

CARGO MISSION TYPES / INFO

- ❑ **** Cargo capable units have 3 main **CAPACITY** values PLUS a general **SIZE** and **all are required** to determine if they can fit into a unit. 3 main are MASS / AREA / PAX . The general SIZE is → Personnel, Small, Med, LG, VY LG

TYPE OF CARGO MISSION

1. **DELIVERY MISSION INFO**

Use DELIVERY Missions to **Move Units to the map** . **Must use REF POINTS/Area**. Cargo can be **units** or **containers** w/ammo (which create a fwd arming/refuelling point to resupply ground or even air units). Cargo delivered this way will appear onto the map as useable units (often as Landed Detachments). Containers unload to map the contents appear as usable FWD Arming or Ammo Dumps which are very useful. HINT: if a truck is nearby it can move the ammo to anywhere it's needed. DELIV Missions are better for **Helicopters and Paradrops** (vs Transport/cargo aircraft as the larger aircraft without airdrop can only "deliver" to airbases.)

MAKING A DELIVERY MISSION

- Make/Select a Ref Pt ZONE
- Select Add new mission (Cargo, Deliv)
- Select units to assign to mission, or can do it later

NOTES:

- DELIVERY missions move existing units around the map or to bases where they are put into the unit's CARGO but can then "unload" to the map
- Some units won't deliver because they are too high. Hit HOVER and LOWEST ALT
 - May need to hit UNIT ORDERS→ Unload Cargo but usually they auto deliver the goods.
- Sometimes need to **TURN OFF TERRAIN Following** to allow unit to drop.
- Munitions Depots or Base magazines must be within **500 m** to be able to Resupply a ground unit (Stryker, arty etc)
- Can shoot while resupplying!
- Containers unload to FWD Arming depots if >2nm from an existing magazine or if <2nm will unload to the existing magazine! 😊
- UNITS can be told to pickup/drop CARGO at any time/location vs simply following their cargo Deliv mission.
- RHIB can only take personnel generally (7m = 6 persons). The 11m can take 8 persons and 1 ton and 1 sq meter.

2. **TRANSFER MISSION INFO**

Use TRANSFER Missions to **put weapons INTO a BASE Magazines** so they can be used by Airplanes in loadouts... or to **move combat units to another base** , which then allows you to "unload" them to become units on the map (or transfer again to another location....say via ship. Best used to move units already in "Cargo" state and to move ammo to re-arm a 2nd bases' magazines, but it's flexible. **Must select a target BASE/PORT to create the mission with an appropriate destination.**

MAKING A TRANSFER MISSION

- Select TARGET base to transfer to
- Select Add new mission (Cargo, Transfer)
- Select if able units to assign to mission if not do it later

- On “Mission Settings” tab
 - Select “Automatically unpack container content at destination”
 - Check “Station throttle” bug often defaults this to “Afterburner”
 - Check the “RTB on Completion” tab top right if desired. (checked by default)

NOTES:

- TRANSFER mission moves units or containers with ammo *in CARGO* to another **BASE or ammo depot/armoring point**.
- units can airdrop or land & auto unload *units into CARGO* at a new base (units) *or into mags* (ammo)
 - Units in cargo can then be “Unloaded” to the map or left in CARGO.

If UNITS Transferred: (Nasams, TOW, Inf platoon, artillery.... Etc)

- If landed at base or airdropped close (less than ~ 2nm) they will enter the base as CARGO to
 - 1. Remain in CARGO for further transfer or later use.
 - If it's a built base (not a single-unit base/airfield) the CARGO will be in one of the large buildings, hangars. **You may have to select the individual building** to interact with them.
 - 2. Unloaded (de-aggregated) to the map and used as units
- If more than about **2nm** from the base on an airdrop, units may not enter CARGO at the new base but be de-aggregated to the map as individual or combined “units” to be used as normal.
- These units can enter the base as CARGO if desired by selecting the base and clicking “Unit Orders” > “select unit(s) to pickup”

IF CONTAINERS Transferred: (Which only carry munitions or fuel)

- **Ammo** arriving to the new base in Containers
 - If air dropped >2nm away will go into a separate and new de-aggregated “FWD arming” unit or “ammo depot” which may be usable at the airfield (Unit may need to “merge” UNIT Orders→Merge menu.)
 - If landed at the airfield/port then it will enter the base as AMMO or Munitions! And be placed into base Magazines for use by the bases aircraft or ships.
 - **If Magazine has no entry/record for the ammo type, a “generic” magazine will be created and will show under the “GROUP WEAPONS” for the base itself, but would still be available to A/C at the base for loadouts.**
 - **These Generic ammo entries can be “transferred” to the main magazine (and disappear from the GROUP WEAPONS) using the cargo menu TRANSFER IF the main magazine has an entry for the weapon and it has enough empty slots to receive them.**

NOTES: Once unloaded at the destination, the planes will then RTB **empty, leaving the containers behind**.

NOTES: Consider Loading as CARGO the empty Containers to bring back to source base for further use.

This could mean they don't RTB and land again and unload again at the target base though.

3. OTHER CARGO OPS (Pickup)

MAIN INFO: You can fly a HELI or send a ship or have a fixed base “Pickup” map units like artillery, tanks, etc and they will then become part of that A/C/Ship/Bases “cargo”. It can then be transported and unloaded as needed via manually directing the unit or assigning them to RTB or to one of the two cargo mission as above.

How to RESUPPLY Airbase/Non-ship Magazines (Munitions) example, Single Unit Airfield

1. EDITOR: Make sure SENDING Airfield has a **magazine** full of weapons (Quick and easy is Carrier Mag) AND has **CONTAINERS** in CARGO... (use "EDIT CARGO" and place empty Containers onto the sending Airfield or Port.)
 - a. The magazine will provide the munitions that go into the containers that are used to move munitions.
2. EDITOR: Add other, non-munitions cargo? (Tanks, IFV, large units...) assuring size, mass, area, pax values align
3. Select/highlight the RECEIVING Airfield on the map and then CREATE a CARGO TRANSFER MISSION
4. ***** Select "AUTOMATICALLY UNPACK CONTAINER AT DESTINATION" *****
5. Option: Select Ground units Self Transfer (Allows motorized units to drive vs getting flown, uncommon).
6. Option: Select ALL Ground units will attempt to transfer if desired. Usually NO on this.

NOTE: At this point the only thing that can be sent is the empty Containers or non-munition ground units which are many, like tanks, SAM's, Trucks... etc. But we are focusing on Ammo so Containers...

7. Fill the containers with munitions (otherwise the Cargo AC will carry the empty containers and drop them off). This will only work if the airport has a magazine with munitions in it!! (Fill the mags using the editor or fill them using this actual procedure by flying in munitions from another airport to populate munitions to the mags!!) Does NOT work on ships (see below)
 - a. Select the airfield with the cargo & airplanes that you wish to use as a starting point to transfer elsewhere
 - b. On the right SideBar Under unit status Hit "Cargo→ Containers (Containers button at the bottom)
 - c. Fill the containers with the munitions you desire *be sure to hit "Confirm"* at the bottom!
 - d. The container can now be loaded onto A/C at the airfield. Hit F6 at the airfield with the Cargo.
 - i. Select a cargo aircraft with an appropriate cargo loadout
 - ii. Select "Cargo Ops" at bottom.
 - iii. Select the container loaded with the ammo you just put into it and load it into the cargo A/C
 - iv. Load more filled containers (ammo) or non container units as desired in the cargo A/C
 - v. Select "Confirm" at the bottom!
 - e. Wait for them to load, assign them to transfer mission.
8. Select "Move all cargo from all sources" checkbox if wishing to fly continuously until all Cargo is transferred
9. AC will remain at Receive Airport unless checkbox "RTB" is selected (2nd page, right side)
10. Consider bringing back to original airport the now empty containers if RTB is chosen (Must manually load the containers) Units fly back and forth until empty if "Move all" is checked, transferring even empty containers!
11. If wishing to NOT transfer ALL (recommended) then you can manually check which units or containers should be transferred and the assigned A/C will continue to fly missions until all checked items are transferred.
12. Generic Magazines are created at the receiving airbase and are usable for their aircraft or ground units (SAMs, IFV's... etc). Non container units can be further transferred or sent to the map to run wild.

How to RESUPPLY SHIP Magazines (Munitions)

- YOU MUST **CREATE A TRANSFER CARGO MISSION** : TARGET THE DESIRED SHIP (click on it and create a Cargo-Transfer mission.
- The Base Supplying the ammo MUST HAVE CONTAINERS, use the editor or fly them in from another base.
- YOU MUST SELECT **"AUTOMATICALLY UNPACK CONTAINERS AT DESTINATION"** in the *mission settings* as above
- **YOU MUST HAVE MATCHING WEAPONS RECORD IN THE SHIPS MAGAZINES WITH EMPTY SLOTS TO RECEIVE EACH MUNITION** ie. If you want to transfer an Aim-9x-2... the **target ships magazine must have Aim-9x-2 empty slots.**

- **This means you can't resupply a ship with FULL magazines or with weapons not already in their mags.**
 - **1:** THE MUNITIONS WILL GO INTO THE SHIPS MAGAZINES AND BE AVAILABLE FOR "RELOAD" TO THE **SHIPS WEAPONS** ("no reloads available" will disappear & UNIT WEAPONS will show increased munitions), this for things like ESSM or RAM, 5 inch gun rounds etc..
 - OR>>>>>>

- **2:** WILL GO INTO THE CARRIER MAGAZINE AND BE AVAILABLE TO THE SHIPS AIRCRAFT (loadouts)

CARGO OPS FOR GROUND UNITS (Rearm/Replensish)

NOTES

- Trucks can be loaded w/ Containers full of ammo from bases or FWD Arming depots. Use Cargo button → Transfer. Again, Containers are required to transport munitions via truck.
- You can OFFLOAD trucks to the map (New FWD Arming Depot) or to an existing base or depot (into magazines).
 - o To go drop to the **MAP** you must be > 2nm from a base or depot then, use **Unit Orders→ Unload**.
 - o To drop to a **depot or base** ie. Fill a depot/bases magazines use **Cargo → Transfer**. You can see the nearest base/depot *if one is within 2nm* and then transfer some or all, allows more control/choice.
- To **REARM** use **Unit Orders→ Replenish→Rearm/Refuel MANUALLY** (Automatic is spotty, update, working better in 2026 versions). Unit then rearms all available weapons from the depot/base magazines.... If none you'll get → "Failed... no suitable fuel or stores..."
- **Unit Orders→Split (or Merge)** is how you can combine ground units and have them function (vs using the "G" key) AWESOME!! If a Radar & a launcher land in separate units, they often won't work... but "Merge" them & Boom, a working SAM!
- **Many munitions are unit specific!** A 25mm/75 round has MANY variants, ones that work for Bradleys don't work for LAV's! Quick way is to look at the unit and see how many 25mm rounds it takes (Most Bradley's are XX and most LAV's are 35).... You'll see in the munitions → 25mm/75 Bushmaster Mod1 an entry with a capacity of /35 and you'll see one with /25. That's how you can know. (Works sometimes, not foolproof, investigate further)
- *Can now get the actual gun loads by using the database, selecting the unit (match the #) and selecting the highlighted link to the rounds, it'll also have a number that is in the cargo database so you can then load the right one.*

MY GENERAL CARGO NOTES AND REMINDERS

- Boats on transfer missions Dock to the Naval base & it takes about 4 hours for them to turn around. They drop the items to cargo or if weapons, to the magazines (if that option checked in the mission choices) & a mag nearby.
- Cannot move ships magazine weapons INTO the containers?, so ships magazines can't resupply other ships/bases.
- Port/Base/Depot magazine will have "Munitions" in mags, this is best place to put stuff, won't show up in right side "UNIT STATUS→GROUP WEAPONS" and is still usable for the base or for Cargo.
- In CARGO select or edit.....If you select US units you get SHORT tons and Sq Ft. (Don't do it) vs Metric tons and Sq meters.

NOTES ON CARGO Units by TYPE (Mounts, Facilities, Ground units)

In Command: Modern Operations (CMO), the terms mounts, ground units, and mobile facilities represent different levels of abstraction for land-based combat, ranging from specific weapon systems to moving groups of vehicles.

- Mounts are individual weapon systems (guns, missile launchers) installed on a unit, carrying "ready" ammunition.
- Ground Units (often called "Mobile Facilities" or "Vehicles" in older implementations) are moving, often grouped,, land-based entities that can be transported and assigned to missions, functioning like naval ships with sensors and fuel.
- Mobile Facilities are a legacy term for ground units that function as a moving, multi-aimpoint "facility" rather than a fully simulated individual vehicle.

1. Mounts

Mounts are not independent units, but rather the components that launch weapons.

- Function: They hold weapons (ready ammunition) and are assigned firing arcs.
- Examples: A 120mm main gun on a tank, a TOW missile launcher, or a 30mm autocannon.
- Attributes: They are installed on a platform (like a Tank Unit or a Ship) and are linked to fire control sensors.

2. Ground Units (Modern)

These are fully simulated, individual, mobile entities (e.g., a single tank, a single truck).

- Function: They can move, shoot, and have their own fuel, sensors, and armor.
- Mobility: They can be transported via cargo functions on ships or aircraft.
- Representation: In the database, they are categorized under "Ground Units".

3. Mobile Facilities (Legacy/Alternative)

Before specialized ground unit updates, ground forces were often modeled as "moving facilities" or "vehicles".

- Function: These are often represented as a "group" of vehicles (e.g., a platoon) acting as a single aimpoint or a small set of aimpoints.
- Difference: Unlike modern ground units, these older "facility" types often behaved more like ships moving on land and were sometimes less capable of individual, autonomous behavior.
- Advantage: These are useful for backward compatibility, but modern "Ground Units" are preferred for better simulation of individual vehicle logistics.

Summary of Key Differences

Feature	Mounts	Ground Units (Modern)	Mobile Facilities (Legacy)
What is it?	A weapon system (gun/launcher)	An individual vehicle/squad	A mobile "group" (unit)
Independent?	No, attached to a unit	Yes, acts as a unit	Yes, acts as a unit
Mobility	Moves with its host platform	Fully mobile, uses fuel	Mobile, but behaves like a vessel
Targeting	Fired by a unit	Targeted as a unit	Targeted as a unit
CMO Role	Component (Component level)	Active unit (Platform level)	Older unit simulation type

Key Takeaways for Gameplay

- Ground units are now designed to be fully loaded and unloaded onto ships or aircraft for assault missions.
- A "unit" (like a BMP-3) is made up of multiple "mounts" (the turret, the autocannon, etc.).

- Mobile Facilities are still useful for representing larger, abstract groups that don't need independent, individual vehicle simulation.
- Ground units should be used when you need to track individual fuel and damage for a vehicle.
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SOME GOOD GROUND COMBAT UNITS TO CARRY AS CARGO (Non US Metrick Tons/Sq meters)

NOTES: Most or ALL APC/ICV types that have CARGO are Personnel max size, so area and tons are less important
 Units without CARGO listed are not capable of carrying cargo
 Size is their size as CARGO.... Some are too large to easily transport

NAME	SIZE (Met Tons; Sqm)	NOTES	on Map Cargo ability
Avenger SAM #3551	S 6.00t 20.00 8 PAX	16x FIM-92E B1 3nm; 20x 12.7mm MG; IR	
Avenger SAM #751	S 7.80t 21.58 4 PAX	16x FIM-92C 3nm; 20x 12.7mm MG; IR	
ACV-30 #20 Gnd Unit	M 34.93t 28.52 3 PAX	2xFGM-148 Jav; 2xFIM92E; 20x30mm;	Cargo 1.2t/1.92/12
ACV-C # XX Mech Inf	M 32.21t 28.52 3 PAX	2xFGM-148 Jav; 2xFIM92E; 7.62mm ;	Cargo 0.7t/1.12/7
ACV-P # XX Mech Inf	M 34.93t 28.52 3 PAX	2xFGM-148 Jav; 2xFIM92E; 20x12.7mm;	Cargo 3.0t/19/13
ACV-R # XX Mech Inf	M 32.21t 28.52 3 PAX	20x 7.62mm	Cargo None
Armored Pers Carrier #49	M 12.3t 17.73 2 Pax	120x7.62mm;	Cargo 3.0t /15/15
Armored Pers Carrier #51	M 12.3t 17.73 2 Pax	40mm (best for troop per ton)	Cargo 3.0t /15/15
Armored Pers Carrier #50	M 12.3t 17.73 2 Pax	12.7mm;	Cargo 3.0t /15/15
Inf Fight Veh Trackd #47	M 19.0t 17.73 3 Pax	2x Gen ATGM; 40x100mm; 25x30mm; MG	Cargo 2.0t /10/8
Inf Fight Veh Trackd #44	M 14.0t 17.73 3 Pax	210x12.7mm	Cargo 2.0t /10/8
Inf Fight Veh Trackd #45	M 14.0t 17.73 3 Pax	30x30mm; 20x7.62mm	Cargo 2.0t /10/8
Inf Fight Veh Trackd #46	M 19.0t 17.73 3 Pax	76mm	Cargo 2.0t /10/8
Inf Fight Veh Wheeld #42	M 19.0t 17.73 3 Pax	40x105mm; 12.7mm; MG	Cargo 2.0t /10/9
Inf Fight Veh Wheeld #39	M 17.0t 17.73 2 Pax	210x12.7mm	Cargo 2.0t /10/9
Inf Fight Veh Wheeld #41	M 19.0t 17.73 3 Pax	30x30mm; MG	Cargo 2.0t /10/9
Inf Fight Veh Wheeld #40	M 17.0t 17.73 2 Pax	40x40mm	Cargo 2.0t /10/9
LORA SSM Quad Mount only	S 8.00t 4.00 4 PAX	? Inop 4 LORA Israeli Anti Ship/Surf Ballist Missile Inop	
SSM Plt NM-142 #3171	M 48.00t 52.00 16 PAX	32x BGM-71D; 80x 7.62mm MG Binocs	
M901 ITV #3252	M 48.00t 52.00 52Pax	20x BGM-71C Imp TOW 2nm !	
AAVC-7A1 LTVC-7A1 #467	M 29.10t 25.96 13Pax	2xJAV; 2x FIM92E; 7.62mm; HQ unit	Cargo ZERO
AAVP-7A1 LTVP-7A1 #3	M 29.10t 25.96 3Pax	2xJAV; 2xFIM92E; 40mm Gnd; MG; MechInf;	Cargo P/4.0t/64/21
AAVC-7A1 LTVC-7A1 #377	M 29.10t 25.96 3Pax	2xJAV; 2xFIM92E; 40mm Gnd; MG; MechInf;	Cargo P/4.0t/64/21

AAVR-7A1 LTVR-7A1 #466	M	29.10t	25.96	3Pax	2xJAV; 2x FIM92E; 7.62mm; Engineer;	Cargo 4.0t/64/21
LAV III(25mm/75 m242)	M	12.80t	15.98	3 PAX	Double 25mm ammo (Removed in late 2025 DB)	
LAV AD #6 Grnd U	M	12.80t	15.98	3 PAX	16x Stingr FIM-92E 3nm; 11x 25mm GAU-12/U; 7.62mm	
LAV-25 Light armord #431	M	12.80t	15.98	3 PAX	2x FGM-148 Jav 1.35nm; 35x 25mm/75; 7.62;	
LAV-AT #428	M	12.80t	15.98	3 PAX	2x TOW BGM-71F 2nm; 2x Jav FGM-148; 7.62mm NO 25mm	
LAV-6 #430	M	20.64t	25.44	3 PAX	135x 25mm/75 Bush Mod1 (12); 7.62; Smoke	Cargo: 2t/13.0/8
LAV-EFSS #427	M	12.80t	15.98	4 PAX	80x 120mm Mortar HE 3.5nm; 7.62mm	
LAV II Coyote #444	M	14.40t	17.73	4 PAX	25x25mm/75; 77x40mm; MG	Cargo: 2t/13.0/9
LAV II Coyote (Mast) #443	M	14.40t	17.73	4 PAX	25x25mm/75; 77x40mm; MG	Cargo: 2t/13.0/9
LAV -25A1 #4	M	12.80t	15.98	3 PAX	2x JAV; 14x25mm; MG	
LAV-25A2 #446	M	12.80t	15.98	3 PAX	2x JAV; 14x25mm; MG	
LAV=25A3 #447	M	18.60t	15.98	3 PAX	2x JAV; 14x25mm; MG	
LAV-6 #433	M	20.64t	25.44	3 PAX	135x25mm/75; MG	Cargo: 2t/13.0/8
LAV-AT #5	M	12.80t	15.98	3 PAX	2xBGM71F 2B; 2x JAV	
LAV-C2 #450	M	12.80t	15.98	3 PAX	2x JAV; MG	
LAV-EFSS Arty/Mortr #395	M	12.80t	15.98	4 PAX	80x 120mm Mortr; MG	
LAV-M Mortar #448	M	12.80t	15.98	4 PAX	100x 81mm Mortr; MG	
LAV OPF Hero	M	12.80t	15.98	4 PAX	8x Hero 120 Anti Land(mobile)/ship 22nm! EO/IR; 7.62mm	
LAV-R Engineer # 449	M	12.80t	15.98	3 PAX	2x JAV; MG	
Pandur II IFV #2974 Mnt	M	15.00t	15.00	6 PAX	30mm plus Spike LR (2nm) (trouble unloading, inop for Cargo) (Future SHORAD ver US Army, 20t, 30mm + many missile options)	
Pandur II APC (12.7mm) Mnt	M	15.00t	15.00	13 PAX	12.7mm more an IFV (trouble unloading, inop for Cargo)	
Strykr Maraudr SHRD2020 #3146	M	24.00	22.00	11 PAX	6x AGM-114L 5nm; 12x FIM-92E 3nm; 36x 30mm; 7.62mm Mount	
Strykr M1126 ICV #81/#82	M	16.47t	17.73	2 Pax	NONE;	Cargo 2t/13/9
Strykr M1126 ICV #87/#88	M	16.47t	17.73	2 Pax	87x 40mm Grenade 0.8nm; Smoke	Cargo 2t/13/9
Strykr M1126 ICV #83/#84	M	16.47t	17.73	2 Pax	110x 7.62mm MG;	Cargo 2t/13/9
Strykr M1126 ICV #85/#86	M	16.47t	17.73	2 Pax	220x 12.7mm	Cargo 2t/13/9
Strykr M1128 MGS #89/#90	M	18.77t	17.73	3 Pax	18x105mm 2nm; ; 40x 12.7mm; MG ; Smoke	
Strykr M1129 MC #91/#92	M	16.47t	17.73	5 Pax	80x 120mm Mortar 3.5nm ; MG;	
Strykr M1134 ATGM #93/#94	M	16.47t	17.73	4 Pax	10x BGM71F TOW 2B 2.0nm; MG; Smoke	
Strykr M1296 Dragoon #95/#96	M	16.47T	17.73	2 PAX	10x30mm; 77x 40mm Grenad; MG	Cargo 2t/13/9
M113 APC #257	M	10.39t	17.73	2 Pax	110x12.7mm	Cargo 3t/15/5

Bradley M2A3 2009 IFV #2918	M 23.00t 21.0 9 PAX	2x BGM-71G 2.5nm ; 14x 25mm; 7.62mm Mount
Bradley M3A3 IFV 2009 #2919	M 23.00t 21.0 9 PAX	E TOW; 25mm; 7.62mm, Smk Gren; MANY Sensors Mount
Bradley M2 IFV #68	M 27.60t 17.73 3 PAX	7x BGM71C 2.0nm; 75x 25mm; MG; Smoke; Cargo 2t/10/6
Bradley M2 IFV #69	M 27.60t 17.73 3 PAX	7x BGM71E 2.0nm; 75x 25mm; MG; Smoke; Cargo 2t/10/7
Bradley M2A2 IFV #70/#71	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/6
Bradley M2A2 ODS IFV #72	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
Bradley M2A3 #73	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
Bradley M2A4 #74	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
Bradley M3A0 #75	M 27.60t 17.73 3 PAX	7x BGM-71C 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/6
Bradley M3A1 #76	M 27.60t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
Bradley M3A2 #77	M 30.52t 17.73 3 PAX	7x BGM71E 2.0nm; 75x 25mm; MG; Smoke; Cargo 2t/10/6
Bradley M3A2 ERA#78	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/6
Bradley M3A2 ODS IFV #79	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
Bradley M3A3 IFV #80	M 30.52t 17.73 3 PAX	7x BGM-71E 2.0nm; 75x 25mm; 7.62; Smoke; Cargo 2t/10/7
BMPT Terminator (not V.2)	L 48.00t 29.02 5 PAX	4x AT-9 Spiral2 3.2nm; 40x 30mm; 60x 30mm grenade; 7.62

M142 HIMARs 2018 *189	N 16.20t 17.73 3 Pax	6x M31 GMLRS 45nm (Broken.. Cargo size "None")
M142 HIMARs 2023 PrSM #188	N 16.20t 17.73 3 Pax	Prec Strike Missile (Broken.. Cargo size "None")
M142 Himars 2x NSM #187	N 16.20t 17.73 3 Pax	2 NSM 184A Blk 1 (Broken.. Cargo size "None")
M142 HIMARS GLSDB #3804	L 33.00t 51.00 9 PAX	42x GLSDB 81nm! ; 3 launchers; 18 loaded/ 24 Mags; ArtyPlt
M142 HIMARS ATACMS #4097	L 33.00t 51.00 9 PAX	42x GLSDB 81nm; Same as above but ATACM's <u>Capable</u> ; ArtyPlt
M142 HIMARS ArtyPlt #4494	L 33.00t 51.00 9 PAX	42x M31 GMLRS 45nm; 3 launchers; 18 loaded/24 Mags
M142 HIMARS ArtyPlt #3384	L 33.00t 51.00 9 PAX	Same as above but ATACMs <u>Capable</u> ; 45nm
M142 HIMARS USA2025 #3438	L 11.00t 17.0 3 PAX	?? MOUNT, GMLRS ER, PrSM Sp1, ?? capable
M142 HIMARS Ukra 2023 #4082L	L 11.00t 17.0 3 PAX	?? MOUNT, GLSDB, ATACMS capable

ROGUE FIRES JLTv NSM #162	L 2.00t 17.73 0 Pax	2 NSM 184A Blk 1; NMESIS BEST , but Lrg
SSM Bty (NMESIS NSM) #4617	M 144.0t 129.6 0Pax	36 NSM 184A Blk 1; NMESIS Mob Facil (144 tons!)
HCDS 4x RGM84L #3454	L 11.00t 17.00 3 Pax	4x RGM84L Harpoon MOUNT won't unload
SSM Bty HCDS Harp #3385	L 33.00t 51.00 9 Pax	12x RGM84L; Mob Fac;
Mk 70 Payload Deliv VLS 4088	L 12.0t 12.0 6 PAX	4 SM-6 174A Blk 1B (500 nm!!!) TEL 2 datalinks (MOUNT)
Typhon VLS TEL #3333/3332	L 12.00t 14.0 6 PAX	4 SM-6 174A Blk 1B xx (500 nm!!!) 1 data link (SM6/Tomhk)

FGM-148 Jave (ATGM Tm)#2513	P	0.30t; 0.48	3 Pax	Jav's (MOUNT), Airdrop TOW is a better weapon)
SSM Plt (FGM-148x3) #2216	P	0.90t; 1.44	9 PAX	Mob Facility; basically 3 #2513 units; Airdrop
BGM-71A TOW Section #3055	P	0.40t; 0.64; 4	PAX	More range than Javelin. 2x BGM-71A
FWD Obsvr Sensor Tri #2916	P	0.30t 0.48	3 Pax	NVG + Lasr Desig (surface only); Airdrop (try 2260/2261 for air?)
Patriot SAM Bty #4302	MobF	L 42.56t 70.44	14Pax	36x MIM-104E GEM+ 86nm ; 60x MSE 65nm + MPQ65 Radar !!
Patriot M901 Baseline #110		L 11.28t 17.73	5 PAX	4x MIM-104A 57nm
Patriot PAC3 ERINT #116		L 11.28t 17.73	5 Pax	16x MIM-104F Pac3 ERINT 43nm
Patriot Pac2 GEM+ #114		L 11.28t 17.73	5 Pax	4 MIM104E Pac2 GEM+ 86nm
Patriot PAC3 ERINT/MSE #117		L 11.28t 17.73	5 PAX	8x MIM-104F ERINT 43nm ; 6x MIM-104F MSE 65nm
RADAR MPQ-65 (Patriot) #119		L 11.28t 17.73	5 PAX	AN/MPQ-65 Patriot Radar
RADAR MPQ-65 #119 Grn U		L 11.28t 17.73	5 PAX	One Radar Patriot Radar but L Size
RADAR MPQ-65 #179		M 20.00t 35.00	4 PAX	Smaller radar but MOUNT means it won't unload to map?
RADAR MPQ-64 #2803		S 2.0t ; 10.00 ; 2	PAX	NASAMS, 40nm PESA; I-Band 1990s tech (also #395); MOUNT, Veh
RADAR MPQ-64F1 #5028		S 2.0t ; 10.00; 2	PAX	NASAMS, 40nm PESA; I-Band 1990s tech; MOUNT, Vehicle
RADAR MPQ-64A4 #5901		S 2.0t ; 10.00; 2	PAX	NASAMS, 40nm AESA; I-Band 2010 tech; MOUNT, Vehicle
RADAR Ghost Eye (main) #3636		M 20.0t 35.00	4 PAX	NASAMS; 110nm Works with HML II #3115
RADAR Ghost Eye (sec) #3767		M 20.0t 35.00	4 PAX	55nm (Both are 360 deg!) (Need both or works with one?)
RADAR TPS-80 #3063 Mount		S 2.00t 10.00	3 PAX	150 nm! (Mount, does not work)
RADAR TPS-80 #3495 MobFac		L 8.00t 24.00	4 PAX	Works, but is LARGE
RADAR CEA-TAC#3308 Inop		M 10.00t 14.00	4 PAX	For NASAMS; 60nm (heavier, more range) (now Mount, inop)
RADAR Veh Gen Coast SR #1868		S 20.0t 10.00	6 PA	MOUNT but maybe useful. 25nm (19 in game), I-band, 1970's tech
NASAMS II HML Hwkei #3115		S 10.00t 14.00	4 PAX	4x MIM-120C7 20nm; AUS <u>2021; MOUNT; NoRad; SMALL Size!</u>
NASAMS III HML HMMWV #3432		M 25.00t 30.00	4 PAX	6x AMRAMM-ER 30nm; Mount; No Radar
SAM Trp NASAM II Hwkei #3222		M 30.00t 42.00	12 Pax	16x MIM120C-7 20nm ; CEA TAC Radar 40nm; Mount C-17
SAM Bty NASAMS II #3274		L 91.00t 144.00	56 PAX	48x AMRAAM-ER 30nm; MPQ-64F1 40nm MOUNT 7 radars!
SAM Plt NASAM III #3374		L 52.00t 70.00	10 PAX	24x AMRAAM-ER 30nm; MQP-64F1 40nm; Ready to Fire
SAM Plt MMLMobFac #3159		L 77.0t 100.0	14 PAX	Multi Mission Lncher w/ 18x Hellfire; 81x Rocket; 18x Aim9x
M48 Chaparral M730 1990 #9		M 13.0t 16.0	2 PAX	12 Chaparral 4.5nm ; MIM-72G; Optical Sight; MOUNT
Switchblade 600 Incher		S 1.0t; 43.06 ; 3	PAX	Precision Weapon
ATGM Plt Spike ER #3507		P 0.90t 1.44	9 PAX	9x Spike ER missiles 2nm; Generic IR
JLTV-AT SPIKE NLOS #161		S 10.20t 17.73	2 PAX	20x Spike NLOS 14nm ! Generic IR
SSM sec Osh Spike NLOS #2757		S 12.00t 6.00	4 PAX	8x Spike NLOS 14nm; IR, EO, LRF

CARGO?

FUEL BOWSER #130	MOUNT	L	25.0t	24.75	1 PAX	Provides 20,000L Diesel. (need a C17 !!)
AFARS UAV #4143		S	1.00t	4.00	3 PAX	600kt drone, TV/IR, range 165nm, datalink 50nm, From V22?
Unit 2975 Inf Plt Marine Raider		P	1.50t	2.54	16 PAX	(reduced detection range, good weapons ATGM, C-4 .5nm/.01nm/.8nm Det/Class/IR ; Airdrop)
INF Plt (Canadian Army)		P			10x	84mm Carl Gustav Rockets 0.6nm, pretty nice for INF
Spec forces		P	SAS, SBS, SEALS, RECON, ETC.			saboteur w/explosive <u>0/0/0</u> detection!!!
Norm Inf		P	1nm detection range, plenty of weapons.	.7nm/0.05nm/1.0nm		Detect/Classify/ IR Detect

NOTE: ARTY units come WITH ammo, so pretty nice. 155mm and 105mm and mortar units. They use it up fast though. Spec Ops Infantry are basically invisible, use with care.

OTHER GOOD UNITS: *ARTILLERY of all types, generally small and fairly light!* 1) 120mm Mortar, 2) 81mm Mortar; 3) Lt Armrd car 40mm AGL 3.31t, 190.83; 4,5) 105mm/22 or 105mm/37 2.20t ARTY; 6) 155mm/39 4.41t/172.2/ 8 pax ARTY; HQ-10/15/16/17; SA-20; Pantsir; SA-4/6/7/8/9/10/12/16/18/11/15/17/19/20/27/24/29; BMP (many); T-72/80/90 etc; ; JLTV 161 Spike NLOS; 213 HERO; 186 Mk19; 215 Rapier FSC (Med 3.0t, 17.73 sqm, 0 Pax);

CONTAINERS (Ammo !)

NAME	SIZE (M tons/sqm/Pax) (as cargo itself)	CAPACITY (M tons/sqm/Pax)	Filled Wt**
Pallet Container	Size S; 0.05t / 1.24 / 0 PAX	0.54t / 1.24 / 0 PAX	0.59t
Joint Mod I-Container	Size S; 0.15t / 1.48 / 0 PAX	1.36t / 1.48 / 0 PAX	1.51t
*Quadruple Container	Size S; 0.80t / 3.53 / 0 PAX	5.08t / 3.53 / 0 PAX	5.88t
*10 ft. Container	Size S; 1.20t / 7.31 / 0 PAX	10.16t / 7.31 / 0 PAX	11.36t
20 ft Container	Size S; 2.26t / 16.0 / 0 PAX	21.74t / 16.0 / 0 PAX	24.00t
**20 ft Cont OpenTop	Size S; 2.26t / 16.0 / 0 PAX	29.00t / 16.0 / 0 PAX	31.26t
24 ft Cont	Size S; 2.65t / 18.0 / 0 PAX	21.58t / 18.0 / 0 PAX	24.23t
40 ft OT Container	Size S; 3.88t / 30.0 / 0 PAX	24.90t / 30.0 / 0 PAX	28.78t
** 40 ft Container	Size S; 3.88t / 30.0 / 0 PAX	26.60t / 30.0 / 0 PAX	30.48t

** Total Weight after loaded fully = Size tonnage + Capacity tonnage.

NOTES:

- **BEST → 20' Open Top** **MOST TONS;** Use for bombs and heavy/small items
- **GOOD → 40' Normal** **MOST SQ FT** Use for large items like LRASM, SLAM, AARGM
- **** Only use 40' when you NEED > 16 sq mt, as the 20' OT carries much more weight per Sq Ft. PREFER 20' OT**
- The 20 ft TANK container holds 8916 gal / 59,524 lbs of AV FUEL (29.76t). Fuel is not presently modelled.
- All large Helis except V-22 can take 40' Containers, get all the area but reduced Tonnage as 40' are heavy.
- For C-130 or larger, 20' OT is best w/ 29.0t Cap; 16.0 sqm for 2.26t wt penalty 20t – 2.26t = **17.74t** but 16 sqm
- For C-130 2x 10' is also good at 20.32t Cap; 14.6 sqm and 2.4t wt penalty. So 20.32t – 2.4t = **17.92t** but 14.6 sqm
- For C-130 If sqft needed 2x20' OT is 58t Cap; 32 sqm and wt penalty 4.52t So 20t – 4.52t = 15.48t but **32 sqm**
- For C-130 40' is 27.45t Cap; with 30 sqm and wt penalty 3.88t. So 20.0t – 3.88t = 16.12t but **30sqm**
- C130J CAP is actual 20t/50 sqm; So as a rule (and for larger A/C in general)
- When filling containers w/munitions, mass adds (and limits) correctly, but AREA only sometimes does Often you can get 2 or up to 8x the area (**they are essentially "stacked"**). Can't find a rhyme/reason which stack though.

AIRCRAFT

NOTES: CH-53K is best blue HELI, used max slung load about 14.5t tons short range or 13t slung longer range.

For RED, Mi-26T is a Beast ! and AN-225.

CAPACITY is for the primary loadout under "LOADOUT".

NOTE: Heli "Slung" loads usually offer more SqFt but less range. Cargo only (internal) usually more range.

NAME	LOADOUT	Other Loadouts	CAPACITY	Max Container
HELICOPTERS				
CH-53K	14.5t Slung	38 Pax; 10t Slung (long rng)	Size M; 14.5t/ 30.00/ 9 PAX	40'
CH-53K	13t Slung	(Longer Range)	Size M; 13.0t / 30.00 / 12 PAX	40'
CH-53K	13k		Size M; 13.0t/ 16.00 / 8 PAX	20'
MV-22B	9t Slung	6t Cargo; Tanker; 24 PAX	Size M: 9.00t / 11.00 / 4 PAX	10'
MV-22B	6t Cargo	24 PAX ; Tanker	Size M; 6.00t / 30.00 / 8 PAX	40' but inefficient
H-47G	10t Slung	4t Cargo; 55 PAX	Size M; 10.0t / 30.0 / 8 PAX	40'
CH-47F	10t Slung	4t Cargo; 55 PAX	Size M; 10.0t / 30.0 / 8 PAX	40'
MH-60 R/S	3t Slung	2t Cargo	Size M; 3..0t / 30.0 / 8 PAX	40' !!!
HC.3 Merlin	5.5t Slung	3t Cargo, 45 PAX	Size M; 5.5t / 30.0 / 8 PAX	HC.4 MerlIn Same
H160M Guep	2t Slung	12 PAX	Size SM; 2.0t / 16.0 / 12 PaX	
NH90 TTH	4t Slung	2t Cargo; 20 PAX	Size SM; 4.0 t / 30.0 / 8 PAX	
Mi-26T or Halo	20t Cargo	80 Pax 20	Size LG; 20.0t / 36.0 / 12 PAX	40' best 10 or 20
Mi-8T Hip C	4t Cargo	3t Slung; 24 PAX	Size SM; 4.0t / 16.0 / 8 PAX	
Mi17V7 Hip	4t Slung	4t Cargo; 24 PAX	Size SM; 4.0t / 30.0 / 8 PAX	Mi171 H Same sp
Z-18 S. Frelon	5t Slung	3t Cargo ; 20 PAX	Size SM; 5.0t / 30.0 / 8 PAX	
Z-20A	4.5t Slung	8 PAX	Size M; 4.5t / 30.0 / 8 PAX	
Z-8A S. Frelon	4.5t Slung	3t Cargo; 8 PAX	Size SM; 5.0t / 30.0 / 8 PAX	Z-8L Same specs
SA.321Ga Sfrel	5.0t Slug	3t Cargo; 24x Troop	Size S; 5.0t / 30.0 / 8 PAX	
BLUE CARGO AIRPLANES				
C-130J	20t Cargo	10t AirDrop; 96 PAX	Size M; 20.00t / 50.0 / 24 PAX	40' best 10 or 20
C-130K stretch	19t Cargo	16t Cargo; 10t AirDrop; 96 PAX	Size M; 19.00t / 39.0 / 24 PAX	
C-17A	72t Cargo	102 PAX	Size LG; 72.00t / 147.0 / 48 PAX	
C-5M	120t Cargo	60t; 80t Cargo; 70 PAX?	Size VL; 80.00t /214.0 /64 PAX	
KC-10A	75t Cargo		Size L; 75.0 t/ 375.0/ 375 PAX	Fuel and Cargo
A.330 MRTT	45t Cargo		Size M; 45.0t/ 300.0/ 15 PAX	Fuel and Cargo
C-141	30t Cargo		Size L; 30t / 100 / 48 PAX	
C-2A Greyhnd	4.5t Cargo		Size M; 4.5t / 24 / 8 PAX	
C-2 (Japan)	37t Cargo		Size M; 37.0t / 64 / 24 PAX	Japan Jet
B747-400	105t Cargo		Size L; 105t / 400 / 96 PAX	Most 74 variants
B757-200	40t Cargo		Size L; 40.0t/ 147.0 / 48 PAX	No Drop
A.400	37t Cargo	25t AirDrop; 116x PAX	Size LG; 37.0t / 70.0 / 24 PAX	
CN-235 300	6t Cargo	4t Cargo	Size SM; 6.0t / 30.0 / 30 PAX	
C-295	9t Cargo		Size SM; 9.0t/ 45.0 / 45 PAX	Euro Twin TurboP
C.160NGR	16t Cargo	8t AIRDROP; 92 PAX	Size SM; 16.0t / 54.0 / 24 PAX	8t Load M cargo
C-27J Spartn	11t Cargo	6t Cargo 60 PAX	Size M; 11.0t/ 55.0 / 55 PAX	Imprvd G.222
(K)C-390	23t Cargo	13t AirDrop; 80 PAX	Size M; 23.0t / 189.0 / 115 PAX	Same as C-90
A.300-600ST	40t Cargo		Size L; 40t / 1400 / 144 PAX	Beluga Airbus

RED CARGO AIRPLANES

IL-76 MF	60t AirDrop	20t Long Rng, 190 PAX ; 50t	Size LG; 60.0t / 107.0 / 48 PAX	China; Russia
Y-20A	60t Cargo	40t Cargo, 20t AirDrop+102 PAX	Size LG; 60.0t / 147.0 / 48 PAX	China
AN-26 Curl A	5.5t AirDrop	5.5t Cargo; 38 PAX	Size SM: 5.50t / 30.0 / 8 PAX	China, Russia
Y-7H Curl	5.5t AirDrop	5.5t Cargo; 38 PAX	Size SM: 5.50t / 30.0 / 8 PAX	China
Y-9 Cub	25t AirDrop	25t Airdrop or Cargo	Size M; 25.0t / 125.0 / 125 PAX	Volume
Y-8C	20t AirDrop		Size L; 20.0t / 40.0 / 48 PAX	Large Size
AG-600 Kunlun	10.8t Cargo		Size SM; 10.8t / 114.5 / 50 PAX	AMPHIB China
AN-70	47t Cargo		Size L: 47.0t / 200.00 / 115 PAX	Ukraine
A-90 Orlyonok	30t Cargo		Size M; 30.0t / 21.0 / 50 PAX	AMPHIB Russia
An-225 Cossak	250t Cargo	250t; 275, 96 PAX	Size VL; 250t / 275.0 / 9 PAX	Russia
An-124	120t Cargo		Size VL; 120t / 161 / 64 PAX	Russia
An-22a	60t Cargo	20t AirDrop	Size VL; 60t / 147.0 / 64 PAX	Russia
An-24B	5.5t AirDrop	2t Cargo	Size SM 5.50t / 30.0 / 8 PAX	
An-30B	5.5t AirDrop	2t Cargo	Size SM 5.50t / 30.0 / 8 PAX	
An-12BP	20t AirDrop		Size L; 20t / 83 / 48 PAX	Russia
AN-178	18t Cargo		Size L; 18.0t / 200.0 / 115 PAX	Large

NOTES: Also, C-130K stretched has LESS sqm than C-130J

Airdrop in BOLD

NOTE: It appears that loading cargo takes from 20 min to 1 hr.... Containers and Personnel are fast 20 min; Tanks and vehicles are slower, up to 1 hr. Heli or C5 size.

TRUCKS

** (Mostly useful for containers and ammo dumps as many have 0 PAX capacity !!! Bug?)

NAME	SIZE (as cargo)	CAPACITY (when unloaded to map)	Container Capacity
M1074A1 PLS HEMTT #424	Size LG; 24.04t / 27.17 / 2 PAX	MED 9.00t / 16.0 / 0 Pax	20' Best Area good Wt
Mk 23 MTVR #148	Size LG; 13.2t / 17.73 / 2 PAX	SM 12t / 9.0 / 0 Pax	10' Most Wt SM Cap
M977a HeMTT #427	Size LG; 19.3t / 17.73 / 2 PAX	MED 9.00t / 16.0 / 0 Pax	20' This zero PAX find it
Mk 18 LVSr Gnd Un #149	Size L; 24.36t / 17.73 / 2 PAX	MED 20t / 16.0 / 0 Pax	20' Most Wt MED Cap
JLTV MG #183-186	Size SM: 10.2t / 17.73 / 1 PAX	PERS 2.0t / 5.0 / 4 PAX	Air-D; Quad Cont; NoCARG
JLTV GP #2168 (#2169 sim)	Size SM: 10.2t / 17.73 / 1 PAX	PERS 2.0t / 5.0 / 4 PAX	Airdrop;.. No Cargo PERS
Light Utility Vehicle #30	Size SM; 3.0t / 17.3 / 1 PAX	PERS 1.0t / 5.0 / 4 PAX	Quad/J-Mod ; NoCARG
M1161 Growler #463	Size SM; 2.06t / 17.73 / 2 PAX	PERS 1.0t / 4.0 / 4 PAX	#30 above is better
ZIL-131 #15	Size M; 6.7t / 16.7 / 3 PAXS	SM 3.0t / 13.0 / 0 PAX	10' Cont. prob best
Wolfhound HTSV #298/299	Size SM; 22.70t / 16.72 / 2 PAX	SM; 8.0t / 10.0 / 10 PAX	Air-dropable
Stryker (most variants)	Size M; 16.47t / 17.73 / 2 PAX	PERS 2.0t / 13.0 / 9 PAX	NoCARG PERS; Troops OK
Light Armored Car # 34-37	Size SM; 3.00t / 17.73 / 1 PAX	SM; 1.0t / 5.0 / 4 PAX	Light UTIL V Same
Generic Semi Trailer Truck #468	Size LG; 19.3 / 17.73 / 2 PAX	LG; 40.0t / 32.0 / 0 PAX	Huge Tons, good area.
Generic Pickup Truck #326	Size SM; 5.0t / 24.75 / 1 PAX	PERS 0.0t / 10.0 / 10 PAX	10 PAX (no Tons though)

NOTE: FUEL.... Only way (best way or is there another?) to get FUEL to vehicles is using a **FUEL BOWSER** Ground Unit #130. It's LG, 25.0t / 24.75 / 1 PAX and Provides 20,000L Diesel). It can move, pretty fast... 50kts on roads, 9kt on dirt. It's also unit 3472 in MOUNT but as a landed detachment has NO FUEL. ** The bowser is listed for 20,000 liters, and on the side bar it says "units" 20,000 so a "unit" of fuel is ONE LITER **

LCAC's

NAME	CAPACITY	# of 40' Containers	#20' OT Container
LCAC 110 #3941	68.0 t / 150.0 / 145	2xFULL (Mass); 5x Area	2xFULL (Mass); 9x Area
LCAC 1 #721	75.0t / 168.0 / 180	2xFULL (Mass); 5x Area	2xFULL (Mass); 10x Area
LCM-8 #1453	54.0t / 70.0 / 200	2xFULL (Mass); 2x Area	1xFULL (Mass); 4x Area
LCU Mk. 10 #2077	63.0t / 70.0 / 120	2xFULL (Mass); 2x Area	1xFULL (Mass); 4x Area
LCVP Mk.V #3701	8.2t / 15.0 / 35	.8xFULL 10' Conta MASS; 2x Area	
LCM-1E #2396	100.0t / 120.0 / 170	3xFULL (MASS); 4x Area	3xFULL (Mass); 7x Area

AirDrop Notes:

BLUE CARGO PLANES CAPABLE OF AIRDROP: So most C130's can airdrop 10t, airdrop-able units are mostly personnel but there are small units that can also go. The C17 = 8 tons, the C-5 zero airdrop. **A.400 can airdrop 25 tons** (37t cargo Capacity) ; C-390 Millenium can drop 13tons!; C.160 Transall drops 8t. So in order it's A.400; C-390; C-130; C-17; C.160 for US side !

RED CARGO PLANES CAPABLE OF AIRDROP: IL-76MF; YJ-20 can **Airdrop 60 tons!** Y-9 25 tons; An-12BP, AN-22A, Y-8C all can airdrop 20 tons; Y-7H Curl, An-26 Curl "A", An-24B, An-30B AirDrop 5.5tons.

Airdrop-able Cargo (partial list)

Ground Units: Mortars up to 120mm including a Humvee 120mm mortar (SLING HMMWV Hanit), Many artillery pieces both 105, 120 and 155mm, Containers (AMMO), SAM Avenger... Rapier... SAM, Humvees, small Trucks (France); JLTV; **LAV;** HMMWV; TPS-80 Gator Radar; BMD; BTR;

Facilities: AAA ZSU-23; ATGM; INF; Mech INF; SAMs (many incl; Avenger, Starstreak, Stinger; Blowpipe; FN-16, QW-1; QW-2; FN-6; Grom; Redeye; SA-14/16/18/24/29/7a/7b); Javelin; Trucks; SSM (many incl RBS 17; NLAW; LAV-OPF; Milan; Spike/ Toofan; Type 79);

Bigger items that can drop (Greater than 10 tons so A.400 only) are **LAV variants** including LAV SAM, LAV APC, **35 ton trucks** (which can then transport stuff at speed) , Mech INF Pltn LAV x4 at 57 tons!, LAV x4 SSM Platoon 57 tons

Units dropped tend to conglomerate into one Landed Det. But all weapons there and can be motorized if right units involved. EX. I dropped a 105 towed howitzer, a HMWV with 120mm mortars and an LAV SAM and it was one unit capable of 20mph with all the weapons above!!

NOTES

- Also, CARGO AIRDROP mission aircraft fly whole mission at 2000'.
- TOW and Spike JAVELIN, MORTARS, JAMMERS and likely others can do 30mph even as 'PERSONNEL'
- All personnel units that similar to "mech bde" OR "Armr Coy or "Mech inf" ETC. ARE just infantry with 7.62mm
- If it says PLT that is a platoon and is 4x as many so instead of 20x7.62mm you get 80....
- Many personnel units say "mech" but when de-aggregated to the map are not. But they can do 30mph!
- TOWED guns don't need anything to go 30mph, no tow vehicle req'd!
- Starstreak MANPADS can only walk at 5mph.... likely other manpads same.
- Towed 105mm arty that is only 2.X tons is not dropping right.... Skip it.

PATRIOT SAM INFO:

All Patriot units (M901 TEL and Radars and other) are **LARGE** exept one **(#179 MPQ-65 →22t/376.7/4... MED if using "Mount" and not "Ground Unit")** so will **NOT** fit on any Heli's or C130's. C-17 needed to get a firing unit.
BOTTOM LINE: #179 Radar (Mount) will fit on C130J but none of the M901 firing units will (all LARGE). So C-17 needed!

#179 Radar plus M901 unit #114/115 work when grouped for PAC 2. (C17 or larger)

ALL Functioning PAC-3 type units **Must go on C-17 or similar.**

- **BEST : →** Smallest unit that works is **# 4302 SAM Bty (Patriot... GEM+, PAC-3 MSE) Bahrain 2024.** It's **42.56 t, LARGE; 70.44 sqm, 14 PAX** So C-17. Comes with MPQ-65 radar and **96 missiles** !! PAC 2 and 3!
- US Patriot for C17/C5: MOB FAC #2507 PAC 2 GEM+, PAC-3 MSE with Radar....**65.12t 105.88 sqm 24 PAX**
 - o About 40 to 56 missiles !! w/radar but #4302 above is MUCH better.
- Another Good Heavy PAC 2 GEM+ LAMDIS, PAC3-ERINT MSE #3223 **88.48t 142.6 sqft 54 PAX**
 - o **90 Missiles!** Incl Stingers (6 Stinger 92E; 32 MIM104E PAC2 GEM+; 32 104F PAC3 ERINT; 24 104F PAC3 MSE) Radar is MPQ-65.

NOTES:

- BEST TO ASSEMBLE Manually into a functioning unit: → May be #114/115 Pac2 GEM+ Landis Ground unit LRG 11.28t/17.73/5 PAX plus Ground Unit # 119 MPQ-65 LRG 11.28/17.73/5 Pax, but only 4 GEM+ Pac2 missiles! Works without combing unit.
- Most/All M901 units (#110 – 117) are LARG 11.28t/17.73 sqm/5 PAX come with 4 missiles on the truck.
- #119 radar (MPQ-65) + any of #110, #113, #114, #115 all work fine. All w/4 missiles all PAC-2 GEM or GEM+
- #118 radar (MPQ-53) + #114/115 works. 4 missiles, PAC-2
- # 3636 GhostEye Main Radar (20t, 35.0 sqm, 4PAX) works with #115 launcher (secondary Ghosteye is same size,wt)
- #117 and #116 M901 versions won't function with any radar. (NO PAC-3 units "work" ... only PAC-2)
- **Most Patriots have only about 70 degrees Radar Coverage!**
- **Most used is MPQ-65 (PESA)**
- MPQ-53 (PESA) is older but good radar.
- Newer is MPQ-65A which is AESA and maybe GaN, Still limited coverage
- LTAMDS is newer 360 deg radar. AESA, GaN
-

NASAM INFO

Generally, you need a 33t NASAMS unit to be ready to go on arrival (Radar plus missiles). Otherwise, you'll have to "Build" one and it often comes with very few missiles. Most cannot fit in Helis, **but** see below.

NASAMS III HML **BEST is #3375 HMMWV** 24x MIM-120 ER 30nm and MPQ-64F1 (40nm). 57 tons. **(C17)**

- Oman and Norway Have NASAMS **III** systems with MIM120B, AVOID.
- All ER NASAMS are III and all have 64F1 Radars. NONE of the III's can take Aim-9X Only Hawkei II below
- **US has only II systems with 120B and MPQ-64 radars.** Kind of weak.

NASAMS II: **BEST is #3222 II HML (Hawkei)** 30t-42 m2; 12 PAX 16x Aim120C-7 20nm and CEA-TAC Radar (40nm) 33 tons. **(C17)**

- Other Ver. Generally comes with Aim-120B (16nm); & MPQ-64 Radar (40nm) No Aim9x,

***** BEST NASAMS for HELI CARGO *****

Best For HELI is #3115 NASAMS II HML (Hawkei) (10t-14 m2; 4 PAX) + **the #3048 (Mount) 64A4 Radar** (2t-10 m2; 2 PAX (Search 64a4). ZERO Missiles and separate radar; **Allows 4 MIM-120C-7** (Takes MIM-9x as well).... Need to Merge?.

NOTES

- Add weapons to the mags !!!!! (This works, send a heli with a container full of **MIM-120C-7** and **MIM-9x** and unload them... creates a forward rearm/refuel. Then ask the unit to rearm!. They will resupply and shoot at the same time, an unlimited magazine! Lastly, this unit carries 4 weapons only, not 4+4.... It reloads MIM-120 first and then MIM-9x. Try 2 **#3115** NASAMS II HML plus ONE **#3048 Mount Radar** . RELOAD RATE IS ONE MIM-120C per Minute!

NASAMS RADARS

CEA-OPS MOUNT #3307 (60nm) LRG 4.00t / 20.00 sqm, 4 PAX; NASAMS III (Amraam ER), also works with Nasams II HML (Hawkei)

CEA-TAC MOUNT #3308 (40nm) MED 10.0t / 14.0 sqm; 4 PAX NASAMS III (Amraam ER), also works with Nasams II HML (Hawkei) HELI capable

64F1 Radar MOUNT #2351 (40nm) SM 2.0t / 10.0 sqm/ 2 PAX; Likely for NASAMS III & AMRAAM ER or maybe C-7 Amraam. ?? HELI Capable

64A4 Radar MOUNT #3408 (40nm) SM 2.0t / 10.0 sqm / 2 PAX works with C-7 and Hawkei systems.

Ghosteye (110nm/55nm) 2 Units: Main is MED 20.0t/35 sqm /4 PAX Secondary Radar is same size. Need both for full coverage but Main alone will work for approx. 120 deg of coverage. Due to area, they need C-130 +.

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OTHER NOTES:

- Styker Stinger units Reload Stinger 92E Blk 1 Very, very fast, maybe 5 or 8 per minute!
 - o They stop replenishing/reloading after a while... so tell them to replenish again (Manually seems best)
 - It's possible automatic works, but it *may* be much slower. Stay with Manual
- NASAMS ROGUE Fires Units with RGM-184A Block 1 works, but does NOT reload/replenish. I think it's because it does not have a "Magazine". (Other units like Styker and NASAMS have magazines).
 - o If you add a magazine and then use Automatic reload, RGM-184A... it works ! But must edit the unit first.
- **** I couldn't get it to work, then it works without a magazine.... Using Automatic. ???? ****
- Nasams Hawkei and MPG-64 (no A... or F..) MUST be transported in the same unit as they "de-aggregate" to a single (landed unit) entity and sending the radar and the Hawkei in different units does not work (Tried grouping them after they were on the map with negative results). Q?? Have I tried "merging" the units?? Prob would work.
- The newer "merge" function may make the above unnecessary, test this.

SHIP to SHIP UNREP

This can be used to resupply the magazines of ships using UNREP→ ReArm . Ships can get arms **for** their own magazine (ESSM, SM2, 57mm rounds... etc) or for the Carrier Magazine which is useful for Aircraft.

Just add the weapons to the AOE ship (**no need to add a magazine**) and it'll transfer them to the Ships carrier magazine if the CVN has any **empty** weapons (Like 150/200.... So 50 more could be added). Needs to be a "supply" type ship as I tried to rig a few others to do it and failed.

*** **NOTE: DO NOT add a magazine to the supply ship and DO NOT remove or add any weapons records to the ships magazines or it'll break the resupply function.** ***

NOTES:

- ❑ Refuell (UNREP) underway from Carriers and AOE's (at least) Refuelling is relatively fast, but re-Arming/UNREP is slow. About 16 units (missiles, gun rounds, torpedoes, etc) per hour.
- ❑ Done same as Air to Air refueling.... It is NOT a CARGO operation. AOE or Carrier or other mother ship must have items in it's MAGAZINE in order to UNREP. Fuel is not an issue.

DOCKING OPERATIONS

You can dock small boats to large ones. It is very similar to loading airplanes to a base or CVN. Commonly done is the 7m and 11m inflatables on many US small and large surface combatants. Also, things like LCAC's to amphibious boats. These unit's, can then carry CARGO to and from places like piers

MINIMUM NEEDED TO BUILD A PORT

- Can deliver from ships but so far only to Single unit ports (make SU ports a part of custom ports by grouping and it's OK) (May be better now... ??)
- Make naval ports with
 - 1. Is SINGLE UNIT PORT
 - 2 Is SINGLE UNIT HELI Port
 - 3. Is SINGLE UNIT AIRFIELD
 - Combine them with "G" Group key
- OR.....
 - A large Pier
 - An Ammo revetment (better than depots and bunkers it seems??)
 - A Fuel bunker
 - Then add SU port to make it all work for cargo.
 - Combine them by making them a "Group"... using "G" Key.
 -
- It's better to put a Single unit port or naval base grouped into a custom port/pier/airbase
- Once "cargo" is landed it's at a pier or warehouse or buiding Etc. Then it goes to ammo depots and (fuel to ammo too!!!)... maybe . Should now be available to AIRPLANES at that joing/combo base!!!! (2024 Test this)

MINIMUM NEEDED TO BUILD AN AIRFIELD

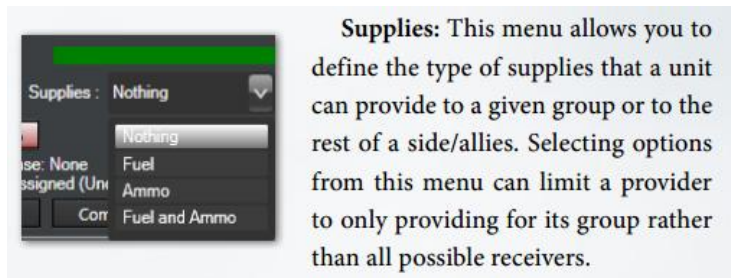
- Parking spots (Hangars, Tarmac Parking Spots, Shelters, etc. Must be the right size for the A/C intended)
- Runways (big enough)
- Rwy Access points (Big enough)
- Ammo storage of some kind (Ammo Shelter, Pad, Bunker, etc)
- Fuel Holding Facility... (Possibly not required today, but best to include for future)

NOTES ON AIR TO AIR REFUELLING IN CMO

- IMHO running AAR ops with smaller groups tends to work better.
- Recommended on the Matrix forum to use Flightplans to force tankers to stay with fighters.
- Request (again) in the Matrix Forums... that we be able to limit units fuel Take.... So a flight or mission or type

might be limited to XX lbs AND... .that it automatically NOT take full fuel on RTB, just enough to land w/ reserves.

SIDE NOTE INFO ON SUPPLIES IS SIDEBAR



Have not made sense of this yet.

MISC NOTES:

- BUG FIX : If during a mission the airbase will not load the cargo onto the container and gives an error *“one or more cargo units could not be moved due to capacity limitations”*.... Best fix is SHF C the airbase and delete the original, then move the “new” copy to the appropriate location and should fix it. (editor mode).
 - If that does not work, SHF copy A/F and then DELETE all Cargo. Then.... From Original... TRANSFER cargo to the new base. Del old base. Should fix.
 - THIS worked.... DELETE base Magazine and rebuild entirely !!! Ouch but works. I used “Munitions” to rebuild it.
-
- It appears Maritime Surf Search Radars cannot look “down”.... If you put them on mountains, they see nothing!! Put them at or near sea level and check the LOS. !!!
 - BUG A/C can’t land at SU unit airfield due to runway being occupied by aircraft which are “readying” (20 min until ready!). There are plenty of parking spots empty! See facilities on airport under “aircraft” To fix, add a runway!! (Can’t move the readying A/C to a more appropriate spot). (uncommon)
 -
 - NOTE: Some CAP A/C with long endurance cannot take advantage of Quick Turn Around because it’s usually **limited** to 2 sorties with **4 hour max** and they may normally fly 4.5 hours thus no 30 min turn and it goes back to default 3 hours. Bug?
 - NOTE: You can have 2% damage but show tons of RED.... The percent and the individual Sensors/Mounts.... Etc are not necessarily tied together **if using the editor**, each can be assigned. But in game, as a ship is damage, it seems the % is taken from the amount of Sensors/Mounts/Comms.... Etc. that are damage or destroyed.
 - NOTE: Often you’ll see 88% damage and when you look at damage control you see very few systems damage/destroyed. Ship might be fairly functional.