

Gridlocked: Targeting For Low Visibility

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This should be a quick explanation, but I've created a set of map overlays that will take your position and allow you to reference where to call a strike in low visibility, based on gauging distances. Let's start with the basic map.



The outside is going to be designated as Red, while the inside is designated as Green. Denoted by the grids below.





Each of these squares is fifty meters by fifty meters, roughly. They're also denoted by letter rows, and number columns.





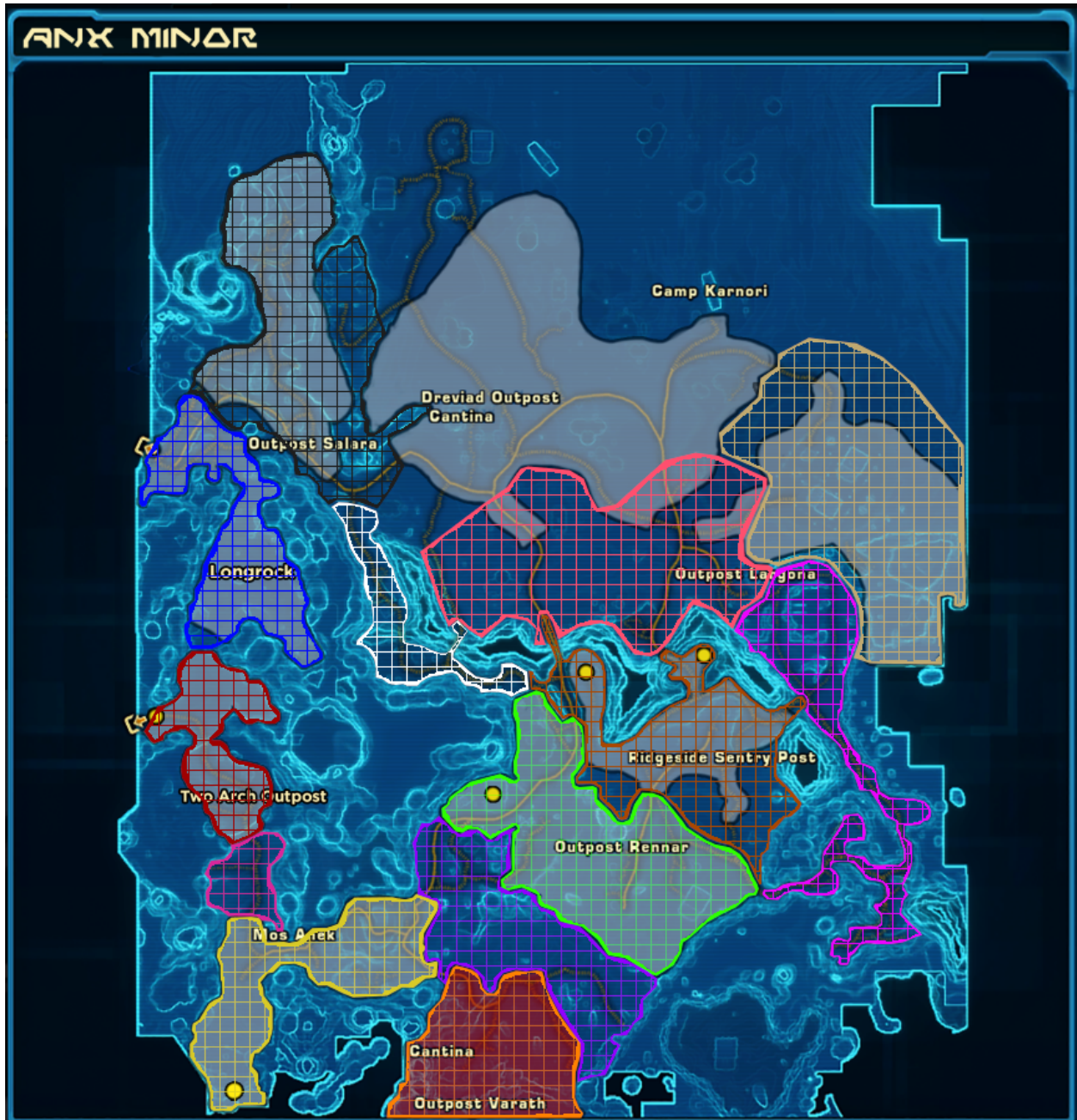
Altogether, we have our two grids.



Callouts will be by block, and given the additional targeting of Northwest, Southwest, Northeast, and Southeast. This means a callout will be able to target a specific 25x25m area. For example: my position, denoted by the yellow arrow above, would be at J6 on the Red Grid, Northwest. So the callout if an enemy was there would be: Red-J6-Northwest. This tells outside or inside, the square, and the narrowed quadrant. Sith Zevasa's Office would be Green-F6-Northeast, give or take, or Green-F6-Center if we wish to add an additional designation. The main entrance to the Barracks would have been at Green-M10-Northeast, and the Arcana Building is at Green-E11-Center.

The program for this should simply overlay on the local map of positioning, and can be expanded upon to provide the specific block.

The Battlefield



[In light of there being several sections, calls can be by color or region name: examples and color/region name sections as below.

REMEMBER THAT LETTERS ARE VERTICAL (y-axis) AND NUMBERS ARE HORIZONTAL (x-axis)]

Varath: Orange (Orange-F11-Southeast or Varath-F11-Southeast as examples)



No Man's Land: Purple (Purple-K11-Northeast or NML-K11-Northeast as examples)



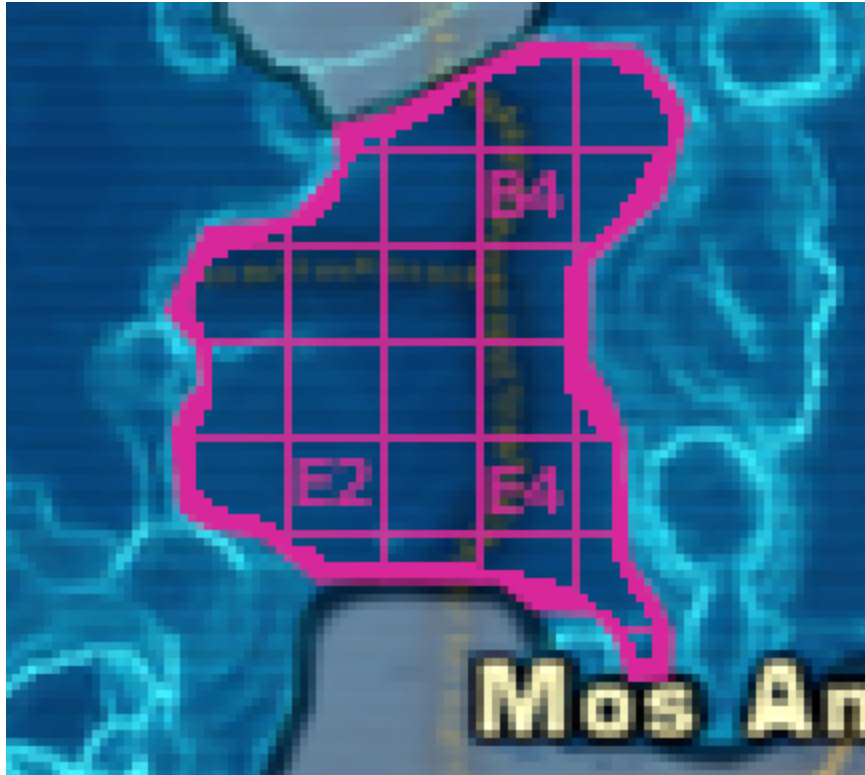
Rennar: Lime (Lime-M18-Center or Rennar-M18-Center as examples)



Mosanek: Gold (Gold-J2-Northeast or Mosanek-J2-Northeast as examples)



The March: Pink (Pink-E4-Southwest or March-E4-Southwest as examples)



Two Arches: Blood (Blood-H4-Northeast or Arch-H4-Northeast as examples)



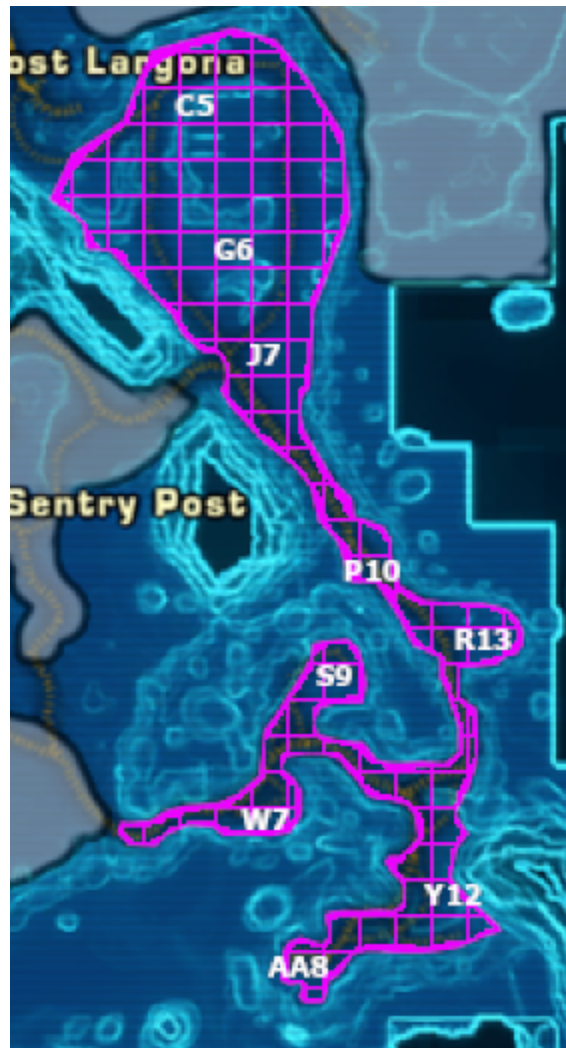
Longrock: Azure (Azure-E7-Center or Longrock-E7-Center as examples)



Ridgeside: Copper (Copper-M16-Northeast or Ridgeside-M16-Northeast)



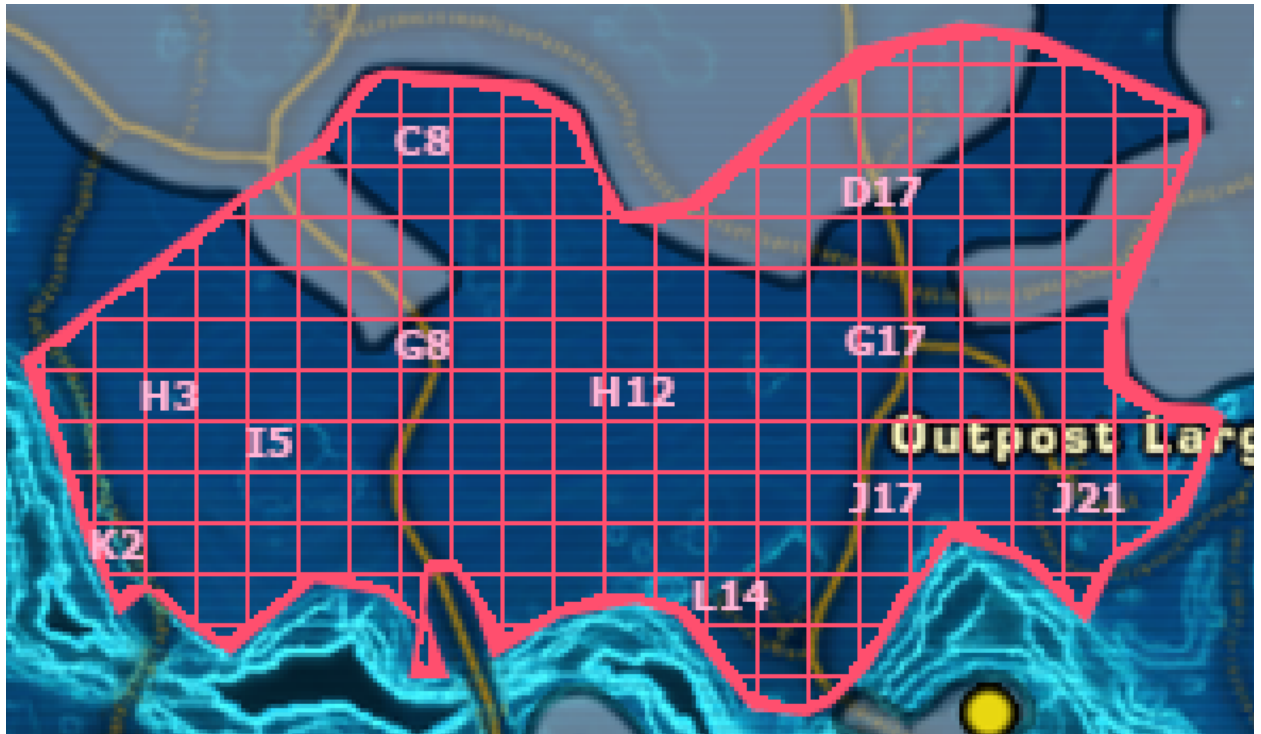
Causeway: Magenta (Magenta-Y12-Southwest or Causeway-Y12-Southwest)



Catwalk: White (White-F4-Northwest or Catwalk-F4-Northwest)



Playing Field: Salmon (Salmon-J21-Northwest or Playing Field-J21-Northwest)



Salara: Smoke (Smoke-H7-Northeast or Salara-H7-Northeast)



Largona: Sand (Sand-L8-Northwest or Largona-L8-Northwest)

