DSMC

PLAYER GUIDE

This quick instruction leaflet is made to give a fast-reading instruction for those are not familiar yet with DSMC's enhanced missions. DSMC is a server-side mod that basically adds two features:

- **Persistency**: all your actions will be saved and carried on in the subsequent mission. On 24/7 servers, for example, you will be able to see your targets still destroyed (bridges, units, etc) or your logistic actions still there (like building an FOB with ctld)... also, if the mission designer decide to use it, all the aircraft & fuel & weapons you use will be tracked and carried on the next mission;

- **Modified CTLD version**: DSMC take advantage of a modified version of the wonderful CTLD script by Ciribob that is optimized to work with the persistency feature of DSMC.

So... how many very complicate actions you're required to do? Few, honestly. To be honest, some work is on the shoulder of the mission

designer to comply with scenario design guidelines while you will only be required to follow those basic actions:

- **Avoid suicide actions**: if your mission designer use resource management system, probably your coalition will have a limited number of aircraft. If you lose too many, there might not be there in the next sortie!

- **Land only on airport or helipad surfaces**! If you land nearby or outside the taxy/runway/helipad object, your aircraft won't be recognized as "landed" and the resources will be lost!

- **Take few minutes to read the CTLD modified menu**: If you're a helicopter pilot and likes logistic, DSMC can bring it to a new level. But to be able to be a valuable resource to your coalition, you should check what can be done and what is not possible. The standard ctld logic has been deeply modified and might be different of what you know. Read the next chapter to understand it more.

- **Check strategic actions**: DSMC's persistency make ground war not only a single one-shot mission… but instead, could be a medium- or long-term game.

DSMC's CTLD version

DSMC's version is different than vanilla CTLD in those aspects:

- *Naming conventions*: DSMC version is automated, you don't need to look for specific names on units, helos or objects like "helicargo1". They are recognized using DCS categories: i.e., if it's an helicopter, then it will be able to use ctld troops transport. If it's an APC, it will be able to carry troops. If it's a truck, it will be able to load both troops and crates;

- *Weight feeling*: DSMC version integrate functions to actually add cargo weight to the helos when troops or crates are loaded. Pay attention to it if you're planning high altitudes airlift ops;

- *F10 menù structure*: DSMC version has CTLD menù placed inside the DSMC main menù, and it's much different in organization and available objects structure. It's better explained later;

- *Persistence*: templates objects and structures created with inbuilt version of CTLD will be recognized in the saved mission: FOBs will be still FOBs with full functionalities, etc.

So, the main focus point that you should know about DSMC's CTLD are in the subsequent pages. If you're a mission designer, you should read the DSMC manual: **this leaflet is done for clients only** to help them with modified CTLD functions.

This leaflet will discuss:

- Basic can/can't do informations about client's unit usage;
- CTLD menù structure and logistic rules (page 2 to 8);
- FOB layout and restrictions (page 9).

BASIC UNITS INFORMATION

As said, inbuilt CTLD is *automated*. What does this means? That every unit type, depending on its category, will be available as ctld user. Those are the main units category with their abilities (categories not named does not have recognized abilities, but still those can be set as usable by the mission designer):

Helicopters

Helicopter is the only category of DSMC that has been configured airframe per airframe to better fit the single type capabilities. So, it's going to be slightly more detailed here.

Attack helicopters can operate cargos in airlift operations, if required, using sling-load where the airframe is capable.

Attack helicopter cannot transport troops.

Types: Ka-50, AH-64D.

Assault helicopters can operate cargos in airlift operations, if required, using sling-load where the airframe is capable. And they can transport limited amount of troops, up to 7-8 infantry (squad)

This type is reserved for Mi-24 series.

Reconnaissance - attack helos can operate light cargos in airlift operations, and they can transport up to 3-4 troopers (fireteam)

This type is for the Gazelle series, and the OH-58 Kiowa.

Light utility-attack helicopters can operate cargos in airlift operations, and they can transport up to 7-10 troopers (squad)

This type is covered by UH-1H

Medium-heavy utility helicopters can operate cargos in airlift operations, and they can transport an entire platoon of troops (up to 20 soldiers)

This type is covered by Mi-8 MTV2.

Vehicles

As for helicopters, vehicles will have different abilities. To use CTLD with a vehicle, as it is now, you must "enter the vehicle" in F10 map using a tactical commander or game master slot. Once inside, there is one feature about vehicles that is really different from helicopters: every command you give to them about loading troops, dropping cargos or loading cargos… it will be executed by all vehicles in the same group at the same time.

So, if you have 4 infantry teams and a group of 4 APCs, you will be able to load them all in a single command and also drop them all together!

Let's see the available vehicle class:

APC units are automatically set as capable of transport troops, up to a squad (6-8 soldiers). Those vehicles cannot operate crates.

IFV and ATGM units works the same of APC but with limited personnel transport, up to a fireteam (3-4 soldiers)

Trucks vehicles, instead, will be able to operate both crates and troops up to an entire platoon (20 soldiers)

Trucks are basically M-818, Ural-375, Gaz-66 or similar. No support vehicles (HEMTT, APA, etc) are considered suitable for transports.

Tanks, support vehicles and other won't have any actions available for troops or logistic actions.

So, why should I use a truck if I can employ a helicopter almost five times faster?

Cause ground units in a single group can transport crates all together at once! So, for example, one group of 4 trucks can move up to 4 crates and 80 soldiers in a single trip. And that can speed-up short range logistic by an order of magnitude.

BEWARE: Crates operated by trucks needs to be dropped before the mission end or their content will be lost! (you must complete the transport in the same sortie!)

PILOTS & CA USERS MENU

With DSMC's CTLD ilots can be in the same group (flight) in DCS. All of them will have its CLTD menù inside the simulation that will work for that client only. All pilots in the same group will see others pilot's menù, and using them they will be able to perform operations for another client.

If you're a helo/plane pilot, CTLD menu is available as submenu inside the "DSMC". If you're a CA user in Tactical commander or Game master and choose an APC, an IFV or a Truck, the submenu is one only and **you might not want to enter another units in the same group** to use the menu: it might create issues!.

Here below you can see a pilot menù on the left, and a vehicle unit on the right:
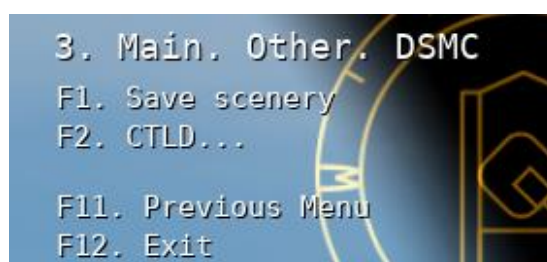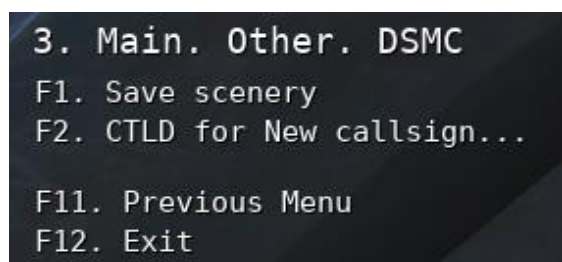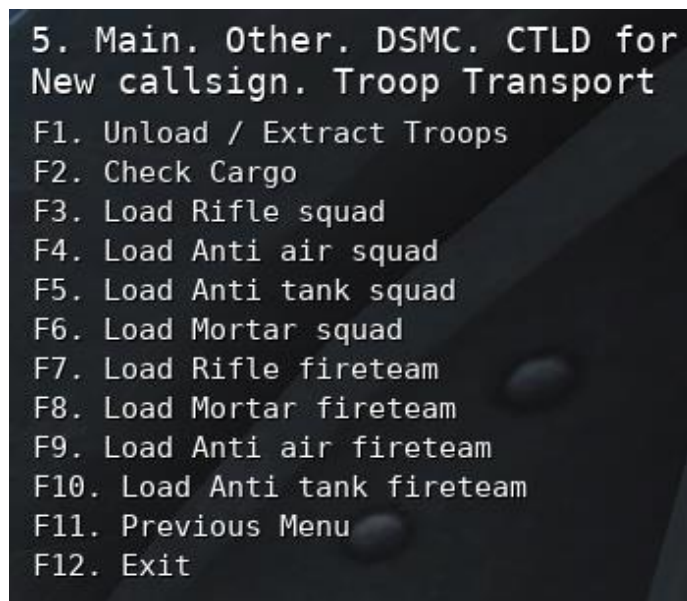

Inside the CTLD menu you will have those options:
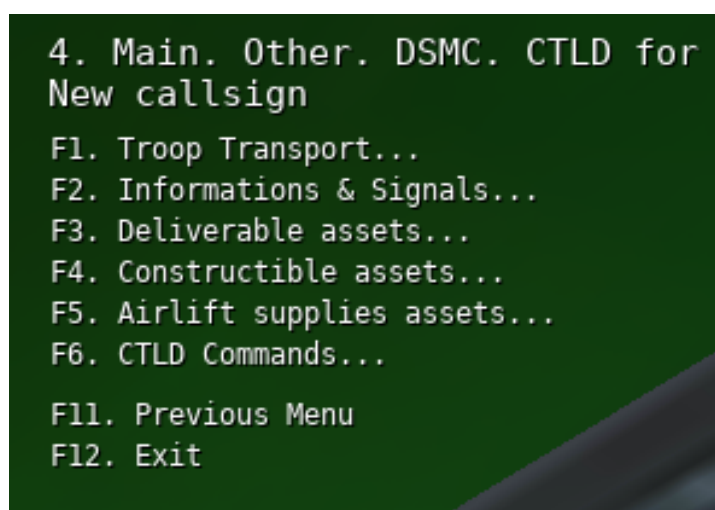
Deliverable, Constructible and *Airlift supplies* assets menù are crates related, and will be explained below.

CTLD commands is the main command execution menù, where you can for example load, drop, unpack crates list nearby FOBs & crates.

Troops transport


```
5. Main. Other. DSMC. CTLD for
New callsign. Troop Transport
F1. Unload / Extract Troops
F2. Check Cargo
F3. Load Rifle squad
F4. Load Anti air squad
F5. Load Anti tank squad
F6. Load Mortar squad
F7. Load Rifle fireteam
F8. Load Mortar fireteam
F9. Load Anti air fireteam
F10. Load Anti tank fireteam
F11. Previous Menu
F12. Exit
```

The troops transport menù is the same as per classic CTLD. The main differences are that you will be able to load a squad (7-8 soldier) or a team (4 soldier), and that when you activate the Unload/Extract Troops from a ground vehicle it will take effect for all the vehicles in the group and not only the one you're inside.

Troop transport works for everyone except for those helos w/o passengers (i.e. Ka-50)

Each soldier weights about 110 kg, and this weight is effective!

Also, all ground groups that is made only with soldiers is automatically listed as "extractable". So, if you see a bunch of soldier out there and you think that they could be vital somewhere else, you can transport them where you'd like without having to check the group name or else.

Information & signals
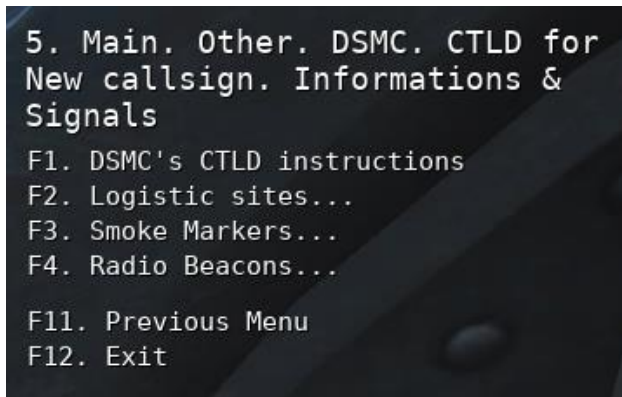
Informations & signals is there for everyone, and this menù also have a "DSMC's CTLD instruction" command that will let you read all the main instruction of this leaflet while in game, in less than 3 mins.

In the submenu *Logistic sites* you will be able to ask the position of the nearest logistic & production site if available.
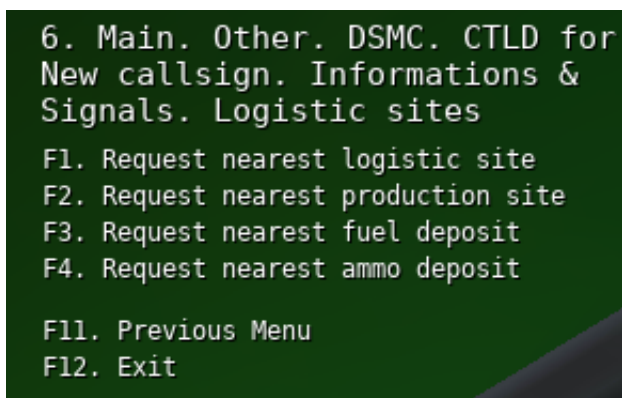

You can ask for:

- Logistic sites: Here there are warehouses (both, fuel depot & ammo depot) and FOB, and also logistic object that mission designer decided to add using ctld naming conventions;
- Production site: Those are "Workshop A" static object, used in Constructible crates objects and Airlift supplies (see below);
- Fuel deposit (or depot): self-explaining;
- Ammo deposit (or depot): self-explaining.

Smoke Markers & *Radio Beacons* menù are the same as classic CLTD: you will be able to drop, list or remove beacons or drop markers.

Deliverable assets

Deliverable assets' crates can be spawned nearby any logistic sites. Logistic sites are any already built FOB or any "warehouse" static objects. You can check nearby logistic site using *information & signals menù* (Check above).
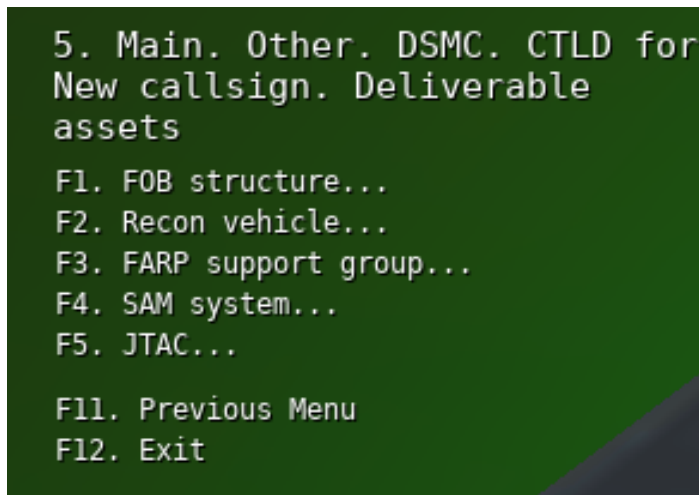
Deliverable assets are objects that you can built in the scenery using crates, and that will be retained in the saved mission.

They're divided in categories, like recon vehicles, FOB structure, SAM systems, FARP support group and JTACs. I believe there's no need to add much about them, except for the *FARP support group*.

This is a template, like for SAM system, that will end in spawning a four-vehicle group that can provide full support for FARP & Helipad. The very same vehicles are included in the Support & Logistic, but they are not grouped: this template is provided because it will be much easier to move around this group in the scenery.

You can unpack those objects where you need in the map.

Since the specific content of each category might change if the mission designer decides to dig into lua editing of DSMC files, and that is more common than you might think, I prefer to do not dig into any submenu. Check it yourself!

Constructible assets

Constructible assets' crates work in a very precise way. **They can be spawned only nearby "production sites"**. A production site is any object in the mission of the "Workshop A" type. You can check nearby production site using *information & signals menù* (Check above) asking for nearest factory.

Also, you can't unpack those crates anywhere: **you can do it only nearby warehouse objects like ammo dump or warehouses** (no, FOBs won't work).

Why? Because those objects are all "movers" platoon (3 units each) and they are expected to be moved by someone (or some AI), of any different kind, group by categories:
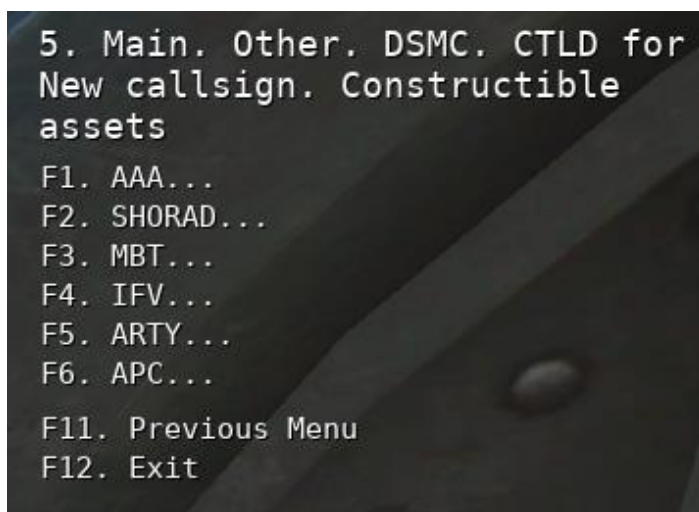
Think about them this way: they're "produced" in the factories and you are the *rider* that delivers the packs to the warehouse where your coalition would provide personnel to them.

In each category you will find a vehicle model type available for that country, with the corresponding crates count. If the submenu is void, it means that none of that vehicle type is available. The crate number can be pretty high (i.e. 11 crates for an Abrams platoon): those number are related to the vehicle strength in life-points as DCS use them, and they can be customized by the mission designer. So expect many crates for tanks, maybe less for light-armoured vehicles.

Airlift supplies

Airlift supplies are crates divided in three subcategories: repair, fuel & ammo.
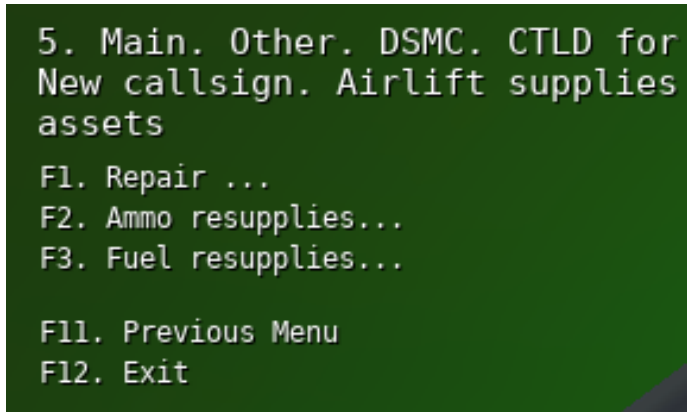
Repair crates

The repair crates are utility crates of 600 kg that, once delivered and unpacked nearby a damaged or incomplete FARP support group o SAM templates, will restore the group at full functionalities.
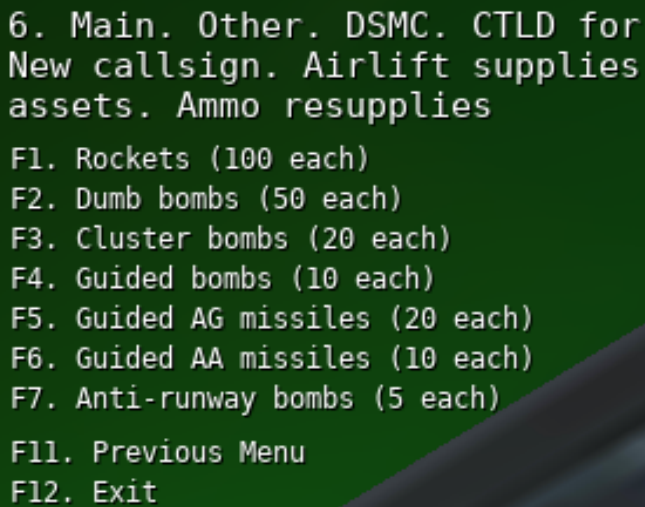
Rearm & refuel crates

Fuel and ammunition crates are different than any other: you can recognize them because they are ammunition pack or fuel tanks. Those crates must be delivered within 150 m from the centre of a helipad or an airbase… and nothing else.

You don't need to unpack them. When the mission end, each crate within the parameters will be removed and the corresponding items added to the helipad/airport warehouse. And yes, this is going to work also with FOB's helipads (see later).

Since the item are delivered at mission end (DCS limitation), it's obvious that these crates are important in campaigns or subsequent missions' scenario. But... if you're in a mission that have DSMC running, it's highly probable that this "next mission" will take place.
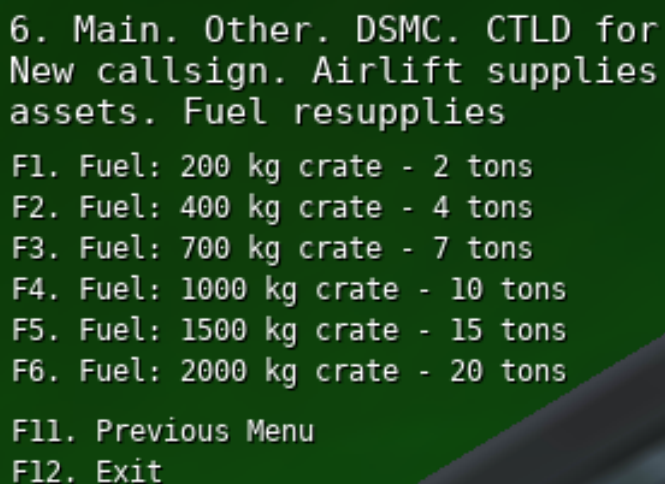
Available ammunition crates are those:

```
6. Main. Other. DSMC. CTLD for
New callsign. Airlift supplies
assets. Ammo resupplies

F1. Rockets (100 each)
F2. Dumb bombs (50 each)
F3. Cluster bombs (20 each)
F4. Guided bombs (10 each)
F5. Guided AG missiles (20 each)
F6. Guided AA missiles (10 each)
F7. Anti-runway bombs (5 each)

F11. Previous Menu
F12. Exit
```

Each option will spawn an "ammo box" crate that will deliver a fixed number of the named weapon category in the destination warehouse. The fixed number applies for all weapon types in the same category: if you deliver an AG missiles crates, 20 missiles of any air-to-ground missile will be added to the warehouse (Vikhrs, AGM-65, etc etc). The crate weight can vary between 1030 kg to 1055 kg.

Instead, fuel resupply crates are slightly different:

```
6. Main. Other. DSMC. CTLD for
New callsign. Airlift supplies
assets. Fuel resupplies

F1. Fuel: 200 kg crate - 2 tons
F2. Fuel: 400 kg crate - 4 tons
F3. Fuel: 700 kg crate - 7 tons
F4. Fuel: 1000 kg crate - 10 tons
F5. Fuel: 1500 kg crate - 15 tons
F6. Fuel: 2000 kg crate - 20 tons

F11. Previous Menu
F12. Exit
```

The crate weight varies with the delivered fuel quantity. I know, it's not that much correct, but for the sake of the simulation & player action effects on the campaign, the amount of fuel that is delivered will be multiplied with a factor (default 10). The options you choose show the crates weight and the delivered tonnage.

FOB

There are many changes between standard cltd and DSMC's one. But for you, the pilot, the most important might be the one about FOB. Since DCS allow that, FOB now made of:
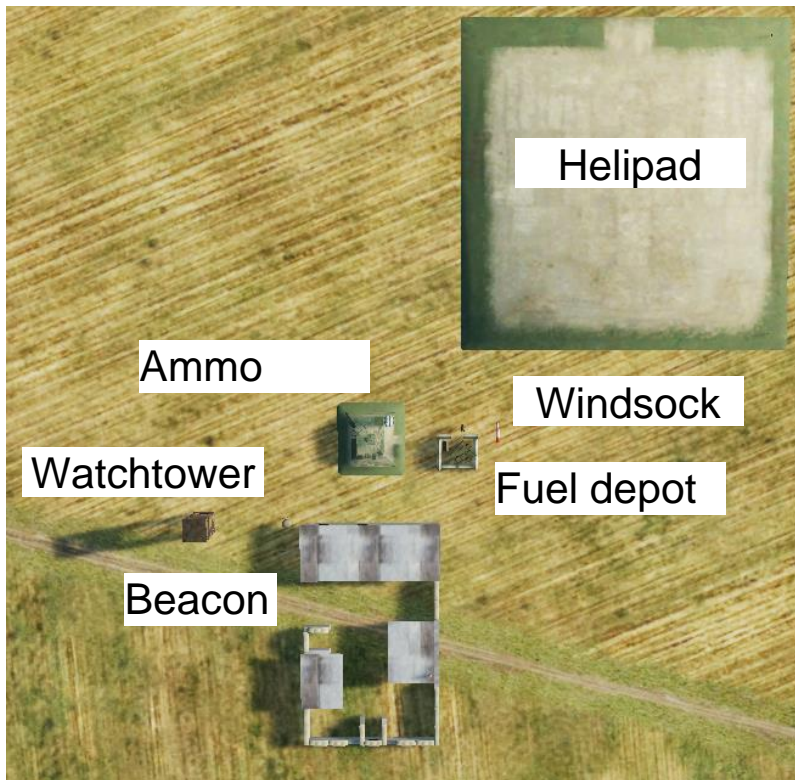
Its size is about 90 x 90 meters, and the center of the helipad is 60 meters from the outpost bearing 030. Since there's a helipad, beware of the terrain shape when placing the FOB crates!

Once delivered, due to a current DCS bug, the helipad won't work till the next mission. When it will be fixed, the helipad will work and will be unrestricted in any of its items till the end of the mission.

In the subsequent mission, if the mission designer is using the warehouse system, the FOB's helipad won't have any item or fuel. To provide a "basic" fuel & ammunition stock you can still deliver the necessary additional supplies using airlift crates in the same mission you build the FOB, and those will be added to the helipad warehouse (see above).

Aircraft, instead, won't be available unless you land there.

STRATEGIC ACTIONS

If you move forces to a city, those will be there in the next mission.

If you destroy a bridge to prevent transport crossing, that bridge will stay destroyed in the next mission.

If you destroy airport warehouses & fuel tanks, those will prevent aircraft to be used in the next mission.

If you surround a static object of the other coalition (within 1 km), in the next mission it will change to your coalition.

If you conquer a FARP or airbase, then it will stay on your coalition.

If you create FOBs or SAMs, they will stay there in the next mission.

Those actions, coupled, make ground effort valuable. While you might be flying a mission in your F-18 or Ka-50, one Tactical command can deploy MBT, build a FOBs in one single trucks transport, cut out a logistic route with artillery. All at the same time. That can shape the battlefield as much as you do attack the enemies.

Even simple flights from a far airbase to FOB nearby the FLOT can change things in the subsequent mission.