Figure 9 displays color-coded plan names, where yellow represents an executing plan, green indicates a plan with issued but unexecuted orders, and blue signifies a draft plan with no orders issued.

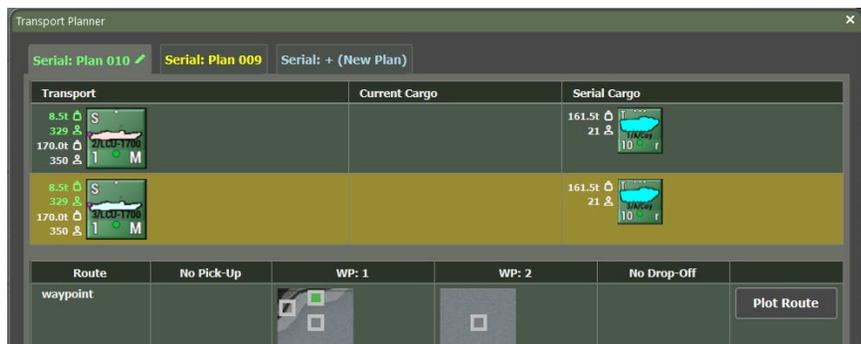


Figure 9

3.4.2 The Plan's Transporters and Passengers

The plan's list of transports shows a column of transport units (left), with ample counters, the remaining capacity (green text), and total capacity (white text). For a transport unit, the row indicates, with smaller counters, any cargo already embarked on the transport ('current cargo') and the cargo to be picked up or dropped off as part of this serial. The corresponding weight/men count of the passenger/cargo unit is displayed in white text next to the counter.

Figure 10 illustrates the plan's transport units and prior cargo and cargo to be picked up or dropped off in this serial.



Figure 10

Only one transport unit can be selected, highlighted with a yellow background. When a transport is selected, the cargo tabs allow cargo to be loaded onto that unit. The contents of the cargo tabs will be updated based on the chosen transport.

To add transports to the list, navigate to the 'Transports' tab and right-click on another transport unit. To remove a transport from the list, right-click on its counter.

Right-click the cargo unit counter in one of the cargo tabs to load cargo onto the selected transport. Right-click the cargo unit counter in the corresponding row to remove cargo from the selected transport's serial.

NOTE: If the serial involves a drop-off, both prior cargo and cargo assigned to this serial will be dropped off simultaneously.

3.4.3 The Route, Pick-up & Drop-off Locations

In the Route section of the plan, click the 'Plot Route' button to set up to six waypoints for the serial. The route's available locations are based on the type of first transport unit. For instance, if the first transport unit is a ship, the route will be restricted to naval movement, which means the path will be limited to connected sea and river hexes.

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Once you've set the six waypoints, the Route section will update to display the waypoint locations.

Figure 11 shows a route with up to six waypoints, options for skipping pick-up or drop-off of cargo units, and the 'Plot Route' button.



Figure 11

First, choose if and where to pick up units, if any. Do this by first indicating the involved hex waypoint, clicking the checkbox underneath it in the 'pick-up row,' and then selecting a pickup hex side or hex center in the cut-out of the map, where applicable. If no units will be picked up, tick the box in the 'No Pick-Up' column.

Next, choose if and where to drop off units by indicating the chosen hex waypoint in the 'drop-off' row or select 'No Drop-Off' if the aim is to load units.

Figure 12 highlights beach hex sides (marked by a bright band) and non-beach hex sides (without a bright band).

Before setting an amphibious route, ensure the transport's cargo is selected, as the cargo's abilities determine which pick-up and drop-off options are available. If the transport is a ship and the cargo is a non-amphibious ground unit, loading or unloading can only occur on beach hex sides. You can load or unload the cargo directly in the water if it is amphibious.



Figure 12

To modify a route, plot a new one.

NOTE: The planner will not allow you to drop off units before picking up other units in the same plan.

3.4.4 The Plan's Escorts

The Escorts section of the plan lists the escort units selected for the mission. To add an escort, right-click on one of the escort candidates in the Escorts tab. To remove an escort, right-click on the escort unit counter already placed in the plan.

Figure 13 shows the Escorts section with an AH-1Z Cobra selected.

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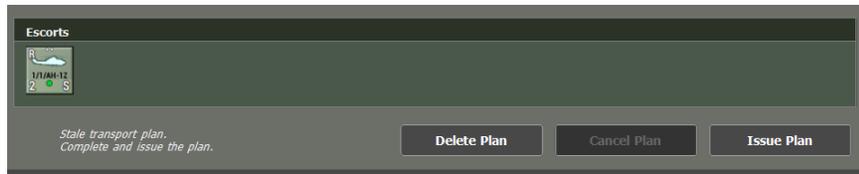


Figure 13

3.4.5 The Actions: Issue, Cancel, and Delete

At the bottom of the plan interface, you'll find a summary of the plan's state and type, along with three key buttons: 'Delete Plan,' 'Cancel Plan,' and 'Issue Plan.' (See **Figure 14**.)

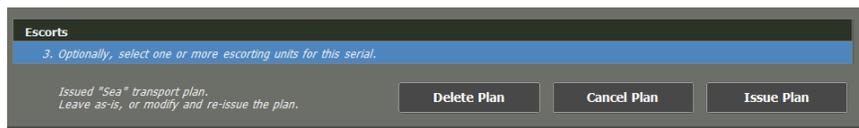


Figure 14

- **Issue Plan:** This button becomes active once you have selected transport units, cargo, a valid route, and appropriate pick-up and drop-off locations. Clicking the 'Issue Plan' button will convert the plan into active orders for all units involved, overriding any previous orders those units had.
- **Cancel Plan:** This option becomes available when orders have already been issued for the current plan. It deletes the issued transport orders and replaces them with default orders but does not restore any orders the units may have had before the plan. The plan itself remains intact for future edits and re-issuance of orders.

Note: If you need to remove a unit from the plan after issuing orders, using 'Cancel Plan' ensures that the removed unit will no longer have orders tied to the plan.

- **Delete Plan:** This button permanently deletes the plan, clearing it from the Planner and making room for new plans. Deleting a plan does not cancel any existing orders associated with it.

3.5 Planner UI – Tabs with Candidate Units

The lower half of the Planner UI contains tabs that list candidate units for transport, passengers, or escorts. These tabs are organized to help you quickly find units with the necessary characteristics for the selected transport unit.

3.5.1 'Transports' Tab

The 'Transports' tab displays a list of transport units that match the type of plan (e.g., ships for a naval plan and helicopters for an air plan). The list is divided into available and unavailable transports and sorted by remaining transport capacity, with units with the most capacity listed first.

Figure 15 illustrates the candidate transports for the current plan. Available transports are listed above a separator line, and already allocated transports are below it, in order of decreasing capacity. Right-click on the unit counter to add a transport unit to the plan.

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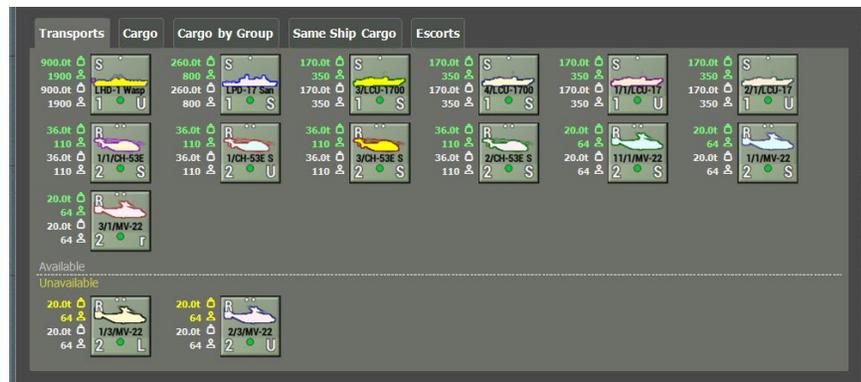


Figure 15

NOTE: The 'Same Ship Cargo' tab also provides access to transport units already embarked on a ship, which is applicable when creating transport plans from an amphibious assault ship.

3.5.2 'Cargo' Tab

The 'Cargo' tab, the 'Cargo by Group' tab, and, if applicable, the 'Same Ship Cargo' tab provide access to candidate cargo or passenger units. The 'Cargo' tab categorizes candidate units into three groups:

- **Group 1:** Cargo units within the selected transport's remaining capacity and not assigned to other plans. These units are labeled with white text following their counters, indicating their transport needs, and are listed in order of increasing transport requirements.
- **Group 2:** Cargo units that fit within the remaining capacity of the selected transport but are already assigned to other plans. These units are displayed with yellow text, indicating their assignment elsewhere, and are also sorted by increasing transport needs.
- **Group 3:** Cargo units that exceed the remaining capacity of the selected transport. These units are marked with red or yellow text to show their growing transport requirements.

To add a cargo unit to the selected transport, right-click on a unit counter labeled with white text.

NOTE: The list of units 'within remaining capacity' depends on the transport unit currently selected in the plan. Determining whether a unit fits into the transport is more complex than simply comparing weight and personnel, as detailed in **Section 3.1: Transport Capacity and Transport Needs**.

Figure 16 illustrates candidate cargo units for the current plan and transport. It shows units with white labels (available and within capacity), yellow labels (assigned to other plans but within capacity), and red/yellow labels (exceeding capacity), all sorted by increasing transport needs.

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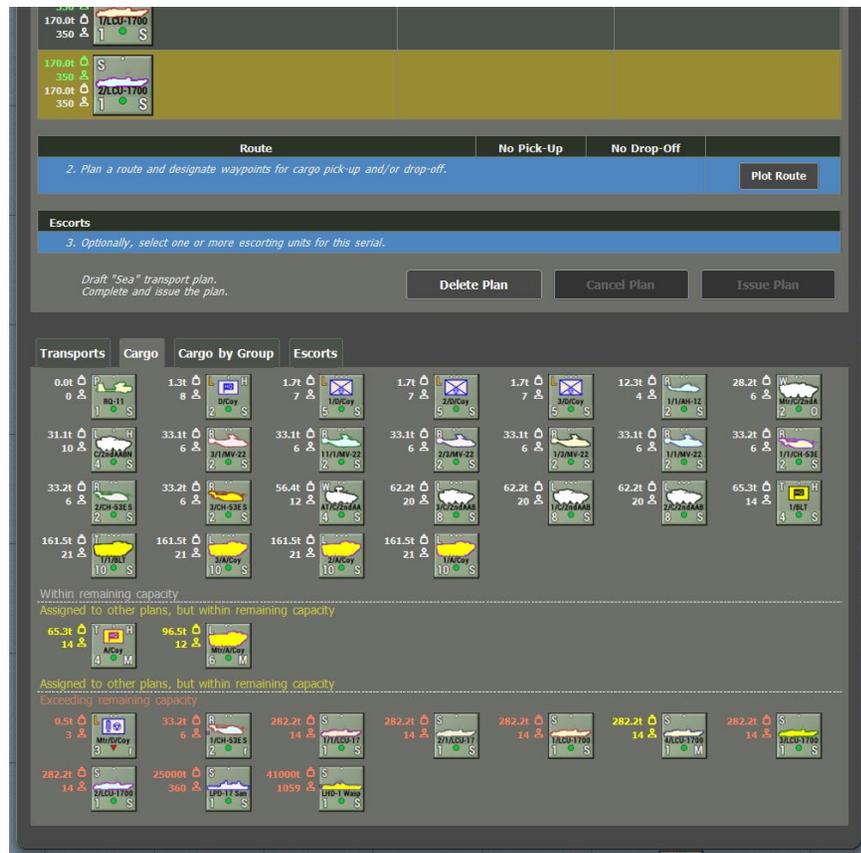


Figure 16

3.5.3 'Cargo by Group' Tab

The 'Cargo by Group' tab provides access to candidate cargo or passenger units organized by their group affiliation. It separates units from the same group as the already selected cargo in the plan from other units. This grouping helps maintain unit integrity when loading transports.

Figure 17 shows cargo units for the current plan and selected transport. Units from the same group as the existing cargo are listed above the separator line, while other units are shown below, organized by group and increasing transport needs. To add a unit, right-click on a unit counter with white text.



Figure 17

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3.5.4 'Same Ship Cargo' Tab

The 'Same Ship Cargo' tab is designed for planning transport using units already available on the selected amphibious assault ship. It shows candidate transport, cargo, and escort units by ship deck:

- **Deck Level:** Rotary-wing aircraft and drones are displayed here if present.
- **Hold Level:** Ground and amphibious units are displayed here.
- **Well Level:** Ships and hovercraft, if available, are displayed here.

Transport candidates with large counters are shown on the left, including remaining (green) and total (white) capacity information. In the center, cargo candidates are shown with text in white (fits the selected transport), yellow (allocated to other plans), or red (exceeds capacity). Escort candidates are shown on the right without any text.

The same unit may appear twice if it can act as both transport and cargo or as both passenger and escort.

Figure 18 illustrates the candidate transport, cargo, and escort units available from the selected ship. Right-click on a unit counter with white text to select it as a transport, cargo, or escort unit.



Figure 18

3.5.5 'Escort' Tab

The 'Escort' tab lists candidate escort units compatible with the transport's mobility, speed, and armament requirements. Escorts are divided into two groups: available units and those unavailable due to allocation to other plans.

Figure 19 shows the available escort units above the separator line and the unavailable units below. To add an escort to the plan, right-click on a unit counter above the separator line.

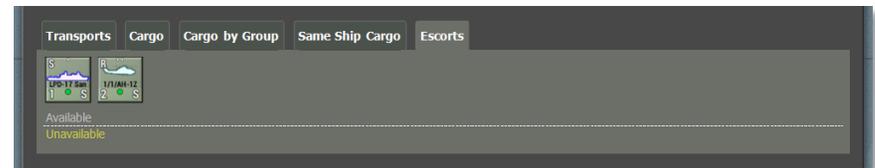


Figure 19

3.6 Tracking Transport Operations

There are three ways to track the progress of transport operations:

1. **Transport Overlay:** Displays simplified routes for all planned and executed transport plans.
2. **TOC Operations, Transport Tab:** This section overviews all transport units, their capabilities, embarked cargo, and estimated arrival times for pick-up and drop-off.
3. **Unit Dashboard:** This dashboard shows each unit's involvement in a serial and who they are with, and it allows quick access to issue post-disembarkation orders.

3.6.1 Transport Overlay

The transport overlay displays the movement corridors for the current and other plans, along with the designated load and unload hexes.

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Figure 20 shows the route from pick-up (if any) to drop-off more prominently, while the egress portion of the route is less visible.

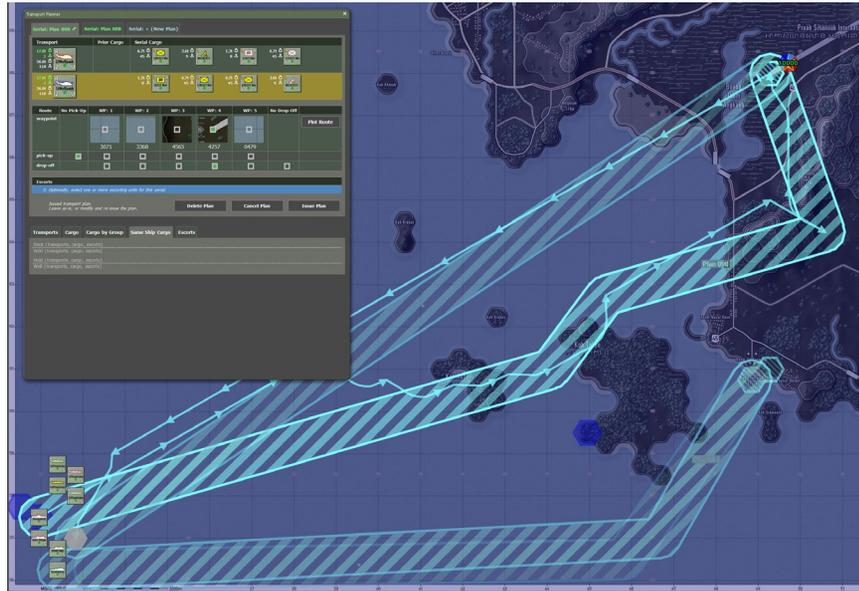


Figure 20

- When pick-up or drop-off occurs within a hex, a single load/unload hex is displayed.
- For pick-up or drop-off across a beach hex side, two adjacent hexes are highlighted.

This overlay is shown automatically when planning transports and can be manually displayed from the 'Multi-Unit Overlays' menu under the 'Transport Plans' option.

NOTE: The corridors are for reference only. Transport units may choose to deviate from them when moving between waypoints.

3.6.2 TOC Operations 'Transport Tab'

The TOC Operations 'Transport' tab provides a comprehensive overview of ongoing transport operations, including the available transport capacity for air, sea, and land.

Figure 21 shows an overview of ongoing operations and remaining transport capacity.

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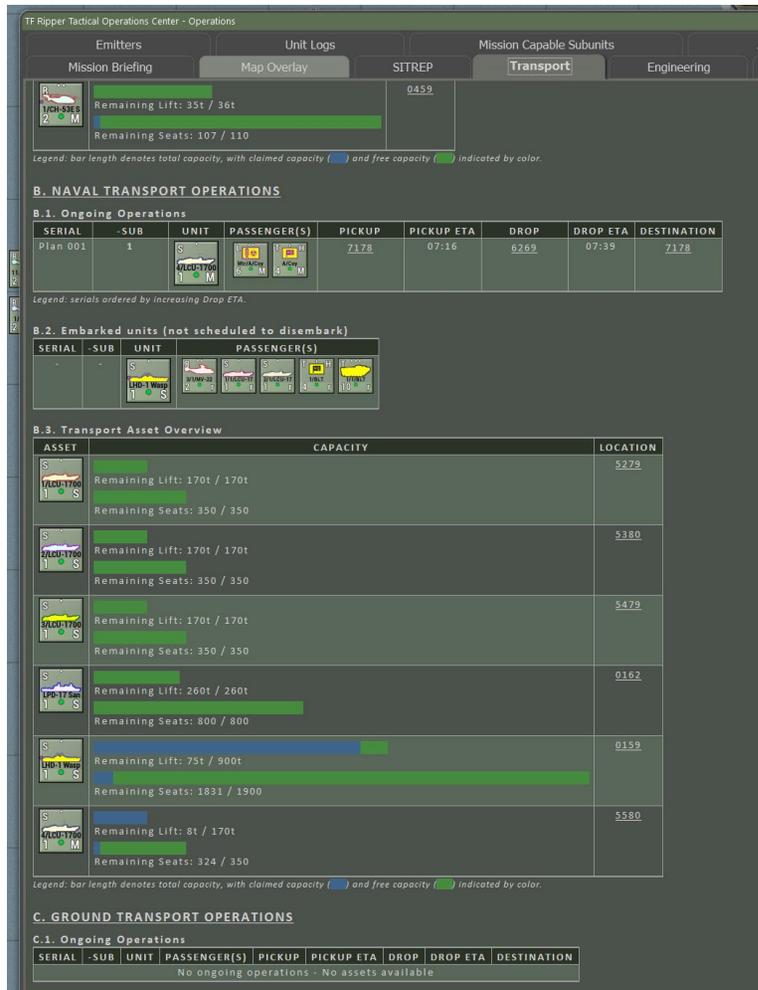


Figure 21

3.6.3 Unit Dashboard Transport Information

The Unit Dashboard displays transport information for units involved in transport operations. It will show links corresponding to transport and cargo units, allowing quick switching between them.

Figure 22 shows the Unit Dashboard linking cargo and transport units (highlighted in red), allowing easy navigation to view and manage unit orders. Clicking on a cargo unit in the plan will automatically switch the Unit Dashboard to that cargo unit.

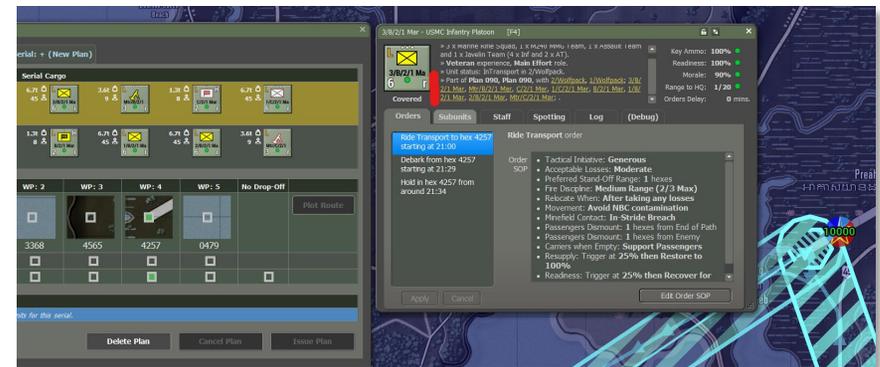


Figure 22

NOTE: Clicking on a cargo unit in the plan will automatically switch the Unit Dashboard to that cargo unit.

3.7 Issuing 'After Disembarkation' Orders

For air assaults or amphibious landings, it's essential to issue follow-up orders to the inserted units, directing them to move and secure positions away from the landing zone. This process follows these steps:

1. **Issue the Plan** – Finalize and issue the initial transport plan.

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2. **Open the Unit Dashboard** – Select the transport unit manually or click on it within the plan.
3. **Access Cargo Unit** – From the transport unit, click a link to a cargo unit to be inserted (as shown in **Figure 22**).
4. **Select Final Order** – For the inserted unit, choose a final order (e.g., Hold or Screen after disembarkation).
5. **Change to Movement Order**—Right-click to change the order to a movement order. If necessary, plot the desired path.
6. **Plot Path from Landing Hex** – The overlay will highlight the landing hex as the starting point. Confirm the path and select an 'on arrival' order.
7. **Apply Changes** – Confirm the new orders (highlighted in yellow) by pressing 'Apply' in the Unit Dashboard or pressing 'Cancel' to discard the changes.

Figure 23 visually represents post-disembarkation order changes, and **Figure 24** confirms orders. Repeat this process for all units involved in the insertion.

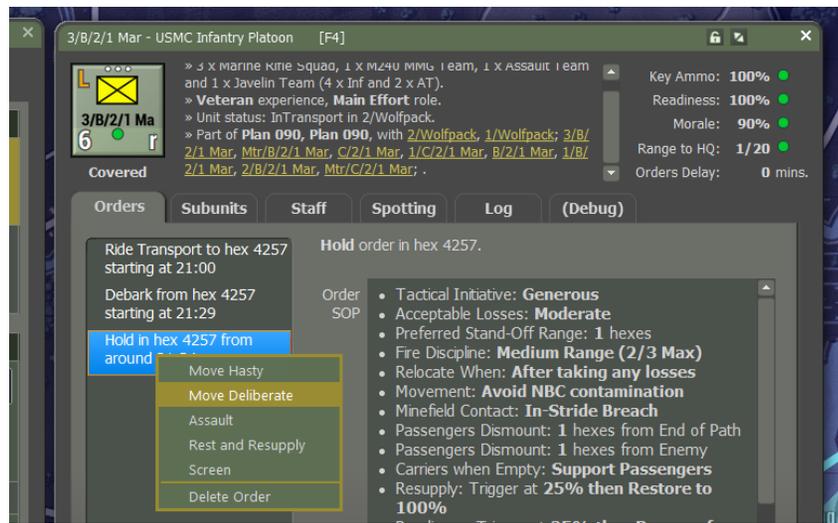


Figure 23

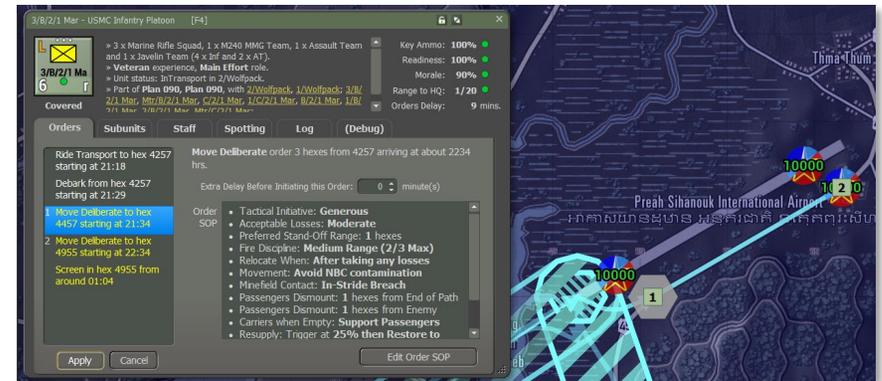


Figure 24

Figures 25 and 26 show the planned and executed disembarkation orders and their paths.

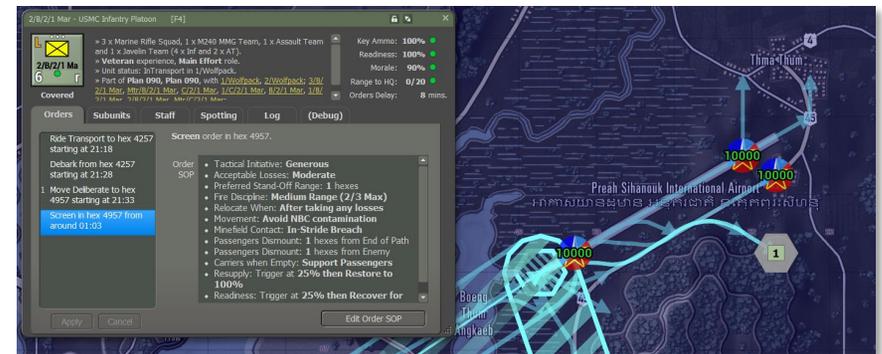


Figure 25

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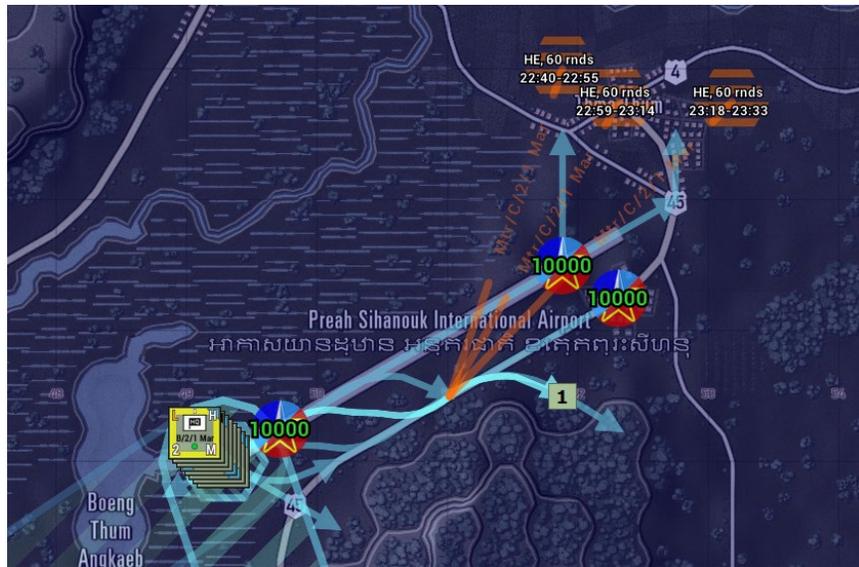


Figure 26

3.8 Modifying Issued Transport Orders

Transport orders that have been issued can be modified in the Unit Dashboard with certain limitations:

- Only the final order in a transport's sequence can be deleted or altered.
- Movement waypoints can be repositioned by dragging them to new locations.

3.9 Amphibious Assault Ship Operations

Embarked helicopters and drones on amphibious assault ships can be used for transport and independent operations. Unlike transport operations, which require the assault ship to stop for loading/unloading, helicopters and drones can be launched from or land on a moving amphibious vessel.

This flexibility allows for the continuous use of aerial assets without the need for the ship to halt its operations.

3.9.1 Launching Helicopters/Drones

Embarked helicopters and drones can be launched from a sailing ship by following these steps:

1. During the orders phase, select the ship's counter. Hover over the unit counter to reveal the 'fly-out panel' showing all embarked units.
2. Right-click on the desired helicopter or drone unit in the fly-out panel to open a pop-up menu.
3. Plot and confirm the movement order.
4. The helicopter or drone will take off immediately and appear on the map at the ship's location with the assigned movement path.

Figure 27 shows the Issuing of movement orders to an embarked MV-22 Osprey unit on the sailing amphibious assault ship Bougainville.

Figure 28 shows the MV-22 Osprey appearing on the map with movement orders.

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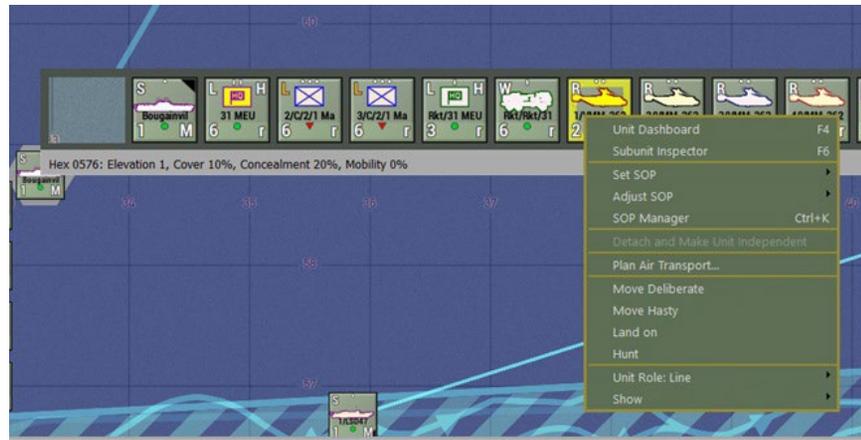


Figure 27

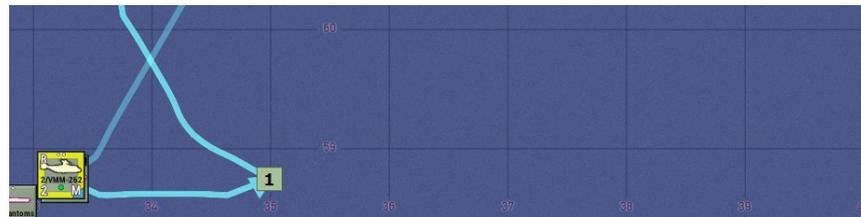


Figure 28

3.9.2 Landing Helicopters/Drones on Ships

Flying helicopters and drones can land on sailing ships with helipads by following these steps:

1. Select the helicopter or drone counter during the orders phase and issue the 'Land On' order.
2. A prompt will appear to select a ship capable of receiving the helicopter or drone.
3. Confirm the landing order.

Figure 29 Plotting the 'Land On' order and displaying the result on the map and Unit Dashboard.

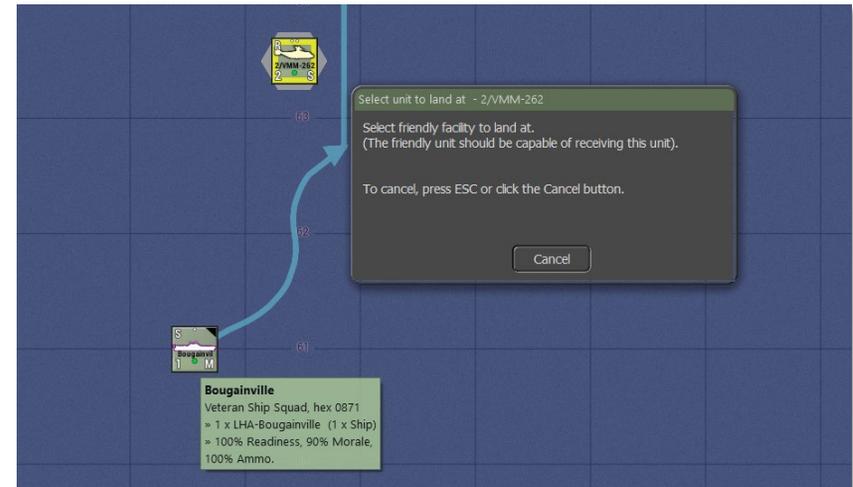


Figure 29

NOTE: The 'Land On' order can be issued to multiple helicopters or drones by shift-clicking to select a group.

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4 Scenario Creation and Pre-embarking

Flashpoint Campaigns allow you to create scenarios where units begin and have already embarked on other units. However, the following limitations apply:

- Neither embarked units nor their transports can use alternative Battleplan positions.

4.1 Pre-Embarking Units in Scenario Editor

To pre-embark a unit on a transport in the Scenario Editor, follow these steps:

1. Select the unit you wish to embark.
2. Right-click to open the scenario editor unit menu.
3. Choose 'Embark On...'.
4. Click on the transport unit to embark on the selected unit. An error message will appear if the transport cannot load the unit.
5. After successful embarkation, the unit's location will be updated in the scenario editor force roster to reflect that it is now aboard the transport.

Figure 30 shows the scenario editor's 'Embark On...' menu option for pre-embarking units on a transport.

Figure 31 The unit is now shown as embarked on the transport.

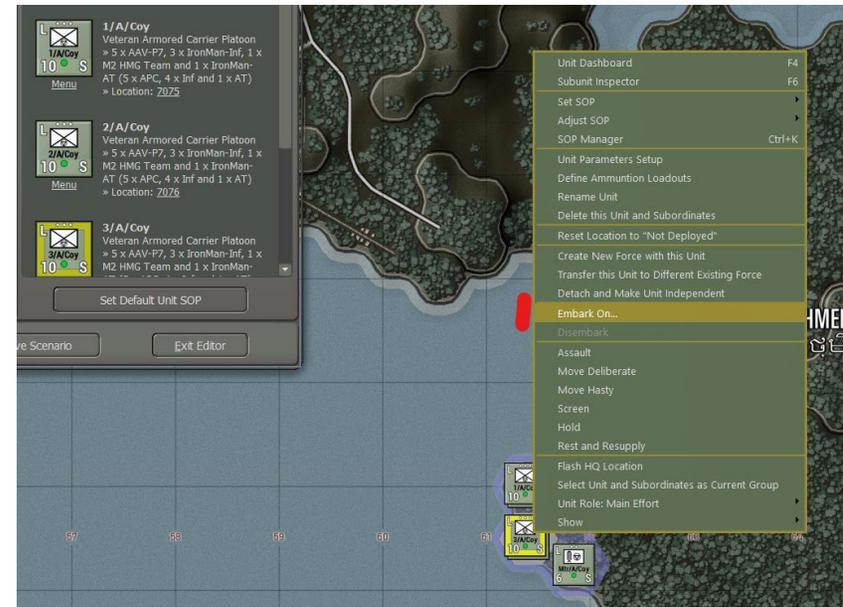


Figure 30

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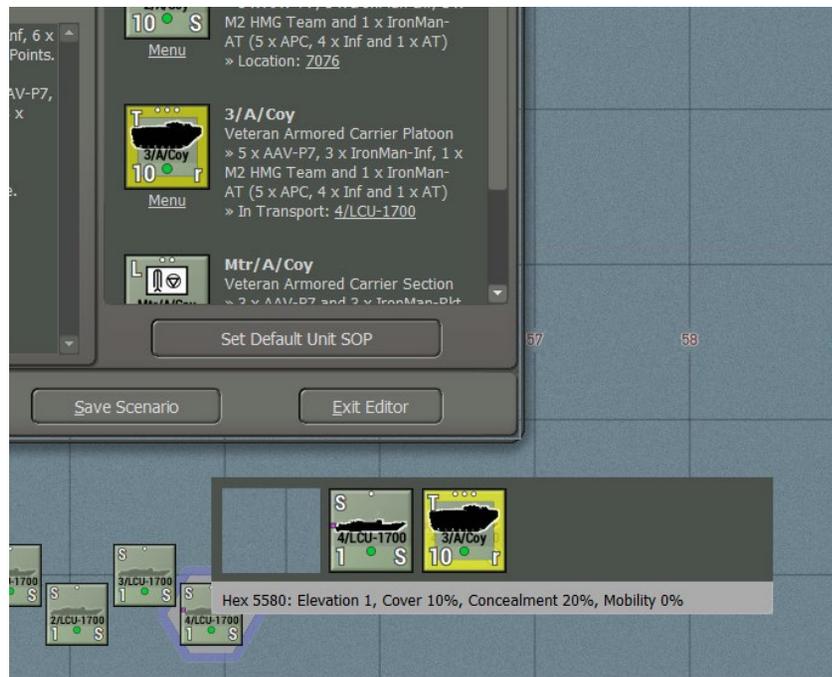


Figure 31

NOTE: Multiple units may simultaneously embark on a transport by using shift-click to select these multiple units, followed by step 2 and further, as described above. If some units do not fit, a prompt will be displayed, listing the units that could not be embarked on.

4.2 Disembarking Units in Scenario Editor

To disembark a unit from its transport:

1. Right-click to open the scenario editor unit menu and select 'Disembark.'
2. The unit will now appear on the map at the transport's location in a disembarked state.

Figure 32 shows Choose 'Disembark' to undo embarkation.

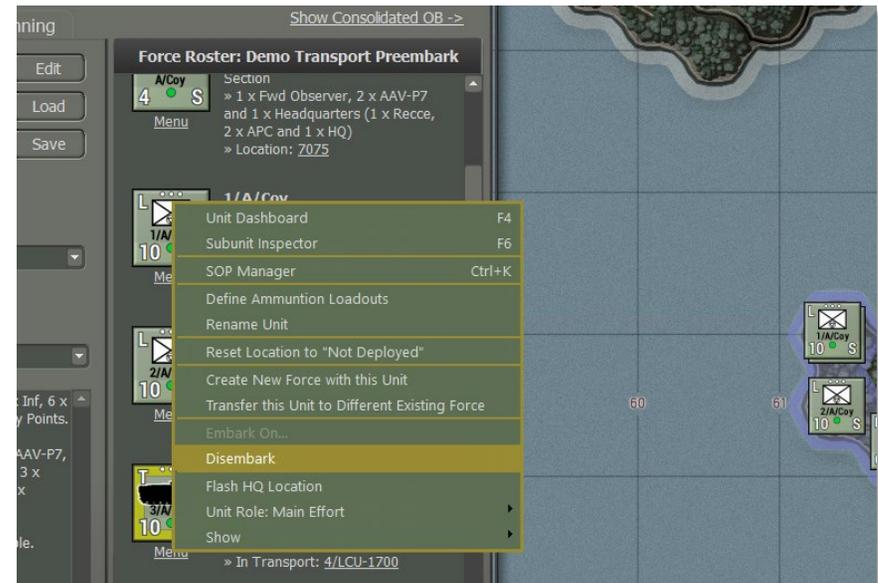


Figure 32

5 How to Plan...

These next steps will guide you through planning simple air assaults and amphibious assaults.

5.1 Plan Air Assaults

1. Select the helicopter units that will serve as transport by using shift-click to choose multiple units.
2. Right-click on a unit counter to bring up the unit menu, then select 'Plan Air Transport.'

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Refer to **Figure 33** Steps 1 and 2, selecting two MV-22 Osprey sections and launching the air transport planner.



Figure 33

3. Click on 'Cargo by Group.' Left-click on the cargo counters to locate their positions on the map.
4. Once you've identified the desired cargo, add it to the selected helicopter by right-clicking on the cargo units, starting with the largest "white" transport needs. Continue adding cargo until the helicopter is full.
5. Left-click on the second row in the Transport section to select the second MV-22 Osprey section and repeat the process of adding cargo until the unit reaches total capacity.

Refer to **Figure 34** Steps 3 and 4 – The first Osprey section loaded all possible cargo, with two remaining cargo units too large to add.

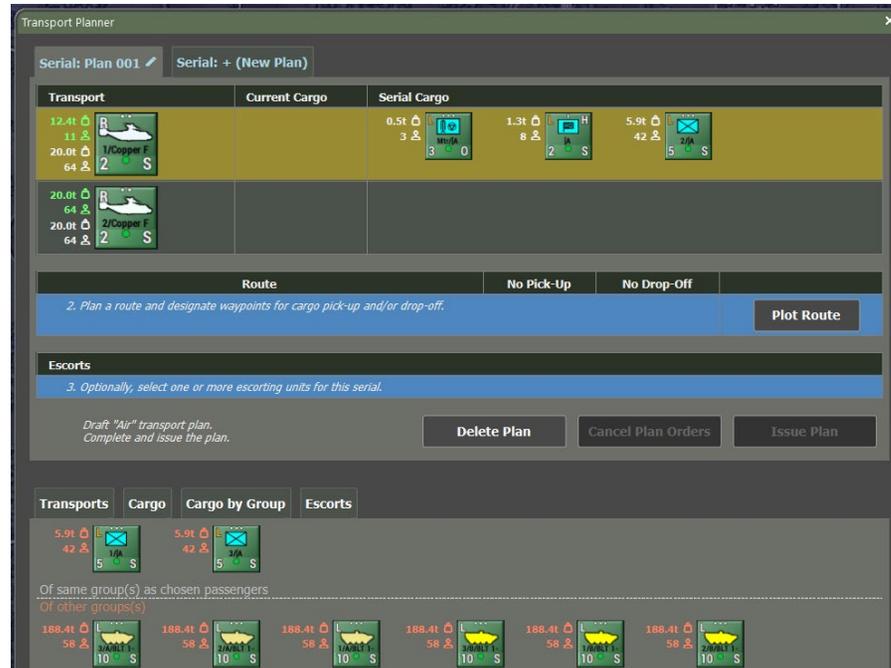


Figure 34

Refer to **Figure 35** Step 5 – The second Osprey section is loaded with cargo.

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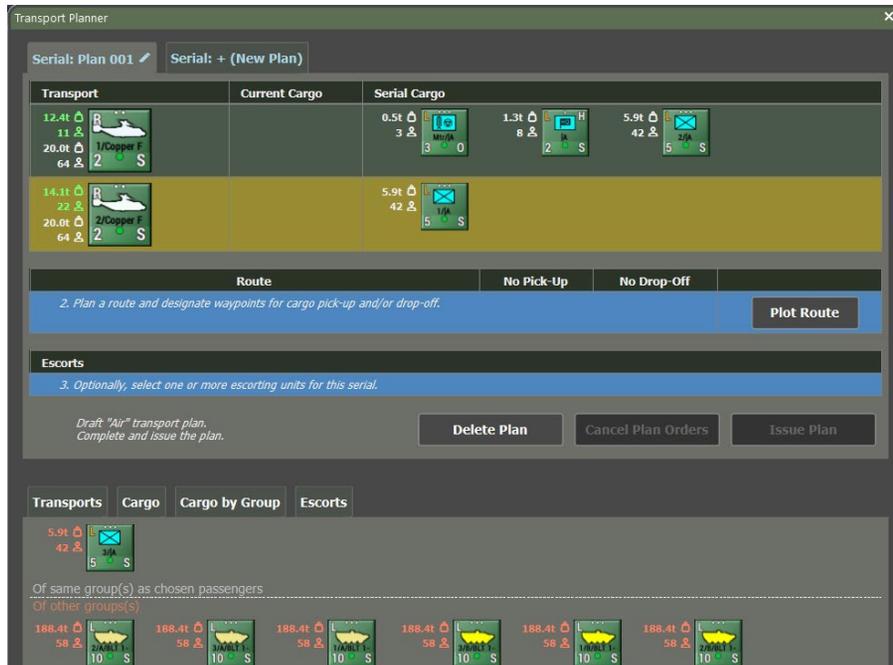


Figure 35

6. Select 'Plot Route' and create a route with at least three waypoints: one at the cargo's location for pickup, one at the objective location to seize, and a third near the starting point to return the Ospreys.

Refer to **Figure 36** Step 6 – Route plotted with three waypoints.

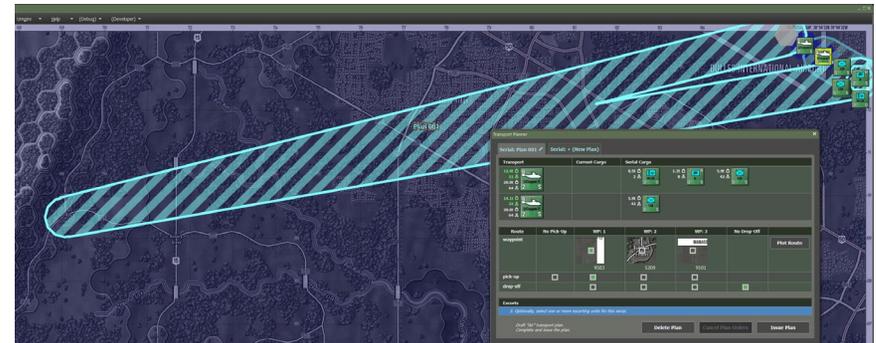


Figure 36

7. Check the drop-off box below to set the drop-off location to WP 2. The pick-up location defaults to the first waypoint and remains unchanged. The transport map overlay will be updated to reflect this.

Refer to **Figure 37** Step 7 – Drop-off location set and displayed in the map overlay.

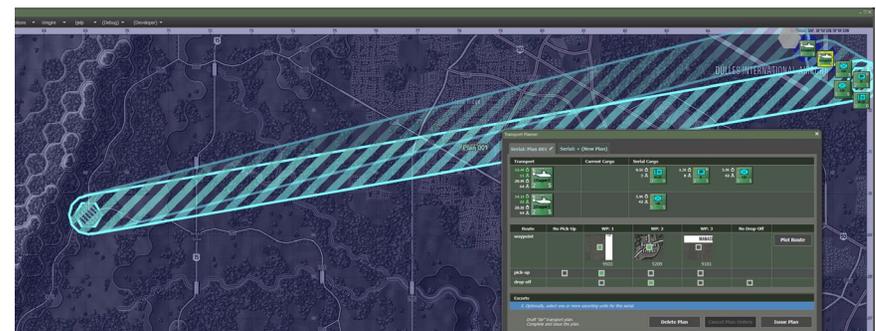


Figure 37

8. Click the 'Issue Plan' button to convert the plan into orders.

Refer to **Figure 38** Step 8 – The plan is issued with individual paths plotted for the helicopter units.

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Figure 38

- Open the Unit Dashboard. Select it to display one of the cargo units from the Air Transport plan in the dashboard.

Refer to **Figure 39** Step 9 – The assault unit and dashboard are selected.

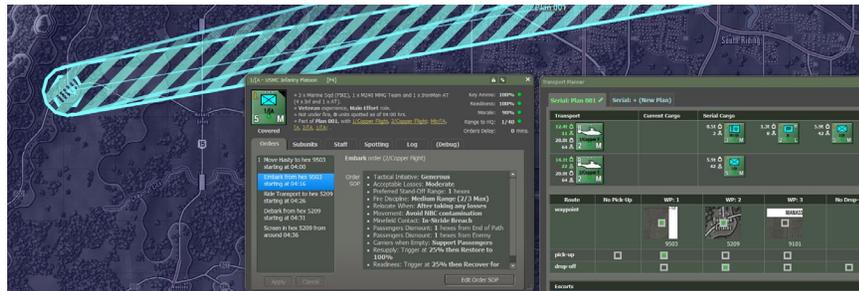


Figure 39

- Select the final order for this unit (Screen), right-click, and change it to a 'Move Deliberate' order. Then, plot a route from the landing zone to the target position. Set the 'on arrival' order to 'Screen.'

Refer to **Figure 40** Step 9 – Setting post-landing orders to seize and secure a nearby road. The modified orders are pending confirmation.



Figure 40

- Confirm the new orders by pressing 'Apply.'
- Select the other units involved from the Unit Dashboard list under Plan 001 and assign them similar post-debarkation orders.

Refer to **Figure 41** Steps 10 and 11 completed – Movement orders set for post-landing.

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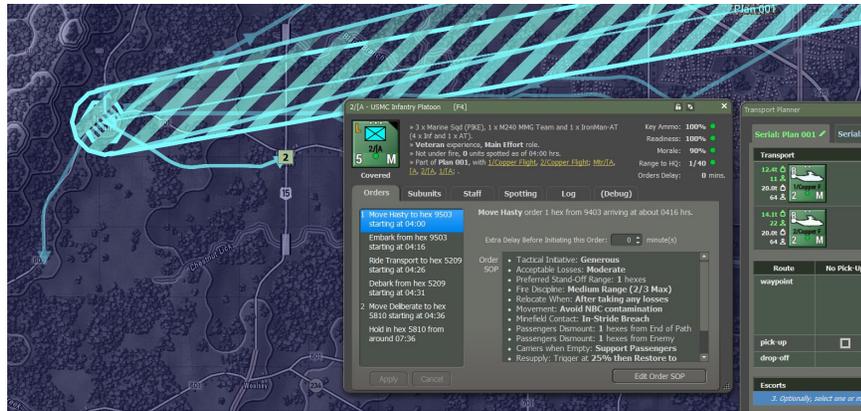


Figure 41

13. Press 'Start' on the game clock panel to execute the orders. The Transport Planner will close automatically, though the plan will remain available for review until all related orders are executed.

Refer to **Figure 42** Step 12 and beyond—Despite a solid air assault plan, this is still a Flashpoint Campaign, where plans often falter after first contact.



Figure 42

5.2 Plan Amphibious Assaults

In the game, planning amphibious assaults is similar to air assaults, with the critical difference being the selection of beach hex sides.

While it's possible to start with landing craft that pick up amphibious units or marines, we'll focus on beginning from an amphibious assault ship, as outlined below:

1. Select an amphibious assault ship with one or more landing craft and several mechanized or light marine units.

Refer to **Figure 43** Step 1 - Preparing Transport (Amphibious Assault) from an Amphibious Assault Ship

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Figure 43

Once you select the “Plan Transport from Ship,” the Transport Planner will be displayed as shown in **Figure 44**.

1. Select the helicopter units designated for transport by shift-clicking on them.
2. Right-click the large landing craft counter (bottom left) in the Planner.
3. Assign cargo units to the transport by right-clicking on the desired units.

Observation: Transport capacity will likely be insufficient to move all units in the first wave. After the hovercraft returns, another wave must be planned.

Refer to **Figure 44** Steps 1 and 2 - Assigning Units to the Assault Ship for Landing.

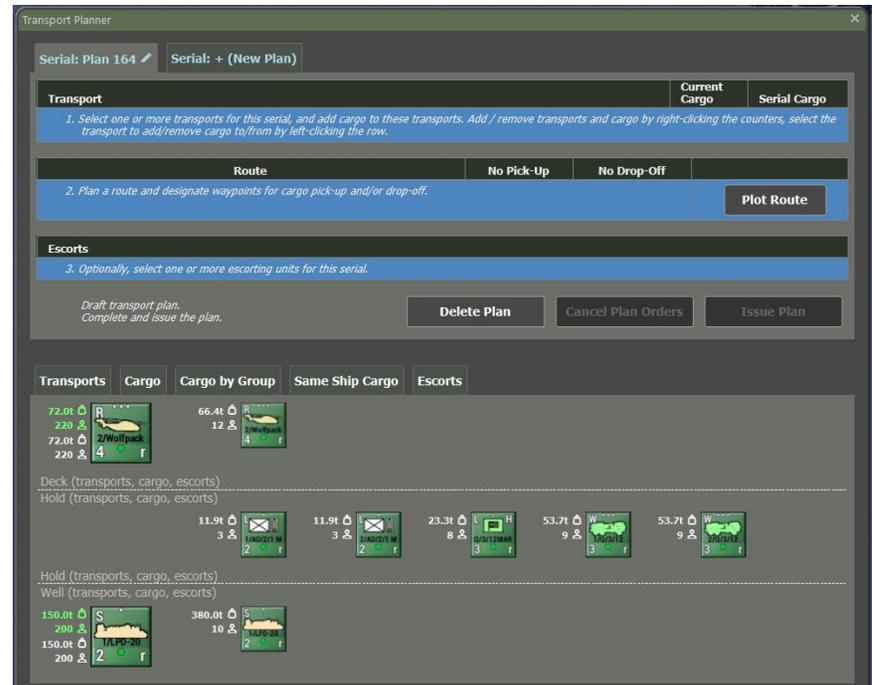


Figure 44

Refer to **Figure 45** Step 3 - Allocating Capacity to the Hovercraft

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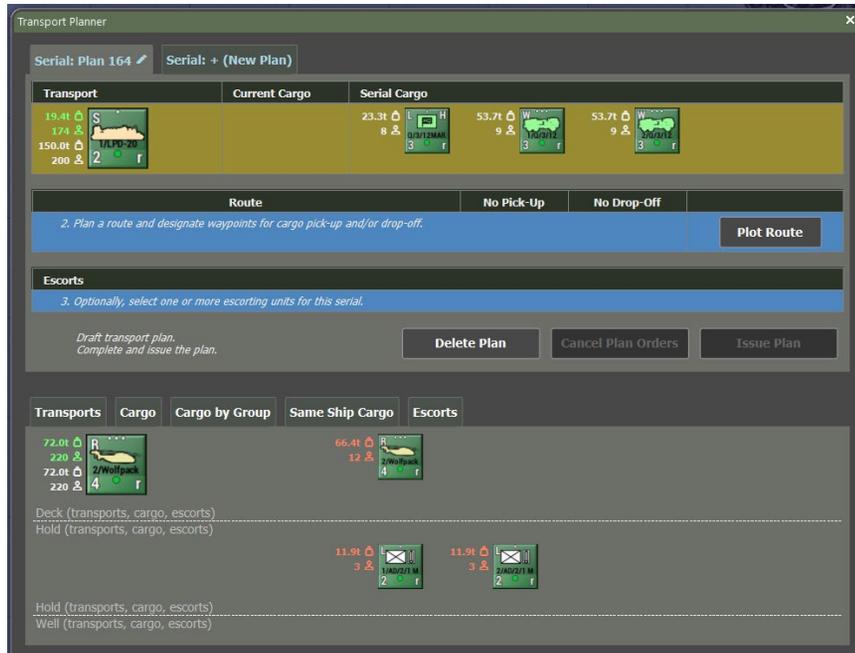


Figure 45

- Let's reconsider the initial allocation. Remove the HQ unit and prioritize landing the two weapon platoons. Right-click the 'H' counter to remove it, then right-click the second weapon platoon counter to add it.

Refer to **Figure 46** Step 4 - Adjusting the Unit Allocation.

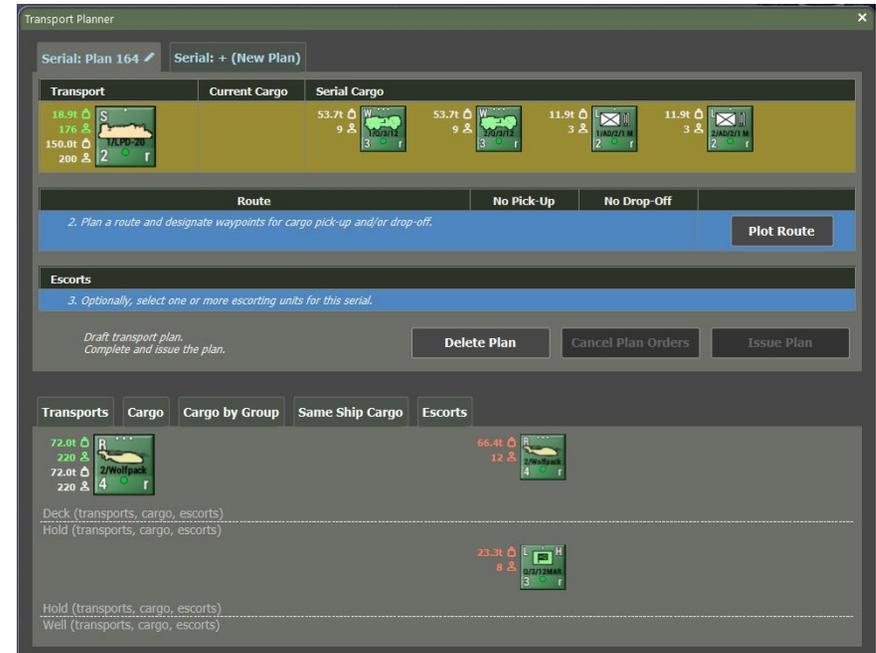


Figure 46

- Choose 'Plot Route' and set at least two waypoints: one near the beach for unit drop-off and another near the assault ship to mark the launch point.

Refer to **Figure 47** Step 5 - Two Waypoints Set for the Route.

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Figure 47

- Change the pick-up option to 'no pickup' since the cargo is already loaded aboard the amphibious assault ship. Set the first waypoint as the drop-off location, which will be reflected in the transport overlay.

Refer to **Figure 48** Step 6 - No Pick-up Selected and Drop-off Location Set.



Figure 48

Since our cargo includes non-amphibious vehicles like JLTV and HIMARS, we are limited to the two beach hex sides for drop-off.

- Press the 'Issue Plan' button to convert the plan into executable orders.
- Open the Unit Dashboard and select one of the cargo units from the Air Transport plan to view its details in the dashboard.

Refer to **Figure 49** Steps 7 and 8 - Assault Unit and Dashboard Selected.

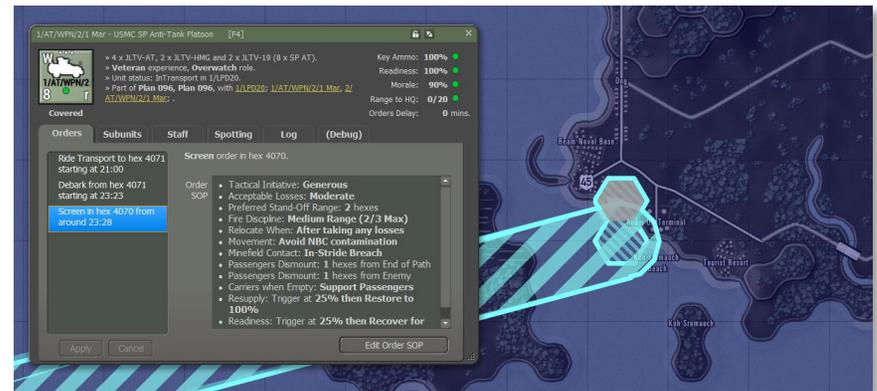


Figure 49

- Change the final order for this unit (currently set to Screen) by right-clicking and selecting Move Deliberate. Then, plot a destination away from the landing zone toward an objective and set its 'on arrival' order to 'Screen.'
- Confirm the new post-landing orders by pressing Apply.

Refer to **Figure 50** Steps 10 and 11 Completed - Post-Landing Movement Orders Set.

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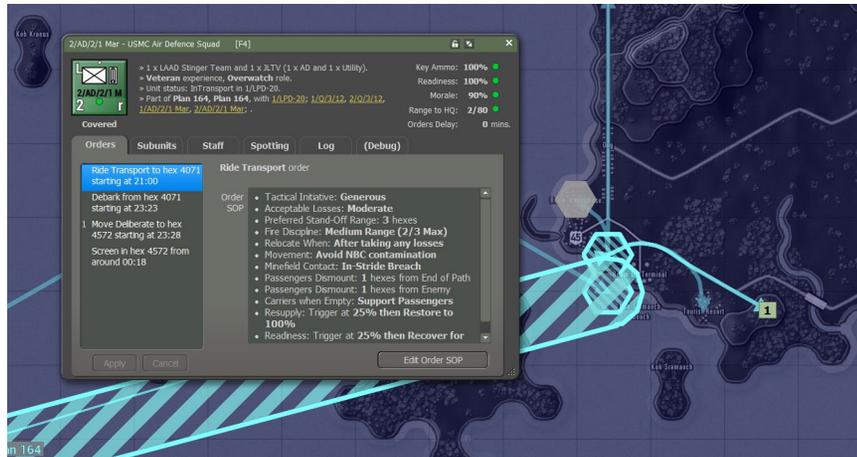


Figure 50

12. Select other units involved from the Unit Dashboard in Plan 001 and issue similar post-debarkation orders.
13. Press 'Start' on the game clock to initiate order execution. The Transport Planner will close automatically, but the plan remains available for review until all related orders are carried out.

Refer to **Figure 51** Steps 12 and Beyond - Successful Initial Landing and Assault Execution.



Figure 51

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6 Miscellaneous

6.1 **Umpire Embarkation**

The Umpire capabilities have been extended to enable instant embarkation on transport units with sufficient remaining capacity.

First, select the unit to be embarked. Next, from the Umpire menu, select the 'Embark Current Unit On...' and click on the target transport unit.

Refer to **Figure 52** Umpire's 'Embark Current Unit On...' capability.

An error message will appear when the targeted unit lacks the capability or capacity to load the selected unit.

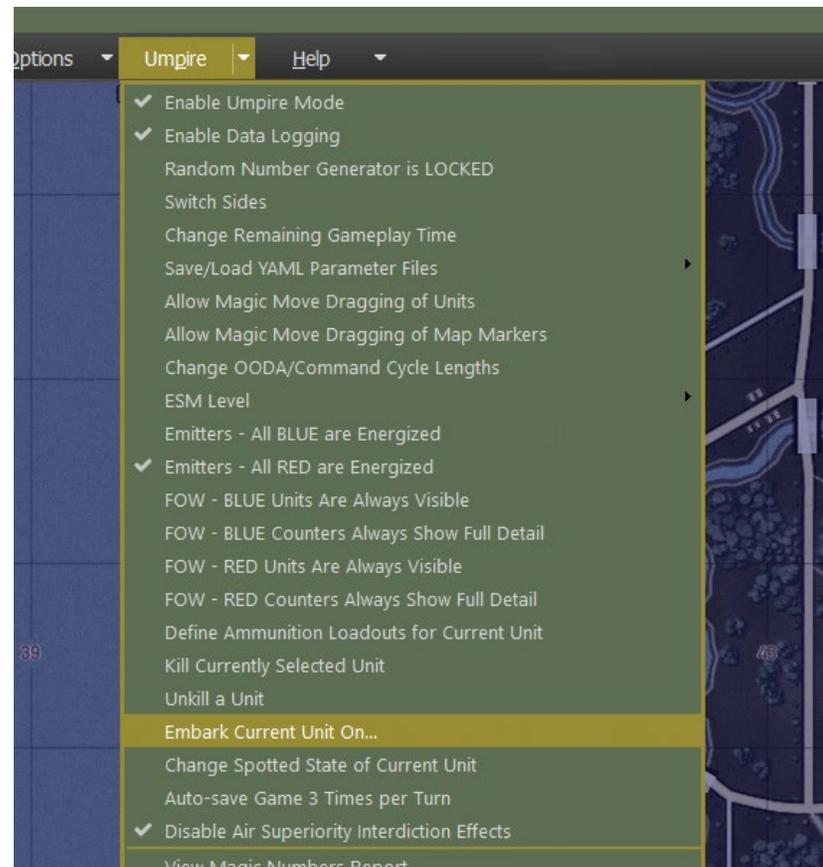


Figure 52

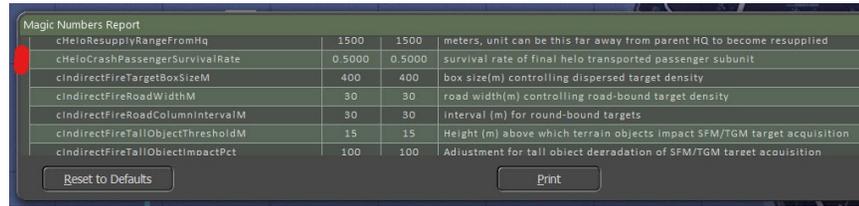
6.2 **Helicopter Crash Survivors**

To enable 'search and rescue' missions, the game can be configured to leave behind survivors from downed helicopters. The game randomly selects a passenger squad from the final downed transport helicopter, provided passengers are assigned to it.

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Refer to **Figure 53** The probability of leaving behind a 'survivor' unit when a specific value controls a transport helicopter with passenger crashes.



Magic Numbers Report			
cHeloResupplyRangeFromHq	1500	1500	meters, unit can be this far away from parent HQ to become resupplied
cHeloCrashPassengerSurvivalRate	0.5000	0.5000	survival rate of final helo transported passenger subunit
cIndirectFireTargetBoxSizeM	400	400	box size(m) controlling dispersed target density
cIndirectFireRoadWidthM	30	30	road width(m) controlling road-bound target density
cIndirectFireRoadColumnIntervalM	30	30	interval (m) for round-bound targets
cIndirectFireTallObjectThresholdM	15	15	Height (m) above which terrain objects impact SFM/TGM target acquisition
cIndirectFireTallObjectImpactPct	100	100	Adjustment for tall object degradation of SFM/TGM target acquisition

Figure 53

To disable this feature, set the corresponding probability to 0.0.