

SEMPER PACIFICA — RANGE 4: WARHEADS ON FOREHEADS

Station use: Explotrain X-O5 simulator .

Observer call sign: BRAVO 6

Simulator/mortar call sign: CRAYON 2

Map scale: 1:25,000 topo (UTM/metric) — use protractor for 6-digit grids.

Safety: This card is role-play only. All simulator effects & pyrotechnics under RSO control. Follow range SOP.

READ BEFORE INITIATING

1) Station overview

- Purpose: Role-play indirect fire mission using Explotrain X-O5 simulator and 1:25,000 topo with pre-placed target points.
 - Observer: **BRAVO 6** — announces target grid & mission type.
 - Simulator: **CRAYON 2** — executes simulator cues only (test splash, effect rounds).
 - Map/protractor: use to derive 6-digit UTM grid to nearest 100 m.
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2) How to obtain a 6-digit grid (1:25,000 topo using protractor)

(keep this on the laminated card for quick reference)

1. **Confirm map datum & grid** (UTM zone printed on the map). Use the UTM ticks printed on the margins.
2. **Locate the 1000-m grid square:** find the vertical (easting) and horizontal (northing) 1,000-m ticks that bound your target point. Record the 4-digit square (Easting 4 digits / Northing 4 digits): e.g., 4321 9188.
3. **Place the protractor or coordinate scale:** align the protractor/ruler between the west and east gridlines inside that 1,000-m square to measure tenths east of the west gridline, and between the south and north gridlines to measure tenths north of the south gridline.
4. **Read tenths (each tenth = 100 m on 1:25,000):**
 - If the point is 320 m east of the west gridline → tenths = 3 (i.e., 3 = 300 m) and remainder gives digits. Record the **5th (easting)** digit as the tenths.
 - If the point is 880 m north of the south gridline → tenths = 8 (i.e., 800 m). Record the **6th (northing)** digit as the tenths.
5. **Assemble the 6-digit grid:** take the 3 leftmost digits of the easting (from the map margin) + tenths easting = first 3 digits; then 3 leftmost digits of the northing + tenths northing = last 3 digits. Example final: 432188.

6. **Double-check by eye:** ensure the plotted point lies inside the correct 100m square on the map.
 7. **IN A NUTSHELL:** RIGHT AND UP.
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3) Call for fire script

A. Contact / Check-in

- **Bravo 6:** “Crayon 2, this is Bravo 6, over.”
- **Crayon 2:** “Bravo 6, Crayon 2 — send, over.”

B. Observer declares mission

- **Bravo 6:** “Crayon 2 — Observer has [mission name] on grid [6-digit grid]. Request simulated rounds. Type: [IJN Woodpecker / IJN Mortar / IJN Flak Gun]. Bravo 6 out.”
- **Crayon 2:** “Bravo 6, Crayon 2 copies mission [chosen], grid [6-digit grid]. Standing by for test round. Crayon 2 out.”

C. Simulated test round (cue Explotrain)

- **Crayon 2:** “Bravo 6 —conducting test round now.”
- (RSO / simulator: cue Explotrain X-O5 test ROUND.)

D. Observer reports test assessment (use plain theatrical descriptors only)

- **Bravo 6 (choose one):**
 - “Test round **on target** — request fire for effect.”
- **Crayon 2:** “Bravo 6, Crayon 2 copies. Fire for effect (4 rounds).”

E. Fire for effect (simulation)

- **Crayon 2:** “Bravo 6 — fire for effect(4 rounds).”
- (Simulator: execute Explotrain X-O5 effect sequence.)
- **Crayon 2:** “Bravo 6 – rounds complete, over.
- **Bravo 6:** “Roger, Out”

F. Final assessment & scoring

- **Bravo 6:** “Final impacts observed at grid [6-digit grid] Bravo 6 out.”
- **Crayon 2:** “Crayon 2 copies. Mission complete. Crayon 2 out.”

4) Mission types — theatrical descriptions (choose one)

- **IJN Woodpecker** — precision single-point simulated strike. (1 test round → observer may call fire for effect → simulator fires 4 precision effect impacts.)
- **IJN Mortar** — rapid barrage (simulated) with concentrated impacts on target point. (More dramatic audio/visual effects.)
- **IJN Flak Gun** — area suppression: simulated scatter impacts across a designated polygon; scoring still references the announced 6-digit target grid.

5) Scoring & adjudication (competition rules)

- Observer announces a **single 6-digit target grid** before simulator test round. That is the scoring reference.
- After effects, judges/RSO compare the **marked impact location** to the correct grid.
Award points per below:
 - **6 digits exact match: 15 points**
 - **5 digits match: 12 points**
 - **4 digits match: 10 points**
 - **Any other outcome: 5 points**

6) Station checklist (before running teams)

- Map open to correct sheet & datum. Protractor/metric scale ready.
- Pre-designated targets loaded & labeled on map.
- Explotrain X-O5 connected & functional; test audio/visual cues verified.
- RSO present and briefed on simulated effects & safety cues.
- Laminated card at observer console; pens for writing grid numbers.
- Score sheet ready.

7) Example run (Quick Reference)

1. **Bravo 6:** “Crayon 2 — request IJN Mortar on grid 432188. Bravo 6 out.”
 2. **Crayon 2:** “Bravo 6 — conducting simulated test round now.” (*sim splash*)
 3. **Bravo 6:** “Test round on target. Request fire for effect.”
 4. **Crayon 2:** “Firing simulated fire for effect (4 rounds).” (*sim effects*)
 5. **Bravo 6:** “Final impact at grid 432188 — all 6 digits correct. Score 15 points. Bravo 6 out.”
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8) Safety & legal

- This is a ***theatrical/simulator exercise only***. No operational indirect-fire instructions are provided.
- All simulator, pyrotechnic, or audio/visual effects must be authorized and controlled by the RSO and Range Master. Follow all range SOPs, local laws, and Explotrain manufacturer guidance.
- If any live munitions or real-world pyrotechnics are considered, **stop immediately** and consult Range Master and local authority.
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