

How to implement pre-positioned and deployable Rally Points in FRED.

First, you will need something to act as the rally point. Note this must be 'no collide' or your wingmates will keep crashing into it. The files found via the [link](#) have the models, textures and table entries that ReCharged uses. Feel free to use these, or make your own. (You may want to use/create separate models/textures etc. for pre-positioned RPs and deployable RPs to avoid confusion.)

Pre-positioned

- Next, open up the mission in Fred you want to add them to.
- Select them from the ships menu as you would with other ships and place them on the map where you want them. Give them a name/number if you want.
- Save your mission.
- Play the mission to test it. Select the pre-positioned RP, and order your wingmates to guard it. They should then fly over to it and wait there until you order them to do something else.

For the more useful player Deployable Rally Points (RPs).

- Select them from the ships menu and add one to the map.
- Name it.
- Set it as a reinforcement unit via the comms menu.
- Set location as 'near ship' and choose Alpha 1.
- Select no warp effect if you don't want it to create a jump point (since it's a virtual rally point)
- Copy this to create the number of deployable Rally Points you want. (It may not copy all of the parameters, so check each one and adjust as needed.
- Save your mission.

- Using the deployable RPs in mission.
- Open the mission in FSO.
- Fly to where you want the RP to be.
- Open the comms menu
- Select reinforcements
- Select the Deployable RP
- It should now appear close by in a few seconds. (It might not be right in front of you so look around)
- To get wingmates to rally to it, select it, then order the wingmates to guard it. They should then fly to its general vicinity.

Note - if the RP is near an asteroid field, your wingmates will shoot the rocks on an intercept course with it - they are 'guarding' it after all 😂