



# **MCC Controller Training Manual**

**by Capt Drumheller**

## **Introduction**

Welcome to MCC Sandbox for the 15th MEU(SOC) Realism Unit. The purpose of this manual is to train personnel new to MCC on it's proper use, limitations(both the MCC mod's limitations as well as limits as to what the MCC controller is allowed to do), and how to implement all of the various functions that we utilize.

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## **MCC Overview**

### **● Purpose**

The purpose of MCC as it relates to the 15th MEU(SOC) Realism Unit(henceforth in this manual simply referred to as the 15th or 15th MEU) is it's usage as a dynamic mission creation tool. Putting too much AI on the server at the beginning of a mission can stress the server to it's breaking point. Putting too little, however, makes missions unenjoyable and dull. The 15th has tried many solutions to this issue over the past several years including limiting player slots on the servers, trying unique load in procedures, removing nearly all scripting from missions, etc. Some of these worked temporarily, but with the enormous unit growth in 2013, most are no longer viable. MCC has been chosen as the solution.

15th missions are now mostly bare bones with little to no enemy AI units spawned at the beginning of missions. What this means is that there now needs to be dedicated MCC controllers. This presents problems of it's own. Platoon, Company, and MEU HQs have responsibilities to fill during trainings and operations and should not be operating MCC at the same time as well. Their responsibilities are to lead the mission, and creating the mission while leading it is extremely counter to the purpose of leading and creates an environment of awkwardness and non-fun for the leader that has to fill both duties

Make sure that the first thing you do in every mission is check the AO for pre-placed objectives and AI from the mission team.

### **● MCC Limitations**

MCC is not a perfect system, but it is the best system available to us at this time. The biggest limitation on MCC currently is getting the AI that is spawned to actually move correctly and swiftly as needed(this has been greatly improved with the Jan 2014 MCC updates). Another limitation of MCC is

finding a place to spawn the units that no personnel present will be able to see it actually spawn. Unfortunately, there is nowhere to spawn units that ACE will not occasionally see them spawning, but they are briefed and prepared for this. The important thing is to find an area where all ground forces and UAV operators present will be unable to see units spawned. You will have to find a spot far enough away and behind a hill, building, or some other sort of obstruction that they are not spotted spawning, but close enough that when given a move order, they will reach their objective in a timely manner. As you become more accustomed to operating MCC, you will become better at being able to locate and identify locations that are good for spawning units.

## ● Imposed Controller Limitations

There are several intentionally imposed controller limitations to MCC usage as well. Things such as limits as to what you may spawn(via intel packets, WARNOs, and experience), how to direct AI, taking direct control of AI squads, and engaging friendlies as opfor(which is strictly prohibited).

- Limits to what you may spawn - During deployments, before each mission, you will be given an intel packet from S-2 as to what should be spawned for the operation. If you do not receive an intel packet, it is your duty to read the WARNO for the task force you are assigned to and follow the "Enemy Forces" section. You *are* allowed some leeway on what to spawn. Battlefields are far from fluid and intel is not always 100%. If the attack by friendly forces is going far too easily or boring, you are allowed to use some discretion and spawn additional or "surprise" units. Use good judgment and spawn a reasonable amount of forces. Always remember, the overall goal is fun. Your goal always as MCC controller is to build a mission that is varied enough that everyone in the task force sees at least some action during the mission/operation.
- In the event that you do spawn too many enemies, or enemies of the inappropriate type, and it causes a problem, make a report in the MCC Controller forum under the MCC Reports thread. Outline your mistake, how it affected the task force, and most importantly, what you think you should have done and how to avoid the mistake in the future. This is to help others learn from your mistake(s), which you will inevitably make when controlling MCC.
- Taking direct control of AI and firing on friendlies - These usually go hand in hand. In short, unless you have gone through the opfor course, you are not authorized to fire on friendlies *in any manner* as opfor. You are, however, authorized to take control of an AI squad and attempt to best direct them to successfully fire on BluFor. This, of course, requires a good deal of knowledge on how to properly utilize ArMA's AI.
- "Insider Knowledge" - At no point should you use "insider" knowledge on BluFor's movements. You must always simulate only the knowledge that the "opfor commander" would have at the time. Example: You know that BluFor is coming into the AO from a certain direction because you read the oporder, overheard in the mission briefing, were told by someone in teamspeak before the operation, etc. You **MAY NOT** use this intel to direct forces. If you have to build defences for the AO, you shall not use that knowledge. You must build the defences as you would anticipating attack from any given direction. You must simulate only what the opfor commander would know, i.e. one of your patrols

gets taken out, so you send a QRF out to investigate, then the QRF comes under direct sustained fire from Blue Forces. At that point, as the “opfor commander”, you know that your AO is under attack, and can respond appropriately(using MCC to give waypoints to the opfor forces to move to, flank, and attack the BluFor, and spawn reactionary forces).

**What this all means is that you must simulate only what the opfor commander would know, and react appropriately as you think he would given the knowledge that he has.**

## ● **Group Capacity Limit**

In Arma, there is a limitation that all MCC controllers must be aware of. It is the group capacity limitation. The capacity is simply: There can only be 144 groups of units on the map for each faction at any given time. The size of the group doesn't matter. Whether it's 1 man or 50, it counts as one group. You could technically have 144 groups of 50 personnel, but that would destroy any server. The big area that the group cap limit comes into place is when spawning many individual units, especially with the “Garrison” command. The garrison command can *easily* spawn over 144 individual units if not used carefully. **Once the group cap is hit, even if you delete all units with the delete tool, you will no longer be able to spawn in new units. Be very careful to not hit the limit.**

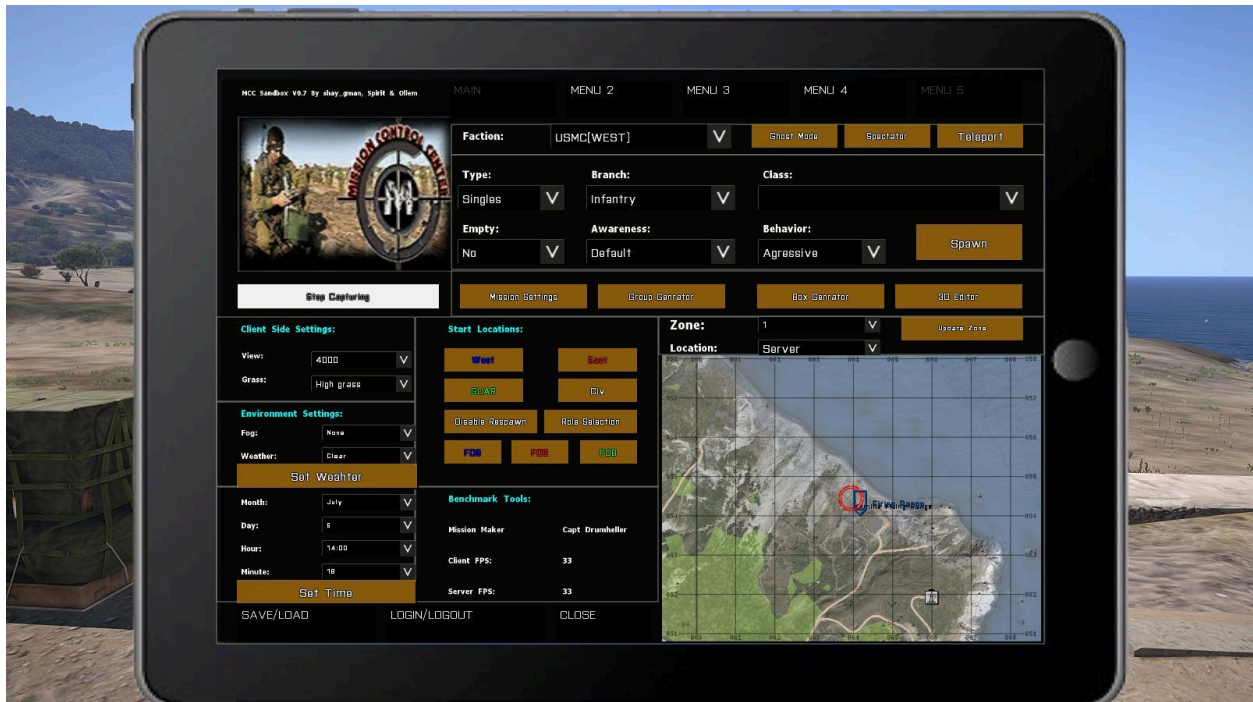
## ● **Controller Role(s) While In-Mission**

As the MCC Controller, you have two options while in-mission concerning what you may actually do:

- Take a standard rifleman loadout - M4 or M16, whichever is your standard assigned weapon. If your standard weapon is an M249 or M240, take an M4. If you regularly carry an M203, leave it behind. The weapon is for defensive purposes only. No special weapons(DMR, M32, M203, AT4, etc). Alternatively, you may carry an M1014(This does not mean you may carry both. It is either a rifle or a shotgun) - and attach yourself directly to Company HQ(Not Platoon HQ unless Company HQ is not present)
- Sit in the rear at spawn and observe the mission progress via the 3d editor view
- Take direct control as opfor commander and direct forces from the enemy side. Direct AI control/High Command are optional

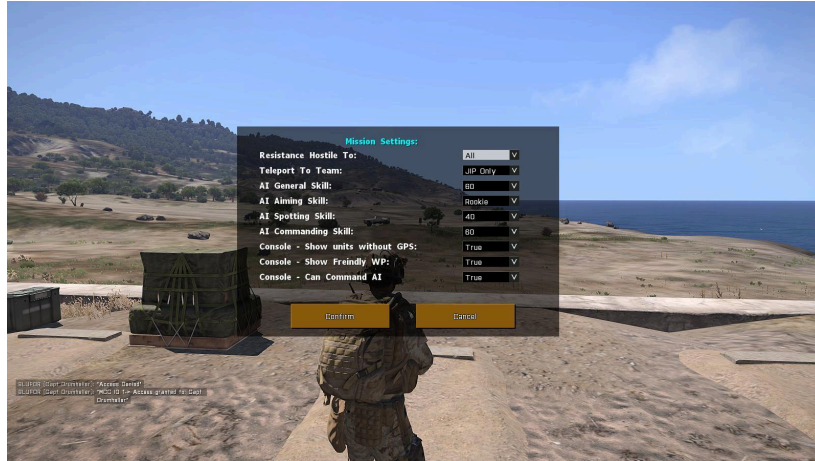
**INSTRUCTOR NOTE:** At this point, the students may “test out” sections of MCC training. When you begin each section, first ask if the student(s) are familiar with the section. If they display very good knowledge of the items covered under that section, skip to the practical exercise for that section, then move on.

## Menu 1 (Main)



Menu 1 is the menu you will be building with the most in MCC. It contains most of the vital components of MCC including: Zone Creation, Faction and Unit Selection, the 3D Editor, and the Group Generator(this is how you give waypoints to AI in MCC).

- Mission Settings - It is very important that this is the first thing you change before you start placing units. Specifically the AI Accuracy setting. It should be set to 20 all the time, with the option of setting it to 10 or "rookie" for CQB environments/scenarios. In ArMA 2, it's defaulted to 50, which is far too high. In ArMA 3, it is defaulted to 10 already, so you need to adjust the accuracy up to 20, you also want to *increase* the AI General, Spotting, and Commanding skills to very high(General 100, Spotting 80, Commanding 100). We want to fight skilled AI with limited accuracy.



All other mission settings options should be ignored.

- Zone Creation - Zone Creation is how most units in MCC are spawned, you must create a zone first before you can spawn units in the zone. An added benefit of zones is that AI spawned in the zone will randomly patrol inside that zone(NOTE: If you move a zone that has AI patrolling in it, they will move to the new zone - this can cause issues, but is also a trick to move AI that refuse to follow waypoints). You can have multiple zones set-up to spawn units in multiple locations.

In MCC for ArMA 3, zone creation is greatly simplified:

- 1. Select the zone number you wish to use
- 2. Click "Update Zone"
- 3. Click and drag the mouse in the map area over the zone you wish to create
- 4. You can now use the "Update Zone" button to fix the zone or move it to a different area(be careful)
- 5. Be aware that all units you spawn inside of zones will be randomly positioned inside of that zone and will patrol by default. You must use the fortify behavior or 3d editor to place non-moving units for defensive position(explained later).

Note on zone movement from the MCC creator: More on zone movement - I think you should know and add that moving a zone is a great way to move units as QRF. If the zone is moved more than 500 meters and there are empty vehicles or helicopters nearby the AI will [take] the vehicles and use [them] to get to the new zone. This [is] smart mission making can be a blast as you can spawn ... vehicles close to the QRF and then move the zone, the AI will take the vehicles and drive to the new location. ...it is common to see a vehicle from the same side stopping to pick up another group if they have room to move it to the new location.

### Practical exercise 1 - Create multiple zones of different sizes

- Faction Selection/Faction Spawn Menu - Type, Branch(including the Garrison Command), Class, Empty, Awareness, Behavior, Spawn - This section is where you choose which faction to spawn and spawn them in the zones you have created.
  - Faction - Choose the appropriate faction for the mission
  - Type - Singles or Groups. This lets you spawn either individual or groups of troops,

- vehicles, or static weapons(For static weapon placement the 3D editor is mandatory)
- Branch - This lets you choose all of the different branches(Infantry, Motorized, Armor, etc) from which to select the type of unit you wish to spawn.
- Garrison -  
**WARNING: You cannot control what unit types are spawned with the garrison command. Garrison pulls from slots 0-4 on the faction menu, which can unbalance a mission. It is recommended that you spawn individual units with the “Fortify” behavior preset(explained below in the “behavior section”)**

Garrison is under the branch menu, but gets it's own section. Under branch, there is a group type called “garrison”. This can be extremely useful to put units inside of buildings in a zone(new zones are recommended when you use the garrison selection). Once you select Faction, Type, and Branch->Garrison, you will get the option for classes:

- Light
- Light w/Vehicles
- Heavy
- Heavy w/vehicles

Firstly, never use either of the option that has vehicles. Vehicle placement is very poor and they will often explode. If you are going to place manned vehicles in specific places, do so with the 3d editor.

Next, ***never*** attempt to garrison an entire town unless it is a very small town with few buildings. This will almost always cause the group cap to be reached. Select small areas with clusters of buildings that you think would make good “strong points” in the town and create *new* zones, and only garrison those small areas. Units spawned with the garrison option will not leave the buildings they are spawned in.

Light seems to garrison the buildings with around 25% enemy population, and Heavy seems to be around 70%. Light is recommended in conjunction with manually placed fortifications via the 3D editor.

Note on garrison from the MCC creator: Garrison – It less [random] now as it pick units from 0-4 in the config which should pick only the so called "normal" infantry but I can't guarantee it as each mod maker make its own config files. **NOTE: This change has not yet been implemented as of the time of this edit(25DEC13).**

- Class - This lets you choose the group type or class that you are attempting to spawn. For infantry the options for singles are things like Rifleman, Grenadier, Autorifleman, Squad Leader, etc. For groups, the options are things like rifle squad, weapons squad, fireteam, AT team, Sentry, etc. The choices for vehicles are the same. Singles give you specific vehicles, and groups give you groups of vehicles
- Empty - This is a simple “yes” or “no” drop down box. If “yes” is selected, all vehicles and static weapons will spawn empty in the zone. It is not recommended that you do this randomly. All empty vehicles should be spawned with the 3d editor.

- Awareness - This sets the awareness level of the AI spawned
- Behavior - This is a very important drop down menu to always be cognisant of. The behavior menu lets you choose the type of behavior to set for the AI you are spawning in the zone:
  - Aggressive - This is the default behavior in MCC. It uses the UPSMON patrol and AI script. The AI spawned with this script think and move more effectively than the BIS default AI. They will also randomly patrol the zone that they are placed in and become aggressive once attacked, pushing out to fight their enemy. **NOTE: The UPSMON AI script leads to groups of units that are reluctant to follow movement orders. If you want to spawn units that will follow movement orders via the group generator, use BIS Default. If you have spawned units with the “aggressive” setting and are having trouble with them moving to waypoints and it is a viable option, move their entire zone to where you want them to move. This is very slow if there are no empty vehicles nearby, but they will move to where their zone was moved to.**
  - Defensive - This also uses UPSMON, but once attacked, the AI will defend their zone.
  - Passive - Units will stand still when they spawn, if being engaged or enemy close by they will turn behavior into Aggressive.
  - Fortify - This is a very useful command. Fortify is the preferred method to garrison buildings. Units will garrison empty houses and man static weapons nearby – Units will not move with the zone if moved. The difference between fortify and garrison is that you can hand select what types of units to put in. Keep in mind that with fortify to garrison buildings, if you want the units to stay in the buildings, you need to place them individually in a zone. If you place them in a group, once the group leader becomes aware of an enemy, he will instruct his group to leave the building.

When you use fortify, units will spawn randomly in the zone you currently have selected then move on foot into random building positions in the zone.

- Ambush - Units will search for nearby roads, place mines on the roads and get into ambush position waiting for enemy units to pass by - Units will not move with the zone if moved.
- On-road Aggressive - Same as aggressive but units will tend to stay on roads.
- On-road Defensive - Same as defensive but units will tend to stay on roads.
- BIS Default - This is the BIS Default AI. The units will be spawned in the zone, move into a wedge formation, and just stand there. This is the selection you want to use if you are spawning units for a counterattack or QRF and you are going to be giving them waypoints. They will not move with the zone if moved.
- BIS Defense - Some units will sit down, some will patrol the area – Units will not move with the zone if moved.
- BIS Patrol - Units will patrol the area – Units will not move with the zone if moved.

Note on behavior from the MCC creator: [Behavior](#) – you should spend a few words on



radio contact between AI. AI from the same factions share "radio connection" between groups from the same side. **The default size for this sharing radio is 700 meters.** So if the player engaged a group, after a few seconds (for silent [takedown]) all groups around the engaged group will be somewhat alerted to the player location in perspective with the group being engaged. For example: If you engage a group from a top of the hill and the firefight lasted 2 minutes all groups around will know you are on the top of the hill. If the group you have been engaging is dead or no longer [has] eye contact with you, all other groups will think that you are still on the top of that hill. It is good for attacking - a breaking LOS situations and diversion. More to that, if a group [does] know about enemy forces from the radio contact it will act according to its zone behavior. Aggressive groups will reinforce while [moving] out of their zone and to the last known contact location (with vehicles if it too far and there are vehicles nearby). Defensive groups will stay in the zone but they will look for the direction of the last known enemy location. One of the first rookie MCC mistakes is putting all enemies in aggressive so where the player get spotted all [hell breaks] loose as all the AI across the map moving forward to attack the player.

Practical exercise 2 - Spawn units and vehicles inside the zones created. Have some on aggressive, some on BIS default, and some on fortify. Use the garrison ability and observe its effects.

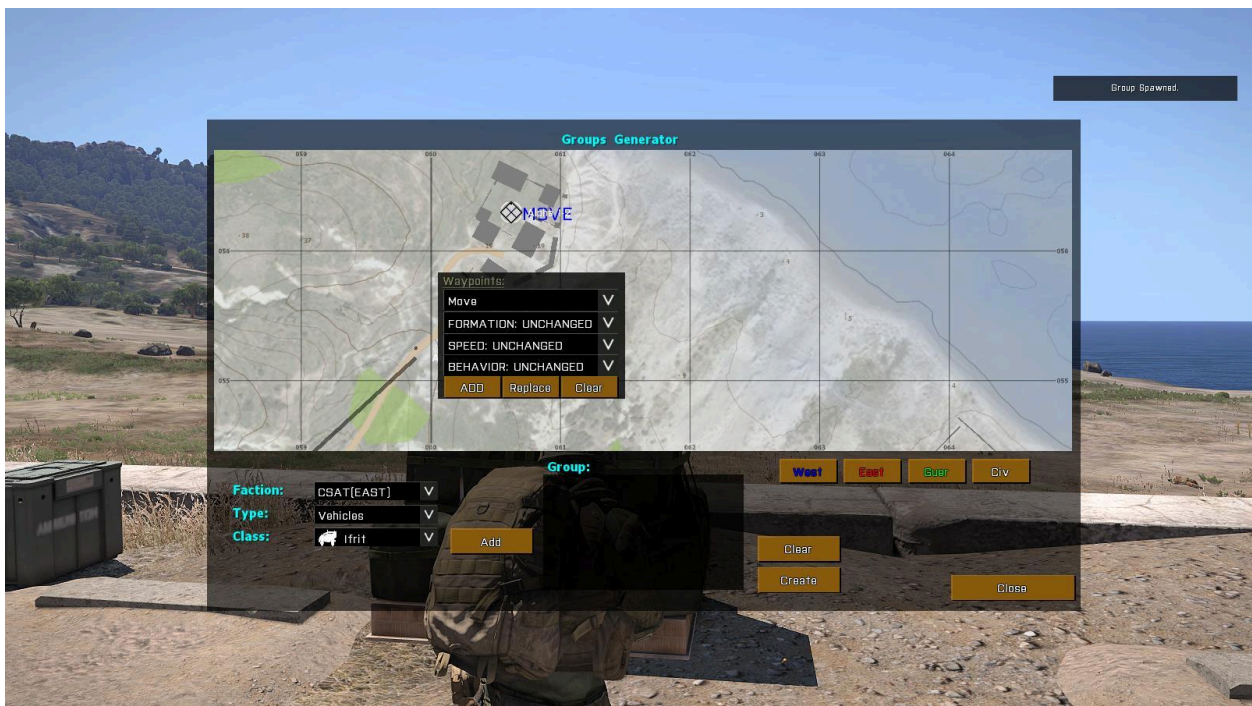
- Group Generator - You can do two different things with the group generator. You can make customized groups, which is optional, and you can give AI waypoints. which is one of the most important aspects to learn in MCC. The best way to learn it is to constantly use it(as with all other MCC features, but this one specifically).



With r14 of MCC, the group generator was vastly improved upon. It now has a much easier and more fluid to use interface.

The group generator is self-explanatory and easy to use. Choose the faction(it will already be on the faction you selected on Menu 1 if you chose one), choose the type, and click add. Once you have all the units you want added, click create, then click where you want the group spawned.

The waypoint and movement functions, however, have been vastly improved upon. When you click on the faction tab(West, East, Guer, Civ), an icon for every group in that faction will pop-up on the screen. You can click, or click and drag to select a single or multiple groups. In order to assign waypoints, you click a group(or click and drag multiple groups), and double-click where you want the waypoint on the map. This will open a waypoint interface:



Movement, Formation, Speed, and Behavior drop down menus, along with ADD, REPLACE, and CLEAR buttons:

- Add: Adds another waypoint in addition to all already placed/created waypoints the group has
- Replace: Replaces all of the group's current waypoints with the new waypoint
- Clear: Clears all of the selected groups waypoints

Also, instead of clicking to select a group, you can right-click to see the group's exact contents including number of: infantry, motorized, vehicles, armor, air, naval, support, and autonomous.

If you used garrison or fortify, you will see a lot of groups that are just 1 infantry. When you click the unit, the minimap will show a red circle where the unit is located on the map.

Once you have selected the unit you want to have move, you need to set up how you want them to move. If you are doing a simple attack or counter-attack, the easiest way to get units to move to where you want them is to set speed to full, set WP type to Destroy, and just give them one “replace” waypoint straight to the destination.

**NOTE: A waypoint marker with the waypoint type will appear once the waypoint has been given. There is a known issue that sometimes the waypoint is not properly assigned. If you click to place a waypoint and don't see it pop-up properly, first click the “East Tab” again to refresh the waypoints. If it still does not pop-up, keep assigning the waypoint and refreshing the tab until it does pop-up. If you don't see the waypoint popped up, then it wasn't given correctly. It will eventually show up**

For more complex waypoints, such as flanking maneuvers or patrols, you will have to assign more than one waypoint. If you want AI to move to their first waypoint with complete disregard for their own defenses, make the first waypoint behavior set to “careless”, but make sure you make the second waypoint behavior set back to “aware”.

For a simple patrol, you only need assign 3 waypoints. The first two should be “move” waypoints with “limited” speed and “column” or “staggered column” formation,, and the 3rd waypoint should be close to the first waypoint and set as “cycle” under WP Type. This will cause an endless patrol between the two points. For a more complex patrol, simply continue adding “move” waypoints at the destinations you want and make the final waypoint a “cycle” waypoint. The group will move through all waypoints then hit the cycle waypoint, and start all over again. NOTE: The cycle waypoint works by making the group go to the next closest waypoint, so make sure you place it near the original move waypoint.

**Practical exercise 3 - Spawn a group with the group generator, then give it a series of waypoints. Spawn an air based counter-attack(helos or jets) and give them a waypoint to an area. NOTE: When spawning air based attacks or counter-attacks, enemy helicopter assets must come from no closer than 4km away from the AO. Jets must come from no closer than 8km.**

- **Box Generator** - Like the group generator, the box generator is very simple and straightforward to use. You select what types of items to put in the box and click “generate”, then click on the map. It will then open the 3d editor so that you can place the box manually, and you press spacebar to spawn the box. This will normally only ever be used if there is something left out of the mission or a bug/glitch occurs.

**Practical exercise 4 - Use the box generator to spawn a box with items**

- **3D Editor** - Like the group generator, this is another very important tool to learn how to use. It is used primarily to finitely place units in structures, or to place vehicles in specific areas and with specific conditions.

To bring up the 3D editor, click the 3d editor button, then click on the map where you want to edit. A screen similar to this will appear:



The red dot you see is the base of where things will be placed. In Arma 2, this red dot is visible to all players, so be careful with it. In Arma 3, the dot is only visible to the MCC controller.

The box in the top right has a layout of the controls you can use. Open the menu with X. That will open this menu:



You are already familiar with the Faction, Type, Class selections. With the 3d editor, you can only spawn single units. Other options under this menu are:

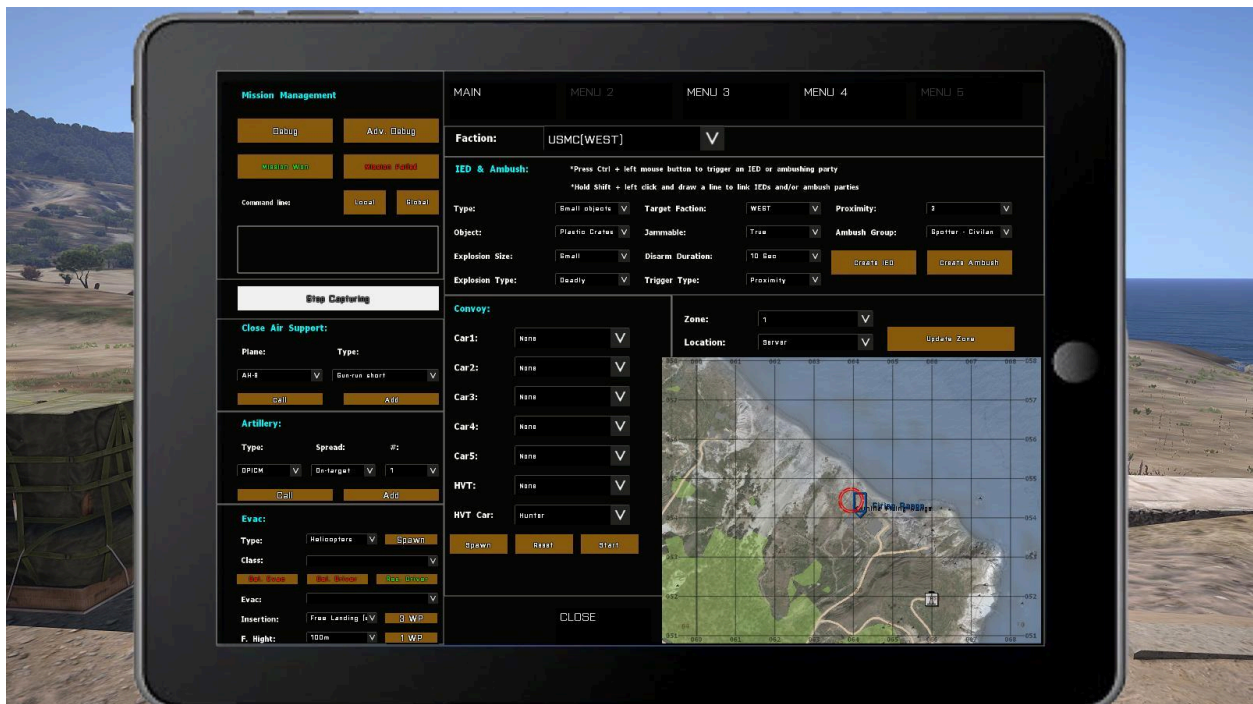
- Empty Yes/No - No spawns an empty vehicle, usually for aesthetics, but sometimes the AI will jump in and use them, so make sure you don't spawn anything that you don't want the AI to use.
- Name - You can name the unit, not used for our purposes
- Init and Presets - These two go together. Under the presets dropdown you get many pre-set init commands. The most commonly used two are "Stand Up" which will make a unit stand up, and "Set Fuel - Empty" which will make a vehicle stay in place (for a roadblock or other reasons). To use these presets, select one in the dropdown menu then press the "add" button. This will add the script to the unit's init, then press apply and the menu will close and you can place the unit. **Remember: If you are placing infantry into structures with the 3d editor, ensure you give them either the kneel down or stand preset. The reason for this is that if a unit is prone in a building, bad clipping errors often occur and they can stick their weapons through walls or floors and fire through the buildings. Additionally if they are manning fortifications, they should be standing or kneeling to defend/engage targets.**
- Spawn - You can spawn a unit under the server's control, or under headless client control. Since we do not use headless client this section does not apply.

Once you have chosen a type of unit to spawn, click apply, then close the menu. The unit you selected will be under the red dot. To place it, press spacebar. To change it's elevation, use your scroll wheel. To finitely change it's elevation, press shift for "finite elevation". Lastly, to rotate an object, hold ctrl and use mouse movement.

Once placed, these units will show up on the group generator tab for the appropriate faction, and can be given waypoints.

Practical exercise 5 - Place units with the 3d editor. Practice adding presets, rotating, changing elevation, and spawning full and empty vehicles.

## Menu 2



Menu 2 has few features that will be used. For 15th purposes the following features from menu 2 are not utilized: Close Air Support, Evac, and Convoy. Furthermore, the only option under Mission Management that is used is the “Mission Complete” button. The mission complete button brings up a mission success screen and ends the mission. Ensure you do not click mission complete unless the mission is complete and debriefing is done or you will end the mission prematurely. The main features from Menu 2 that are utilized are the “Artillery” and the “IED and Ambush” sections:

- Artillery - This menu is used to simulate the enemy utilizing mortars and artillery against the 15th.



-Type - Here you choose the type of rounds that are going to be fired. You are usually going to

use either the HE 82mm or the HE 120mm depending on the MCC controller layout for the mission.

-Spread - You will almost always use “wide” for the spread. This option drops rounds in a roughly 300m radius around where you click to call the rounds. Do not use any option other than wide unless the MCC controller document for the mission indicates to do so.

-# - Simply, the number of rounds to call. Barrages of 10-30 are recommended, or whatever the MCC manual says.

-Call - Click this, then click on the map where you want the rounds to be dropped

**NOTE: When using artillery/mortars, they must be used realistically. The artillery pieces must be first placed on the map, and if spotted and destroyed, all artillery fire ceases for the rest of the mission.**

Practical exercise 6 - Spawn mortar tubes/artillery guns with the 3d editor, then call different types of artillery with different spreads to see their effects.

- IED & Ambush - The IED and Ambush section can be utilized for dynamic ambush purposes.  
**NOTE: The Ambush will only work passively if it is linked to an IED(Explained Below)**

<b>IED &amp; Ambush:</b>					
*Press Ctrl + left mouse button to trigger an IED or ambushing party					
*Hold Shift + left click and draw a line to link IEDs and/or ambush parties					
Type:	Small objects	Target Faction:	WEST	Proximity:	3
Object:	Plastic Crates	Jammable:	True	Ambush Group:	Spotter - Civilian
Explosion Size:	Small	Disarm Duration:	10 Sec	Create IED	Create Ambush
Explosion Type:	Deadly	Trigger Type:	Proximity		

### **To create an IED:**

-Select it's type, usually small objects

-Select the object itself(there are many options. Try to choose one that blends in with the environment but is obviously out of place)

-Select the explosion size - Use medium or large, this explosion will only be for show

-Select explosion type - This chooses the amount of damage the explosion actually does. Only use

fake or disabling unless the MCC mission guide specifies to use deadly IEDs

-Target Faction - Our faction is West, so the target faction will always be West

-Jammable - N/A for now, just leave at true

-Disarm Duration - N/A for now, just leave at 10 sec

-Trigger Type - Always use proximity

-Proximity - This is in meters. Use a proximity of *at least* 10 meters. You want to make sure the explosion touches off. Due to lag issues a vehicle could go all the way through an ied area before it is detected

-Create IED - You click on the map, which will bring up the 3d editor. Simply place the IED using



the 3d editor

-At this point, the IED will touch off once any member of the west faction is within it's proximity.

Next, you can place multiple IEDs to all touch off at the same time(daisy chain). Follow all the steps above for multiple IEDs. All the IEDs except the primary IED should have very small 22 proximities because you only want the final IED in the chain to trigger the explosions. You link all the IEDs together by holding down SHIFT and dragging them together.

### **To Create an Ambush**

-Ensure you have the proper enemy faction selected under **Faction**

-Choose the "Ambush Group" type you want. This group type is pulled from the "Infantry Groups" for that faction(Rifle Squad is recommended)

-Click "Create Ambush", then click and drag the area you want the ambush to be created and move. The units for the ambush will immediately spawn, so be sure to place them somewhere they will be hidden(behind a house, defilade, or good concealment)

### **To trigger an ambush**

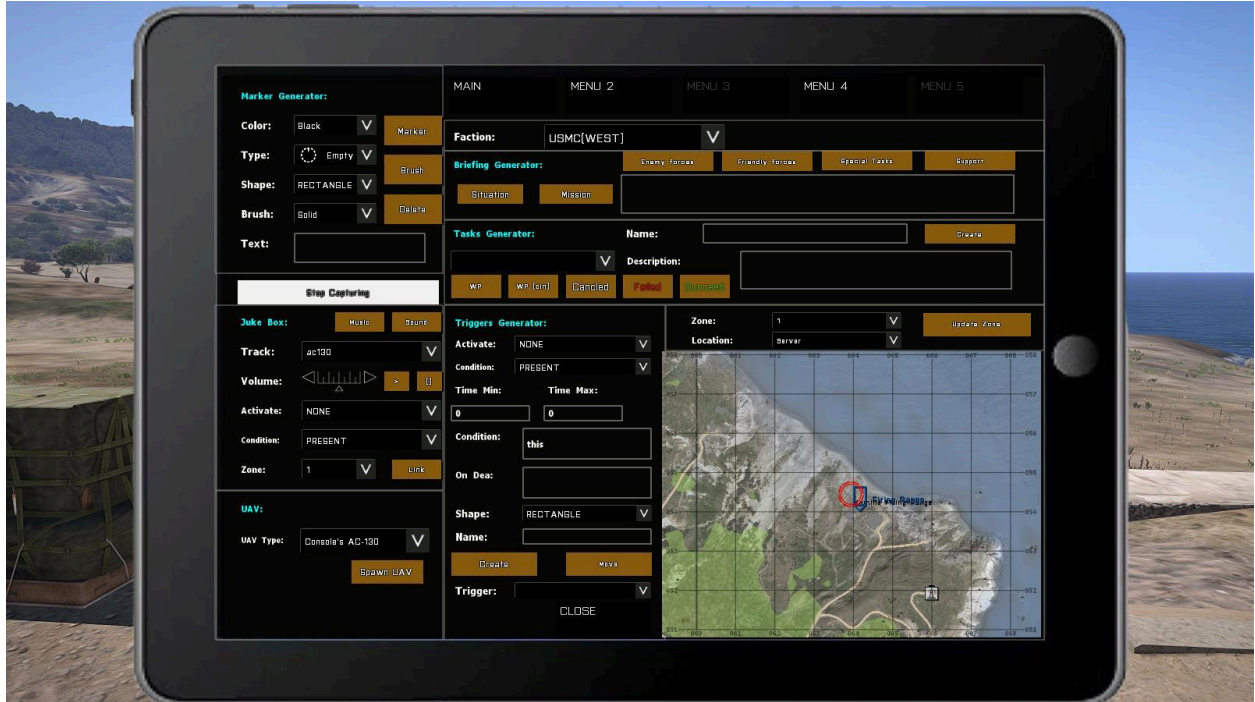
You have two options to trigger ambushes:

-Link them to the IEDs by shift+click+drag from the ambush group to an IED, which will trigger the ambush when the IED is triggered.

-Ctrl+click the Ambush Group on the map in the MCC Tablet, which will cause the ambush to trigger. If done correctly, the ambush will start and the marker will disappear from the map.

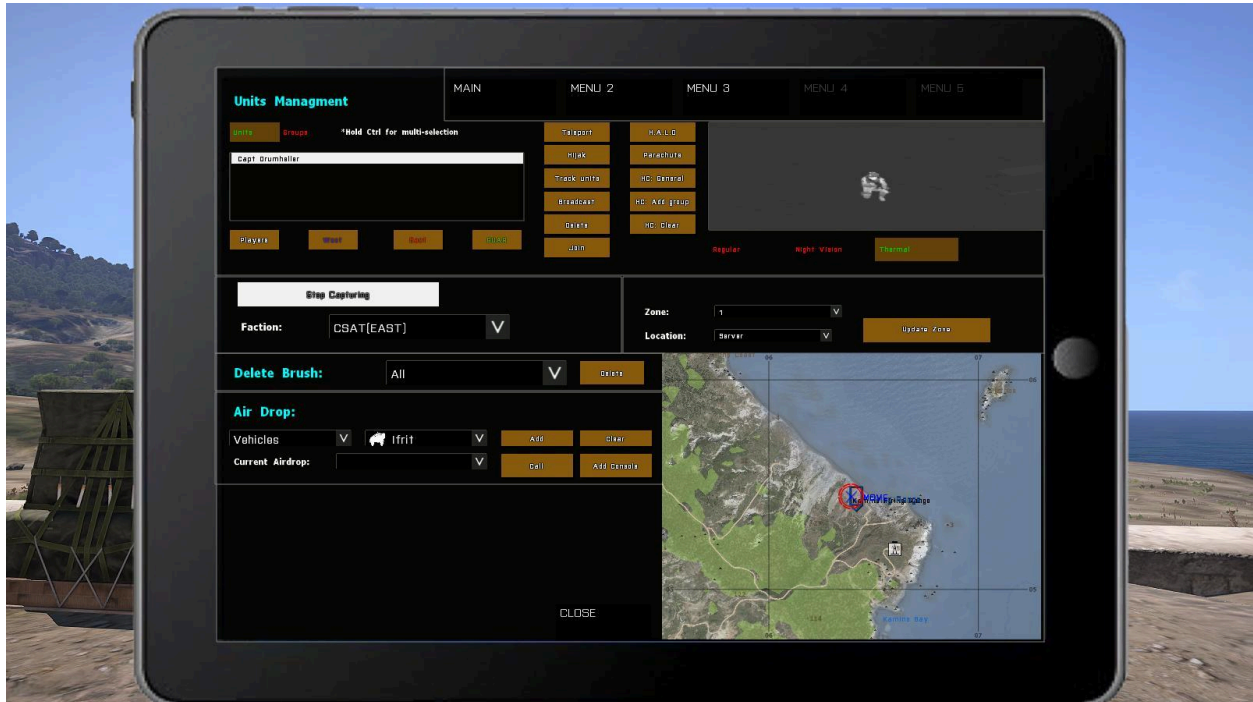
Practical exercise 7 - Have students place an IED and ensure it works. Have students place an ambush and make sure it works. Have students place multiple IEDs and ambush types and link them together, then have a friendly drive through the IED area to see the effect(s).

## Menu 3



Menu 3 has no features utilized by the 15th.

## Menu 4



Menu 4 has several useful options. Units Management and the Delete Brush. The Air Drop ability is not utilized by the 15th.



- Units Management - The units management section is fairly intuitive to navigate and use. The top tab has "Units and Groups", and the bottom tab has 3 factions plus all players. When you select a unit or group you have the following options:
  - Teleport - Teleport to a point on the map
  - Hijak - Hijack the unit and take direct control(NOTE: This will remove the unit from it's group, you cannot hijack entire groups)

- Track Unit - Tracks a unit or group and show their location permanently on your map
- Broadcast - Do not use
- Delete - Deletes the selected unit or group
- Join - Click join then click two groups or units, it will merge them into the same group
- HALO - Do not use
- Parachute - Do not use
- HC: General - Will make the selected player the High Commander for the faction he is on. Not currently used, but may be in the future
- HC: Add Group - Adds the selected group to the chosen High Commander
- HC: Clear - Removes all units from the High Commander

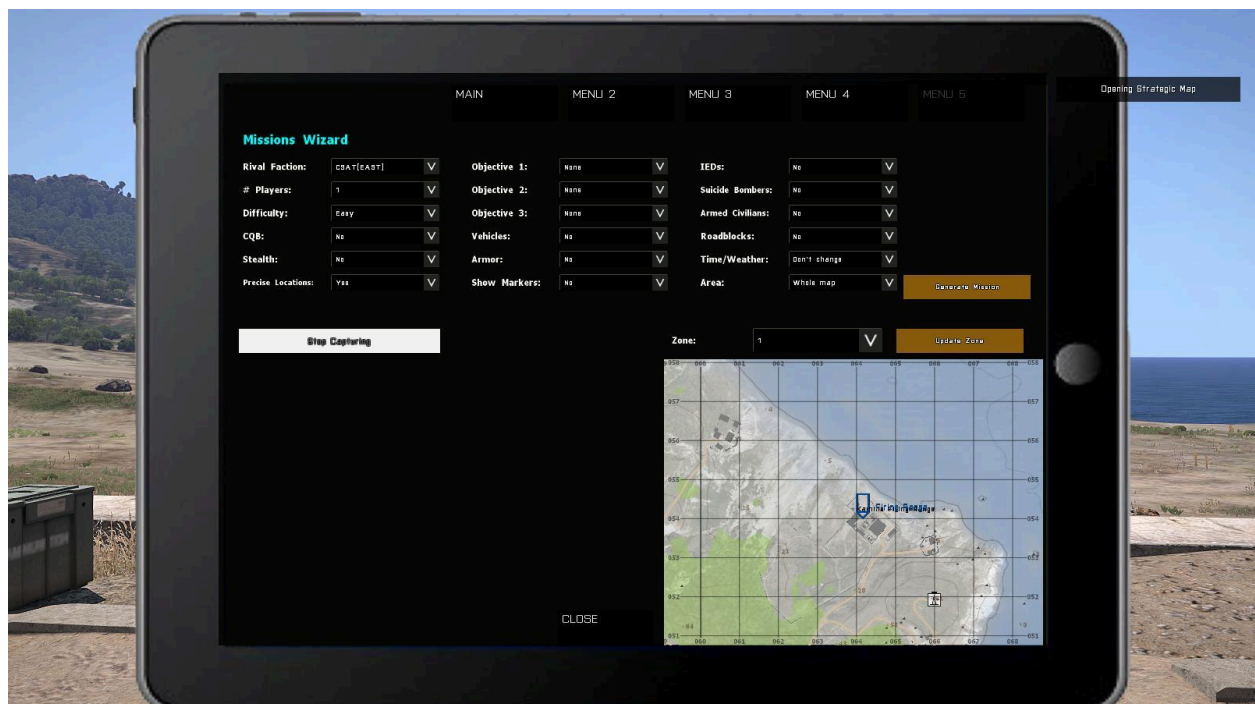
### Practical exercise 8:

- Teleport yourself using teleport from menu 1
- Teleport yourself using teleport from menu 4
- Teleport another player using menu 4
- Hijack an AI

- Delete Brush - Very simple to use - Select the types of units you want to delete, then click and drag on the map over the area you want to delete them. NOTE: If you delete all vehicles, the personnel in them will still be alive.

### Practical exercise 9 - Spawn AI in an area, then use the delete brush to remove them

## Menu 5 - Missions Wizard



r14 of MCC added the Missions Wizard. This is a very neat and useful tool, but shouldn't ever be used for an official unit operation unless specified by command. It is, however, great for team/squad level trainings.



The screenshot shows the 'Missions Wizard' interface with the following settings:

Setting	Value
Rival Faction:	CSAT[EAST]
# Players:	1
Difficulty:	Easy
CQB:	No
Stealth:	No
Precise Locations:	Yes
Objective 1:	None
Objective 2:	None
Objective 3:	None
Vehicles:	No
Armor:	No
Show Markers:	No
IEDs:	No
Suicide Bombers:	No
Armed Civilians:	No
Roadblocks:	No
Time/Weather:	Don't change
Area:	Whole map

A 'Generate Mission' button is located at the bottom right of the interface.

The Missions Wizard set-up is extremely self-explanatory. Simply select from the pre-set option drop down boxes, and once each of the selections is to your liking, click "generate mission".

There are two things to pay attention to here: IEDs and Area:

- IEDs: Do not use. The unit is not set-up or equipped to deal with IEDs
- Area: You can leave the option on "Whole Map, and the mission will be randomly generated somewhere on the entire map. Your other option is "current zone. This is the better option. You simply make a zone where you want the mission to take place, then the mission will be generated inside that zone.

There is no required practical exercise for this section, but it is recommended that this function, as with all other MCC functions, is experimented with and understood.

## **Practical Exercises**

- Practical exercise 1 - Create multiple zones of different sizes
- Practical exercise 2 - Spawn units and vehicles inside the zones created. Have some on aggressive, some on BIS default, and some on fortify. Use the garrison ability and observe its effects.
- Practical exercise 3 - Spawn a group with the group generator, then give it a series of waypoints. Spawn an air based counter-attack(helos or jets) and give them a waypoint to an area
- Practical exercise 4 - Use the box generator to spawn a box with items
- Practical exercise 5 - Place units with the 3d editor. Practice adding presets, rotating, changing elevation, and spawning full and empty vehicles.
- Practical exercise 6 - Spawn mortar tubes/artillery guns with the 3d editor, then call different types of artillery with different spreads to see their effects.

- Practical exercise 7 - Have students place an IED and ensure it works. Have students place an ambush and make sure it works. Have students place multiple IEDs and ambush types and link them together, then have a friendly drive through the IED area to see the effect(s).
- Practical exercise 8:
  - Teleport yourself using teleport from menu 1
  - Teleport yourself using teleport from menu 4
  - Teleport another player using menu 4
  - Hijack an AI
- Practical exercise 9 - Spawn AI in an area, then use the delete brush to remove them

# End Document

**Created by Capt Drumheller  
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for the 15th MEU(SOC) Realism Unit**

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