



**Confederation 1994**

**Integrated Test Plan**

*Enclosure 2 To*

*Confederation of Models  
Verification, Validation  
and Accreditation*

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<b>13. ABSTRACT (Maximum 200 words)</b>  The 1994 Confederation of Models is a set of DOD training simulations from each branch of the service which utilize the Aggregate Level Simulation Protocol (ALSP) to interact. The Confederation Verification, Validation, and Accreditation Master Plan (CVVAMP) consists of four test plans which include the: (a) Confederation of Models Verification, Validation, and Accreditation Master Plan (b) Technical Test Plan (c) Integrated Test Plan (d) Load Test Plan (e) Verification Test Plan.  Related reports include the: (a) Accreditation Report for the Confederation of Models in General Headquarters 94 (b) Recommendations on the Use of the Seven Member Confederation of Models.  The integrated test plan outlines the functional tests areas. It tests the capabilities of the ALSP Interface Control documents. It covers air-ground, air-air, maritime, TBM/cruise missile, sustainment, and electronic warfare interfaces.
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## Section 1.0 INTRODUCTION

### 1.1 Purpose

The purpose of this document is to provide a single integrated test plan for the 1994 Confederation Test, which is scheduled to take place at the Warrior Preparation Center, Einsiedlerhof, Germany, on 15 - 25 March, 1994. The individual test plans were written by the ALSP community's model developers, at the direction of the model proponents. The plans have been integrated in order to provide a common format, eliminate redundancy in the plans, and help ensure comprehensive testing of each interface.

### 1.2 Scope

This integrated test plans covers the functional test areas of the 1994 Confederation Test. It tests the functional capabilities and limitations of all ALSP Interface Control Documents presently in use in the Confederation of Models. It does not include technical test areas, nor does it include the Confederation Load test plan. The Technical test plan has been written by Mitre Corporation under the direction of STRICOM, and the Confederation Load Test Plan will be written separately.

### 1.3 Format

The format of each individual test is as follows: Test Purpose; Test Steps; Test Verification; Test Results. We are in the process of enumerating each step and verification of the individual plans, and separating these steps by model. This process is ongoing, and will be completed for the final draft. We are also looking at the feasibility of modifying the layout of each plan in order to place the verification processes next to its related test step, in order to make each plan more readable and easier to follow.

### 1.4 General Instructions For Confederation Testing.

The first section of each functional area contains any instructions and guidance which may be specific to that area. Read these sections before starting the individual test.

### 1.5 Comments

All interested parties are invited to comment on this test plan. You are encouraged to help us improve the format, reduce redundancy, cover missing items, and ensure that the testing process can be completed in the time allotted. Comments can be forwarded to:

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**Section 2.0 AIR - TO- GROUND TEST PLAN**

**AIR - TO- GROUND TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## **2.1 General Instructions For Air-To-Ground Testing**

### **2.1.1 Altitudes**

Many test require the selection of an altitude, X, Y, or Z. Before running tests involving the ghosting of aircraft, three altitudes should be selected. These altitudes are defined as follows:

X (a low altitude which is above MSOA and below the CBS altitude filter.)

Y (a medium altitude below the CBS altitude filter.)

Z ( an altitude above the CBS altitude filter.)

### **2.1.2 Mission Aircraft Types**

During the execution of the test plan, use different aircraft types for each test. The objective is to use all aircraft types appropriate for type of mission.

### **2.1.3 Mission Sizes**

Unless otherwise specified in the individual test plan, launch 4 aircraft per mission.

### **2.1.4 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

### **2.1.5 Reports**

Attach ALL reports relating to each test to the test sheet. Take ASTAB screen prints, TMS screen prints, etc., as required and attach these to the test sheets. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.2 Ghosting of Fixed-Wing Aircraft

### CONFEDERATION TEST '94

TEST # 2.2-1 / A.1.b.

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test that CBS playbox boundaries are effective. CBS should only ghost air missions that are within the playbox.  
Test that AWSIM and RESA ghost aircraft from each other.

#### **TEST STEPS:**

##### **AWSIM:**

- 1) Verify the CBS altitude filter and the location of the lateral limits of the CBS playbox. Select an altitude Y that is within the altitude filter.
- 2) Launch a 4 ship mission from outside the CBS playbox at altitude Y. No specific aircraft is required.
- 3) Have mission cross into CBS playbox while still maintaining altitude Y.
- 4) Fly the mission outside the lateral limits of the CBS playbox while still maintaining altitude Y.
- 5) BINGO AWSIM mission.

##### **RESA:**

- 1) Verify the CBS altitude filter and the location of the lateral limits of the CBS playbox. Select an altitude Y that is within the altitude filter.
- 2) Launch a 4 ship mission from outside the CBS playbox at altitude Y. No specific aircraft is required.
- 3) Have mission cross into CBS playbox while still maintaining altitude Y.
- 4) Fly the mission outside the lateral limits of the CBS playbox while still maintaining altitude Y.
- 5) BINGO RESA mission.

#### **TEST VERIFICATION:**

##### **CBS:**

- 2) Ensure that missions are not ghosted in CBS until they enter the lateral limits of the CBS playbox.
- 3) Ensure that missions are ghosted once they enter CBS playbox. Verify number and type of aircraft.
- 4) Ensure that the ghost missions are not ghosted after they leave the CBS playbox.

##### **AWSIM:**

- 2) Ensure that ghosted RESA mission does not appear until inside the AWSIM geographical filter.
- 3) Verify that RESA mission is ghosted as the correct type of aircraft.
- 5) Ensure ghosted RESA mission is deleted from AWSIM.

##### **RESA:**

- 2) Ensure the AWSIM mission does not appear until inside the RESA GEO filters.
- 3) Verify that AWSIM mission is ghosted as the correct type of aircraft.
- 5) Ensure ghosted AWSIM mission is deleted from RESA when mission is removed from the ASTABS.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.2-2 / A.1.c**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS altitude filters are effective. CBS should only ghost air missions that are 1) within the playbox and 2) within a specified altitude band, and 3) have status "ORBIT" or "DELAYED" or "FLY". Test that altitude attribute is correctly reflected on ghosted aircraft in AWSIM and RESA.

**TEST STEPS:**

**AWSIM:**

- 1) Verify the CBS altitude filter and the location of the lateral limits of the CBS playbox. Select altitudes X, Y, and Z, and described in section 2.1.
- 2) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 3) Increase altitude of mission to altitude Y, within the lateral limits of the CBS playbox.
- 4) Increase altitude of mission to altitude Z, within the lateral limits of the CBS playbox.
- 5) Descend mission to Y, within the lateral limits of the CBS playbox.

**RESA:**

- 1) Verify the CBS altitude filter and the location of the lateral limits of the CBS playbox. Select altitudes X, Y, and Z, and described in section 2.1.
- 2) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 3) Increase altitude of mission to altitude Y, within the lateral limits of the CBS playbox.
- 4) Increase altitude of mission to altitude Z, within the lateral limits of the CBS playbox.
- 5) Descend mission to Y, within the lateral limits of the CBS playbox.

**TEST VERIFICATION:**

**CBS:**

- 2) Ensure that missions are not ghosted in CBS until airborne.
- 3) Verify ghosted air missions change to altitude Y in CBS.
- 4) Ensure that ghosted missions are deleted in CBS when their altitudes go to Z, above the CBS altitude filter.
- 5) Confirm that AWSIM and RESA missions are ghosted again in CBS after the missions reach altitude Y.

**AWSIM:**

- 2) Ensure that RESA mission is not ghosted in AWSIM until airborne.
- 3) Verify ghosted RESA mission changes to altitude Y in AWSIM.
- 4) Verify ghosted RESA mission changes to altitude Z in AWSIM.
- 5) Verify that ghosted RESA mission changes to altitude Y in AWSIM.

**RESA:**

- 2) Ensure that AWSIM mission is not ghosted in RESA until airborne.
- 3) Verify ghosted AWSIM mission changes to altitude Y in RESA.
- 4) Verify ghosted AWSIM mission changes to altitude Z in RESA.
- 5) Verify that ghosted AWSIM mission changes to altitude Y in RESA.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 2.2-3 / A.1.c

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS dead reckons a mission correctly. Test that aircraft positions correspond in AWSIM and RESA.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Maintain constant speed, altitude, and heading.

**RESA:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Maintain constant speed, altitude, and heading.

**TEST VERIFICATION:**

**CBS:**

- 1) Ensure that missions are not ghosted in CBS until airborne.
- 2) Confirm that mission updates are sent from AWSIM and RESA to CBS. Verify that ghost missions in CBS follow the same tracks as the real missions in AWSIM and RESA.

**AWSIM:**

- 1) Ensure that RESA mission is not ghosted in AWSIM until airborne.
- 2) Confirm that mission updates are sent to AWSIM from the ghosted RESA mission. Verify that the ghosted RESA mission follows the ground track of the real mission on GIAC.

**RESA:**

- 1) Ensure that AWSIM mission is not ghosted in RESA until airborne.
- 2) Confirm that mission updates are sent to RESA from the ghosted AWSIM mission. Verify that the ghosted AWSIM mission follows the ground track of the real mission on GIAC.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2.4 / A.1.c

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that models respond correctly to updates on mission airspeed.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Increase airspeed of mission in AWSIM.
- 3) Decrease airspeed of mission in AWSIM.

**RESA:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Increase airspeed of mission in RESA.
- 3) Decrease airspeed of mission in RESA.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that the AWSIM and RESA missions are ghosted in CBS with 4 aircraft.
- 2) Verify ghosted AWSIM and RESA missions increase airspeed in CBS.
- 3) Verify ghosted AWSIM and RESA missions decrease airspeed in CBS.

**AWSIM:**

- 1) Verify that RESA mission is ghosted in AWSIM with 4 aircraft.
- 2) Verify ghosted RESA mission increases airspeed in AWSIM.
- 3) Verify ghosted RESA mission decreases airspeed in AWSIM.

**RESA:**

- 1) Verify that AWSIM mission is ghosted in RESA with 4 aircraft.
- 2) Verify ghosted AWSIM mission increases airspeed in RESA.
- 3) Verify ghosted AWSIM mission decreases airspeed in RESA.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.2-5 / A.1.c

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that models respond correctly to updates on mission heading.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Change heading greater than 90 degrees for mission in AWSIM.

**RESA:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Change heading greater than 90 degrees for mission in RESA.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that the AWSIM and RESA missions are ghosted in CBS with 4 aircraft.
- 2) Verify ghosted AWSIM and RESA missions change to new heading in CBS.

**AWSIM:**

- 1) Verify that RESA mission is ghosted in AWSIM with 4 aircraft.
- 2) Verify ghosted RESA mission changes to new heading in AWSIM.

**RESA:**

- 1) Verify that AWSIM mission is ghosted in RESA with 4 aircraft.
- 2) Verify ghosted AWSIM mission changes to new heading in RESA.

**TEST RESULTS:**            **Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-6 / A.1.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that models respond correctly to updates on mission size.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Split one aircraft from the flight in AWSIM.

**RESA:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude X.
- 2) Split one aircraft from the flight in RESA.

**TEST VERIFICATION:**

**CBS:**

- 1) Confirm that AWSIM and RESA missions are ghosted in CBS with 4 aircraft.
- 2) Verify that original ghosted AWSIM and RESA missions are reduced in size to three aircraft. Verify that second (splitoff) AWSIM and RESA flights are ghosted in CBS with 1 aircraft.

**AWSIM:**

- 1) Verify that RESA mission is ghosted in AWSIM with 4 aircraft.
- 2) Verify that original ghosted RESA mission is reduced in size to 3 aircraft in AWSIM. Verify that second (splitoff) RESA flight is ghosted in AWSIM with 1 aircraft.

**RESA:**

- 1) Verify that AWSIM mission is ghosted in RESA with 4 aircraft.
- 2) Verify that original ghosted AWSIM mission is reduced in size to 3 aircraft in RESA. Verify that second (splitoff) AWSIM flight is ghosted in RESA with 1 aircraft.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-7 / A.1.c

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that the models respond correctly to a non-dead reckonable update (RELOCATE) on mission position.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude Y.
- 2) Relocate mission to between five and ten miles inside a lateral limit of the CBS playbox while maintaining altitude Y.

**RESA:**

- 1) Launch a 4 ship mission from inside the lateral limits of the CBS playbox at altitude Y.
- 2) Relocate mission to between five and ten miles inside a lateral limit of the CBS playbox while maintaining altitude Y.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that AWSIM and RESA missions are ghosted at the correct location in CBS.
- 2) Verify that ghosted AWSIM and RESA missions move to the new locations and proceed with their current flight plans on subsequent game cycles.

**AWSIM:**

- 1) Verify that the RESA mission is ghosted at the correct location in AWSIM.
- 2) Verify that ghosted RESA mission moves to the new location and proceeds with its current flight plan on subsequent game cycles.

**RESA:**

- 1) Verify that the AWSIM mission is ghosted at the correct location in RESA.
- 2) Verify that ghosted AWSIM mission moves to the new location and proceeds with its current flight plan on subsequent game cycles.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-8 / A.1.c

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS receives target location information from AWSIM missions that pair a position.

**TEST STEPS:**

**AWSIM:**

- 1) Fly a mission that includes a "PAIR POSITION" command in the original order.
- 2) Fly a mission that does not include a "PAIR POSITION".
- 3) After the mission is airborne, order the mission to "PAIR POSITION".

**TEST VERIFICATION:**

**AWSIM:**

- 3) Confirm with CBS controller that the proper "create" and "update" messages are sent in CBS.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-9 / H.1.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that the models receive orbiting parameters and an ORBIT status from missions that are orbiting. Test that orbit status changes work.

**TEST STEPS:**

**AWSIM:**

- 1) Launch a mission from inside the lateral limits of the CBS playbox at altitude Y, with 2 orbit points.
- 3) Order the mission to stop orbiting and to fly to a new location.

**RESA:**

- 1) Launch a mission from inside the lateral limits of the CBS playbox at altitude Y.
- 2) Set aircraft to speed 0.
- 3) Increase aircraft speed and order mission to fly to a new location.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that the AWSIM mission reaches its orbit station, and the RESA mission appears in AWSIM at the same location as it appears in RESA.
- 2) The RESA mission should appear in AWSIM at the same location as it appears in RESA.
- 3) Verify that ghosted RESA mission flies to the same location in AWSIM as in RESA.

**RESA:**

- 1) The AWSIM mission should appear in RESA at the same location as it appears in AWSIM.
- 3) Verify that ghosted AWSIM mission flies to the same location in RESA as in AWSIM.

**CBS:**

- 1) The AWSIM and RESA missions should appear on the CBS workstation at the same locations as they appear in AWSIM and RESA. The ghosted AWSIM mission should be depicted by an orbit symbol.
- 2) The AWSIM and RESA missions should appear on the CBS workstation at the same locations as they appear in AWSIM and RESA. The ghosted RESA mission should be depicted by an orbit symbol.
- 3) Verify that the ghosted missions appear in the same locations in CBS as in AWSIM and RESA. The missions should appear as arrows.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2-2.10 / A.1.d**

**MODEL: \_\_\_\_\_**

**WORKSTATION: \_\_\_\_\_**

**CONTROLLER: \_\_\_\_\_**

**DATE: \_\_\_\_\_**

**TEST PURPOSE:**

Test that AWSIM F-117 and B-2 aircraft cannot be shot down by CBS ALLRAD/SHORAD units, and that F-117 and B-2 tracks are automatically dropped after takeoff in AWSIM and RESA.

**TEST STEPS:**

**CBS:**

- 1) Select one ALLRAD unit and one SHORAD unit for test. Notify AWSIM controller of their locations.

**AWSIM:**

- 1) Confirm that specialized PKs for F-117s and B-2s are 0 in AWSIM for all CBS SAM units in the database.
- 2) Launch a 4 ship mission of F-117 aircraft from inside the lateral limits of the CBS playbox at altitude Y.
- 3) Fly mission over locations of CBS ALLRAD and SHORAD units.
- 4) Launch a 4 ship mission of B-2 aircraft from inside the lateral limits of the CBS playbox at altitude Y.
- 5) Fly mission over locations of CBS ALLRAD and SHORAD units.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm that F-117 tracks are automatically dropped after takeoff.
- 3) Verify that CBS ALLRAD and SHORAD units cause no damage to F-117 mission.
- 4) Confirm that B-2 tracks are automatically dropped after takeoff.
- 5) Verify that CBS ALLRAD and SHORAD units cause no damage to B-2 mission.

**RESA:**

- 2) Confirm that F-117 tracks are automatically dropped after takeoff.
- 4) Confirm that B-2 tracks are automatically dropped after takeoff.

**CBS:**

- 2) Verify that F-117 mission is not ghosted in CBS.
- 2) Verify that B-2 mission is not ghosted in CBS.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 2.2-11 / A.1.d

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that OCA mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each OCA aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch 4-ship missions of each OCA aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission appears ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA mission is ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-12 / B.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that BAI mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each BAI aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch 4-ship missions of each BAI aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA mission is ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.2-13 / C.1**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that CAS mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each CAS aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch 4-ship missions of each CAS aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-14 / D.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that AI mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each AI aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch 4-ship missions of each AI aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-15 / G.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that SEAD (WW/EW) mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 1,2, and 4-ship WW missions inside the lateral limits of the CBS playbox at altitude Y. Use all different SEAD aircraft types to confirm SEM variable.

**RESA:**

1) Launch 1, 2, and 4-ship EW missions, using all EW aircraft types, inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. RESA EW missions should appear ghosted as WW missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. AWSIM WW missions should appear ghosted as EW missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM WW missions and RESA EW missions should appear ghosted as BAI missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-16 / H.1.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that TEW/JAMMER mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each TEW aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch 4-ship missions of each JAMMER aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. RESA JAMMER missions should appear ghosted as TEW missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. AWSIM TEW missions should appear ghosted as JAMMER missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM TEW missions and RESA JAMMER missions should appear ghosted as EC missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-17 / I.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that Recce (REC/RECONN) mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 1 and 2-ship REC missions, using all Recce aircraft types, inside the lateral limits of the CBS playbox at altitude Y. Use point targets, multiple targets, and line searches.

**RESA:**

1) Launch 1 and 2-ship RECONN missions of each Recce aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Confirm DOI can follow and generate required data and reports as required for each mission. Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. RESA RECONN missions should appear ghosted as REC missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. AWSIM REC missions should appear ghosted as RECONN missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM REC missions and RESA RECONN missions should appear ghosted as RECCE missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.2-18 / J.1**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that Escort (ESC/ESCORT) mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 2 and 4-ship ESC missions of each Escort aircraft type, with missile loads, inside the lateral limits of the CBS playbox at altitude Y. Coordinate with ongoing OCA or AI mission tests. Use End Times and delay times to provide target area protection. Weapons free should not be assigned until crossing the FLOT.

**RESA:**

1) Launch 2 and 4-ship ESCORT missions of each Escort aircraft type, with missile loads, inside the lateral limits of the CBS playbox at altitude Y. Coordinate with ongoing OCA or AI mission tests. Use End Times and delay times to provide target area protection. Weapons free should not be assigned until crossing the FLOT.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. RESA ESCORT missions should appear ghosted as ESC missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. AWSIM ESC missions should appear ghosted as ESCORT missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM ESC missions and RESA ESCORT missions should appear ghosted as ESCORT missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

**TEST # 2.2-19 / K.1**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that Tanker mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch 4-ship missions of each Tanker aircraft type inside the lateral limits of the CBS playbox at altitude Y. Coordinate with ongoing OCA or AI mission tests. Use End Times and routes to provide required station times.

**RESA:**

1) Launch 4-ship missions of each Tanker aircraft type inside the lateral limits of the CBS playbox at altitude Y. Coordinate with ongoing OCA or AI mission tests. Use End Times and routes to provide required station times.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. RESA AIRTANKER missions should appear ghosted as TKR missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. AWSIM TKR missions should appear ghosted as AIRTANKER missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM TKR missions and RESA AIRTANKER missions should appear ghosted as AIRREF missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.2-20 / L.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that DCA mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

- 1) Scramble 2 and 4-ship missions of each DCA aircraft type.
- 2) Split flights into smaller flights.

**RESA:**

- 1) Scramble 2 and 4-ship missions of each DCA aircraft type.
- 2) Split flights into smaller flights.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.
- 2) Confirm split RESA flights are ghosted correctly. Check event number, callsign, type and number of aircraft.

**RESA:**

- 1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.
- 2) Confirm split AWSIM flights are ghosted correctly. Check event number, callsign, type and number of aircraft.

**CBS:**

- 1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. Confirm that updates are received for any changes in heading, speed, or altitude.
- 2) Confirm split AWSIM and RESA flights are ghosted correctly. Check event number, callsign, type and number of aircraft.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.3 AWACS Detection of Rotary-Wing Aircraft

### CONFEDERATION TEST '94

TEST # 2.3-1 / L.16

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### TEST PURPOSE:

Test that an AWACS radar in CBS turns on when AWSIM and RESA orbit AWACS missions. This is to ensure AWACS detection of rotary wing aircraft in CBS.

#### TEST STEPS:

##### AWSIM:

- 1) Confirm that no AWACS missions are flying.
- 2) Coordinate with the test director to launch an AEW mission.
- 3) Put the mission in an orbit and turn AWACS on.
- 4) Test AEW at different aircraft detection ranges, with and without jamming.
- 5) Turn AWACS off and take the mission out of the orbit.

##### RESA:

- 6) After the AWSIM mission above is removed from the simulation, launch an aircraft with mission AEW.
- 7) Set aircraft speed to 0.
- 8) Test AEW at different aircraft detection ranges, with and without jamming.
- 9) Increase aircraft speed.

#### TEST VERIFICATION:

##### AWSIM:

- 1) Confirm that radar picture is as expected with no AWACS flying.
- 4) Confirm detections are shared correctly between views in AWSIM (when set appropriately by Chief in AWSIMWAR file).
- 6) Verify that the AWSIM AEW mission is properly ghosted in RESA, with equivalent aircraft type.
- 8) Confirm detections by ghosted RESA AWACS are received correctly by AWSIM.
- 5) Confirm that radar picture is as expected with no AWACS flying.

##### RESA:

- 2) Verify that the AWSIM AEW mission is properly ghosted in RESA, with equivalent aircraft type.
- 3) Confirm that a report is generated confirming that AWACS is turned on.
- 4) Confirm detections by ghosted AWSIM AWACS are received correctly by RESA.
- 5) Confirm that a report is generated in RESA confirming that AWACS is turned off.

##### CBS:

- 2) Verify that the AWSIM AEW mission is being ghosted in CBS as an AWACS mission, with equivalent aircraft type. Mission should appear with an arrow symbol.
- 3) Confirm that ghosted AWSIM AWACS mission appears with an orbit symbol. Verify that a report indicating that the CBS AWACS was turned on is received at the time that the AWSIM mission started orbiting.
- 4) Confirm detections by ghosted AWSIM AWACS are received correctly by CBS.
- 5) Verify that a report indicating that the CBS AWACS was turned off is received at the time that the AWSIM mission stopped orbiting.
- 6) Verify that RESA AEW mission appears ghosted, with an arrow symbol.
- 7) Confirm that ghosted RESA AWACS mission appears with an orbit symbol. Verify that a report indicating that the CBS AWACS was turned on is received at the time that the RESA mission went to speed 0.
- 8) Confirm detections by ghosted RESA AWACS are received correctly by CBS.
- 3) Verify that a report indicating that the CBS AWACS was turned off is received at the time that the RESA mission increased speed.

TEST RESULTS: Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2-3.2 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS rotary-wing missions can be detected in CBS through Ghosted AWACS missions, and that CBS rotary-wing missions are not ghosted in AWSIM and RESA.

**TEST STEPS:**

**AWSIM/RESA:**

- 1) Launch an AWACS (AEW) mission.
- 2) Put the mission in an orbit / Set aircraft speed to 0.

**CBS:**

- 3) Launch a helicopter mission inside the AWSIM and RESA GEO filters.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that AWACS mission is being ghosted in CBS.
- 2) Verify that a report indicating that the CBS AWACS was turned on is received at the time that the AWSIM/RESA mission starts orbiting.
- 3) Verify that helicopter mission is detected in CBS.

**AWSIM:**

- 3) Verify that CBS helicopter is not ghosted in AWSIM.

**RESA:**

- 3) Verify that CBS helicopter is not ghosted in RESA.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.3-3

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that AEW mission and aircraft types are represented equivalently across the confederation

**TEST STEPS:**

**AWSIM:**

1) Launch single-ship missions of each AEW aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**RESA:**

1) Launch single-ship missions of each AEW aircraft type inside the lateral limits of the CBS playbox at altitude Y.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that each RESA mission is ghosted in AWSIM, and that the mission and aircraft types in AWSIM are equivalent to the actual mission and aircraft types in RESA. Confirm that updates are received for any changes in heading, speed, or altitude.

**RESA:**

1) Verify that each AWSIM mission is ghosted in RESA, and that the mission and aircraft types in RESA are equivalent to the actual mission and aircraft types in AWSIM. Confirm that updates are received for any changes in heading, speed, or altitude.

**CBS:**

1) Verify that all AWSIM and RESA missions are ghosted in CBS, and that the mission and aircraft types in CBS are equivalent to the actual mission and aircraft types in AWSIM and RESA. AWSIM and RESA AEW missions should appear ghosted as AWACS missions. Confirm that updates are received for any changes in heading, speed, or altitude.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.4 HIMAD System Interface

### CONFEDERATION TEST '94

TEST # 2.4-1 / N.1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test that CBS properly registers, and AWSIM and RESA properly ghosts, HIMAD, ALLRAD, and RADAR air defense (ADA) units. Test that AWSIM-generated units are unaffected by CBS ADA units.

#### **TEST STEPS:**

##### **AWSIM:**

1) After the confederation is brought up and initialization is complete, compare CBS and AWSIM data on HIMAD, ALLRAD, and RADAR units.

##### **CBS:**

1) With CBS and AWSIM joined, compare CBS and AWSIM data on HIMAD, ALLRAD, and RADAR units.

#### **TEST VERIFICATION:**

##### **AWSIM:**

- 1)
  - a. Confirm that all air defense units that appear on the CBS workstation appear at the same location on GIAC.
  - b. Confirm all air defense units are listed on ASTAB.
  - c. Confirm each type of CBS air defense unit is equivalently represented in AWSIM, including correct unit size and unit type.
  - d. Verify that all CBS ADA units are listed on ASTAB.
  - e. Verify that all ADA units inside the CBS playbox are CBS generated, and that they appear in the correct AWSIM Blue/Orange views.
  - f. Verify appropriate weapon and radar quantities in CBS for ADA unit types.
  - g. Verify that strategic SAMs and RADARs built and positioned in AWSIM are unaffected by the ghosting of CBS ADA units, and that SAMs, SHORADs, and RADARs outside the CBS playbox are only those required to support air operations.

##### **CBS:**

- 1)
  - f. Verify appropriate weapon and radar quantities in CBS for ADA unit types.

**TEST RESULTS:**          Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-2 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS HIMAD properly engage air missions, and unit missile supply properly updates after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select one of each type of HIMAD unit. Compare missile supply totals of the unit in CBS and in AWSIM.
- 2) Launch an fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of the selected HIMAD unit.
- 3) Engage the AWSIM mission with the HIMAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing HIMAD unit.
- 5) Engage the AWSIM mission with HIMAD unit.
- 6) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 8) Repeat steps 2 - 6 above for each type of HIMAD unit.

**CBS:**

- 1) Coordinate with AWSIM controller to compare missile supply of HIMAD units in CBS and in AWSIM.
- 6) Coordinate with AWSIM controller to compare missile supply of HIMAD units following the engagements.

**CSSTSS:**

- 7) Resupply HIMAD units.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that HIMAD unit is operational. Confirm that missile supply totals are the same in CBS and AWSIM.
- 3) Verify that HIMAD unit engages AWSIM and RESA missions of 50 single ship aircraft. Record each type of HIMAD fired and Kill totals on ASTAB.
- 5) Verify that HIMAD unit engages AWSIM and RESA missions of 20 4-ship aircraft. Record each type of HIMAD fired and Kill totals on ASTAB.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**CBS:**

- 3) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report. Compare type of HIMAD fired and number of hits and kills with data from AWSIM.
- 5) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report. Compare type of HIMAD fired and number of hits and kills with data from AWSIM.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.4-3 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS HIMAD properly engage RESA fixed-wing air missions. Test that AWSIM and CBS update missile supply after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select one of each type of HIMAD unit. Compare missile supply totals of the unit in CBS and in AWSIM.
- 3) Engage ghosted RESA mission listed below with HIMAD unit.
- 5) Engage ghosted RESA mission listed below with HIMAD unit.
- 6) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 8) Repeat steps 3 - 6 above for each type of HIMAD unit.

**RESA:**

- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing HIMAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing HIMAD unit.
- 8) Repeat steps 2 and 4 above for each type of HIMAD unit.

**CBS:**

- 1) Coordinate with AWSIM controller to compare missile supply of HIMAD unit in CBS and in AWSIM.
- 6) Coordinate with AWSIM controller to compare missile supply of HIMAD unit in CBS and in AWSIM following the engagements.
- 8) Repeat steps 1 and 6 above for each type of HIMAD unit.

**CSSTSS:**

- 7) Resupply HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify HIMAD unit is operational. Confirm missile supply totals are the same in CBS and AWSIM.
- 3) Verify that HIMAD unit engages RESA mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify that HIMAD unit engages RESA mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 7) Confirm that HIMAD unit is resupplied. Confirm new missile totals are the same in AWSIM and CBS.

**RESA:**

- 3) Verify that RESA mission is engaged by HIMAD unit. Record type of HIMAD fired and number of aircraft lost.
- 5) Verify that RESA mission is engaged by HIMAD unit. Record type of HIMAD fired and number of aircraft lost.

**CBS:**

- 3) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report.
- 5) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 7) Confirm that HIMAD unit is resupplied. Confirm new missile totals are the same in AWSIM and CBS.

**CSSTSS:**

- 7) Confirm that HIMAD unit is resupplied. Confirm that missiles in supplying unit are decreased by the proper amount, as missile in receiving HIMAD unit are increased.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

TEST # 2.4-4 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS HIMAD properly engage RESA rotary-wing air missions. Test that AWSIM and CBS update missile supply after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select one of each type of HIMAD unit. Compare missile supply totals of the unit in CBS and in AWSIM.
- 3) Engage ghosted RESA mission listed below with HIMAD unit.
- 5) Engage ghosted RESA mission listed below with HIMAD unit.
- 6) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 8) Repeat steps 3 - 6 above for each type of HIMAD unit.

**RESA:**

- 2) Launch a rotary-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing HIMAD unit.
- 4) Launch a rotary-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing HIMAD unit.
- 8) Repeat steps 2 and 4 above for each type of HIMAD unit.

**CBS:**

- 1) Coordinate with AWSIM controller to compare missile supply of HIMAD unit in CBS and in AWSIM.
- 6) Coordinate with AWSIM controller to compare missile supply of HIMAD unit in CBS and in AWSIM following the engagements.
- 8) Repeat steps 1 and 6 above for each type of HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify HIMAD unit is operational. Confirm that missile supply totals are the same in CBS and AWSIM.
- 3) Verify HIMAD unit engages RESA rotary-wing mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify HIMAD unit engages RESA rotary-wing mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**RESA:**

- 3) Verify that RESA mission is engaged by HIMAD unit. Record type of HIMAD fired and number of aircraft lost.
- 5) Verify that RESA mission is engaged by HIMAD unit. Record type of HIMAD fired and number of aircraft lost.

**CBS:**

- 3) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report.
- 5) Verify that workstation owning HIMAD unit receives ADA End-of-Engagement Report.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-5 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that HIMAD units do not engage air missions above correct altitude band.

**TEST STEPS:**

**AWSIM:**

1) Fly an air mission with the engagement range, but above the altitude band, of an opposing HIMAD unit.

**RESA:**

1) Fly an air mission with the engagement range, but above the altitude band, of an opposing HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that HIMAD unit does not engage AWSIM and RESA missions. Verify that HIMAD inventory does not decrease.

**RESA:**

1) Verify that RESA mission is not engaged by HIMAD unit.

**CBS:**

1) Verify that workstation owning HIMAD unit does not receive ADA End-of-Engagement Report. Verify that HIMAD inventory does not decrease.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.4-6 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS cannot fire HIMAD units.

**TEST STEPS:**

**AWSIM:**

1) Fly an air mission with the engagement range and altitude band of an opposing HIMAD unit.

**RESA:**

1) Fly an air mission with the engagement range and altitude band, of an opposing HIMAD unit.

**CBS:**

1) Attempt to engage ghosted AWSIM and RESA aircraft by firing HIMAD in CBS.

**TEST VERIFICATION:**

**AWSIM:**

1) Verify that HIMAD unit does not engage AWSIM and RESA missions. Verify that HIMAD inventory does not decrease.

**RESA:**

1) Verify that RESA mission is not engaged by HIMAD unit.

**CBS:**

1) Verify that HIMAD unit does not fire in CBS. Verify that HIMAD inventory does not decrease.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.4-7 / N.14.b**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test CBS HIMAD unit state transitions. Test that HIMAD cannot fire in AWSIM if CBS status is SUPPRESSED, MOVING, or DESTROYED. Test suppression of HIMAD unit by ground attack.

**TEST STEPS:**

**CBS:**

- 1) Coordinate with AWSIM controller to choose an operational CBS HIMAD unit. Make sure COBRA is on.
- 2) Start the HIMAD unit moving.
- 4) Stop the HIMAD unit.
- 5) Place the HIMAD unit in close combat.
- 7) Remove the HIMAD unit from close combat and controller damage all unit radars.
- 9) Restore unit radars and controller damage all unit launchers.
- 11) Damage the HIMAD unit until all radars, launchers, and ADA.V is destroyed.
- 13) Magic resupply the HIMAD unit.
- 14) Magic Move the HIMAD unit.

**AWSIM:**

- 1) Coordinate with CBS controller in choosing an operational CBS HIMAD unit.
- 3) Attempt fire HIMAD unit while it is moving.
- 6) Attempt to fire HIMAD unit while it is in close combat.
- 8) Attempt to fire HIMAD unit while all unit radars are damaged.
- 10) Attempt to fire HIMAD unit while all unit launchers are damaged.
- 12) Attempt to fire HIMAD unit after all radars, launchers, and ADA.V have been destroyed.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that HIMAD unit is operational in AWSIM.
- 2) Verify that HIMAD unit is "NON OP - MOVING" on ASTAB.
- 3) Confirm HIMAD unit does not fire while HIMAD unit is moving.
- 4) Verify that HIMAD unit is operational in AWSIM.
- 5) Verify that HIMAD unit is "SUPPRESSED BY GND" on ASTAB.
- 6) Confirm HIMAD unit does not fire while unit is in close combat..
- 7) Verify that HIMAD unit is "NON OP - MAINTENANCE" on ASTAB and AWSIM icon on GIAC disappears.
- 8) Confirm HIMAD unit does not fire while all unit radars are damaged.
- 9) Verify that HIMAD unit is "NON OP - MAINTENANCE" on ASTAB and AWSIM icon on GIAC disappears.
- 10) Confirm HIMAD unit does not fire while all unit launchers are damaged.
- 9) Verify that HIMAD unit is "NON-OP DEAD" on ASTAB and AWSIM and CBS icons on GIAC disappear.
- 12) Confirm HIMAD unit does not fire after all radars, launchers, and ADA.V have been destroyed.
- 13) Verify that HIMAD unit is operational in AWSIM, and AWSIM icon reappears on GIAC.
- 14) Verify that HIMAD unit appears in AWSIM, in the new location to which it was magic moved in CBS.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4.8 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a split of a HIMAD unit that results in two new HIMAD units.

**TEST STEPS:**

**CBS:**

- 1) Find 4 aggregate HIMAD units with multiple fire control radars and multiple launchers.
- 2) Split the first HIMAD unit so that both new units have at least one radar and one launcher.
- 3) Split the second HIMAD unit so that one new unit has at least one radar and one launcher and the other has no radars and at least one launcher.
- 4) Split the third HIMAD unit so that one new unit has at least one radar and one launcher and the other has at least one radar and no launchers.
- 5) Split the fourth HIMAD unit so that one new unit has all of the radars and launchers and the other has no radars and no launchers.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that two new HIMAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. Both of the new units should have detection capability. Both units should be able to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 2) Verify that two new HIMAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. Both of the new units should have detection capability. The unit with no missiles or launchers should be unable to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 3) Verify that two new HIMAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. The unit with no radar capability should be unable to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 4) Verify that two new units are created and the old unit is deleted. Confirm that, for the unit with no radars and no launchers, the CBS ground unit icon is displayed, while the AWSIM icon is not. Confirm that unit with all the launchers and radars appears as HIMAD unit in AWSIM, on GIAC and in C3I summaries.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-9 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of a HIMAD unit that results in a new HIMAD unit.

**TEST STEPS:**

**CBS:**

- 1) Select two mergeable units, with at least one unit classified as a HIMAD unit (HIMAD cannot be merged with a different type HIMAD unit, ALLRAD, or RADAR units).
- 2) Merge the selected units (New unit must have same name as one of the old units).

**TEST VERIFICATION:**

**AWSIM:**

- 2) Verify that new HIMAD is created, with a missile supply equal to the sum of the old unit supplies. Confirm that the old HIMAD unit is deleted in AWSIM, on GIAC and in C3I summaries. Confirm that new HIMAD unit is able to detect and engage.

**CBS:**

- 2) Verify that new HIMAD unit is created, with a missile supply equal to the sum of the old unit supplies. The new unit should have missile supply equal to the sum of the supplies of the old units.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-10 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of two HIMAD units that are of different unit\_type.

**TEST STEPS:**

**CBS:**

- 1) Select two HIMAD units of different unit type that are otherwise mergeable. Select one unit as the core and one as the marginal unit.
- 2) Attempt to merge the units in CBS.

**TEST VERIFICATION:**

**CBS:**

- 2) The merge order should be rejected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.4-11 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test electronic degradation of HIMAD units.

**TEST STEPS:**

**AWSIM:**

- 1) Select a HIMAD in AWSIM.
- 2) Make sure no AWACS are flying.
- 4) Fly a fixed wing mission over the HIMAD unit. Note the detection range.
- 5) Electronically degrade the HIMAD unit, via JECEWSI.
- 6) Fly a fixed wing mission over the HIMAD unit. Note the detection range.

**RESA:**

- 4) Fly a fixed wing mission over the HIMAD unit. Note the detection range.
- 6) Fly a fixed wing mission over the HIMAD unit. Note the detection range.

**TEST VERIFICATION:**

**AWSIM:**

- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**RESA:**

- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**CBS:**

- 6) Verify that while the unit is suppressed, the detection capability of the unit is reduced.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 2.4-12 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test HIMAD shock suppression and damage from AWSIM fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational HIMAD unit for testing.
- 2) Make sure that no AWACS are flying.
- 3) Coordinate a fixed-wing air to ground attack on the HIMAD unit with offensive air ops (mission orders must specify HIMAD unit location and must also specify "TARGET AIR\_DEFENSE" or "TARGET RADAR". Use both air-ground and SEAD aircraft to attack. When ARMs are used, specify "TARGET RADAR").
- 4) Fly an enemy fixed wing mission over the HIMAD unit.
- 5) Attempt to engage the mission from suppressed HIMAD unit.
- 6) Continue to attack unit using bombs and missiles other than ARMs until all radars or launchers are destroyed
- 7) Continue attack until unit is destroyed.
- 8) Attempt to engage enemy air mission from HIMAD unit.

**CBS:**

- 9) Magic Resupply HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Confirm on ASTAB and GIAC that status of HIMAD unit is "SUPPRESSED BY AIR" during and immediately after the attack.
- 5) Confirm HIMAD unit is unable to engage enemy fixed wing mission, and no damage occurs to enemy mission.
- 6) Confirm on ASTAB that status of HIMAD unit is "NON OP - MAINTENANCE" and AWSIM icon is removed from GIAC. Unit should have reduced detection capability if only all launchers are destroyed and a reduced number of radars remain.
- 7) Confirm that HIMAD unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 8) Confirm HIMAD unit is unable to engage air mission.
- 9) Confirm that AWSIM and CBS icons for HIMAD unit reappear on GIAC, and unit appears on ASTAB.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-13 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test HIMAD shock suppression and damage from RESA fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational HIMAD unit for testing.
- 2) Make sure that no AWACS are flying.
- 5) Attempt to engage the ghosted RESA enemy mission below from suppressed HIMAD unit.
- 8) Attempt to engage ghosted RESA enemy air mission below from destroyed HIMAD unit.

**RESA:**

- 3) Attack HIMAD unit with ARMs, targeting AIR\_DEFENSE and RADAR. Use both air-ground and SEAD aircraft to attack.
- 4) Fly an enemy fixed wing mission over the HIMAD unit.
- 6) Continue to attack unit using bombs and missiles other than ARMs until all radars or launchers are destroyed
- 7) Continue attack until unit is destroyed.

**CBS:**

- 9) Magic Resupply HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Confirm on ASTAB and GIAC that status of HIMAD unit is "SUPPRESSED BY AIR" during and immediately after the attack.
- 5) Confirm HIMAD unit is unable to engage enemy fixed wing mission, and no damage occurs to enemy mission.
- 6) Confirm on ASTAB that status of HIMAD unit is "NON OP - MAINTENANCE" and AWSIM icon is removed from GIAC. Unit should have reduced detection capability if only all launchers are destroyed and a reduced number of radars remain.
- 7) Confirm that HIMAD unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 8) Confirm HIMAD unit is unable to engage ghosted RESA enemy air mission.
- 9) Confirm that AWSIM and CBS icons for HIMAD unit reappear on GIAC, and unit appears on ASTAB.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-14 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test HIMAD suppression by artillery attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational HIMAD unit for testing.
- 3) After the HIMAD unit is attacked by artillery in CBS, Fly an enemy air mission over the unit.
- 4) Attempt to engage enemy air mission from HIMAD unit.

**CBS:**

- 2) Attack the selected HIMAD unit with artillery.
- 5) Discontinue artillery attack on HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm on ASTAB and GIAC that HIMAD unit is "SUPPRESSED BY GND" during and immediately after artillery attack.
- 4) Confirm that HIMAD unit is unable to fire at enemy air mission.
- 5) Confirm on ASTAB and GIAC that status of HIMAD unit returns to operational.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.4-15 / N.14.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test HIMAD suppression by CBS rotary-wing aircraft attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational HIMAD unit for testing.
- 3) After the HIMAD unit is attacked by rotary-wing aircraft in CBS, Fly an enemy air mission over the unit.
- 4) Attempt to engage enemy air mission from HIMAD unit.

**CBS:**

- 2) Attack the selected HIMAD unit with rotary-wing aircraft.
- 5) Discontinue rotary-wing attack on HIMAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm on ASTAB and GIAC that HIMAD unit is "SUPPRESSED BY AIR" during and immediately after rotary-wing aircraft attack.
- 4) Confirm that HIMAD unit is unable to fire at enemy air mission.
- 5) Confirm on ASTAB and GIAC that status of HIMAD unit returns to operational.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.5 ALLRAD System Interface

### CONFEDERATION TEST '94

TEST # 2.5-1 / N.15.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### TEST PURPOSE:

Test that CBS ALLRAD properly engage AWSIM air missions and CBS rotary wing missions. Test that AWSIM and CBS update missile supply after engagements.

#### TEST STEPS:

##### **AWSIM:**

- 1) Coordinate with CBS controller to select one of each type of ALLRAD unit. Compare missile supply totals of the unit in CBS and in AWSIM.
- 3) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 4) Engage the AWSIM mission with the ALLRAD unit.
- 5) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 6) Engage the AWSIM mission with selected ALLRAD unit.
- 7) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 8) Unlock fire control of ALLRAD unit to CBS by entering command "ROLESHORAD".
- 11) Coordinate with AWSIM controller to compare missile supply of ALLRAD unit in CBS and in AWSIM following the rotary wing engagement.
- 12) Repeat steps 3 - 11 above for each type of ALLRAD unit.

##### **CBS:**

- 1) Select one of each ALLRAD unit. Compare missile supply of ALLRAD unit in CBS and in AWSIM.
- 2) Unlock fire control of ALLRAD unit to AWSIM.
- 7) Compare missile supply of ALLRAD unit in CBS and in AWSIM following the engagements.
- 9) Launch a rotary wing mission within engagement range and altitude band of ALLRAD unit.
- 10) Engage rotary wing mission with ALLRAD unit.
- 11) Compare missile supply totals in CBS and in AWSIM after engagement of the rotary wing mission.
- 12) Repeat steps 3 - 11 above for each type of ALLRAD unit.

#### TEST VERIFICATION:

##### **AWSIM:**

- 1) Verify that ALLRAD unit operational. Confirm that missile supply totals are the same in CBS and AWSIM.
- 2) Confirm on ASTAB the fire control of ALLRAD unit is unlocked to AWSIM.
- 4) Verify that ALLRAD unit engages AWSIM mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 6) Verify that ALLRAD unit engages AWSIM mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 7) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 8) Confirm the fire control of ALLRAD unit on ASTAB reads "LOCKED BY CBS".
- 11) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

##### **CBS:**

- 3) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 5) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 10) Verify that ALLRAD unit engages rotary wing mission in CBS.
- 11) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

TEST RESULTS: Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5-2 / N.15.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS ALLRAD properly engages RESA fixed-wing air missions. Test that AWSIM and CBS update missile supply after engagements. Test that CSSTSS properly resupplies ALLRAD unit.

**TEST STEPS:**

**CBS:**

- 1) Select one of each type of ALLRAD unit. Coordinate with AWSIM controller to compare missile supply of ALLRAD unit in CBS and in AWSIM. Unlock fire control to AWSIM.
- 6) Compare missile supply of ALLRAD unit in CBS and in AWSIM following the engagements.
- 7) Repeat steps 1 and 6 above for each type of ALLRAD unit.

**AWSIM:**

- 1) Compare missile supply totals of the unit in CBS and in AWSIM.
- 3) Engage ghosted RESA mission listed below with ALLRAD unit.
- 5) Engage ghosted RESA mission listed below with ALLRAD unit.
- 6) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 7) Repeat steps 1 - 6 above for each type of ALLRAD unit.

**RESA:**

- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 7) Repeat steps 2 and 4 above for each type of ALLRAD unit.

**CSSTSS:**

- 7) Resupply ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify ALLRAD unit is OPERATIONAL. Confirm missile supply totals are the same in CBS and AWSIM. Confirm on ASTAB that fire control of ALLRAD unit is unlocked to AWSIM.
- 3) Verify that ALLRAD unit engages RESA mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify that ALLRAD unit engages RESA mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 7) Confirm that ALLRAD unit is resupplied. Confirm new missile totals are the same in AWSIM and CBS.

**RESA:**

- 3) Verify that RESA mission is engaged by ALLRAD unit. Record ALLRAD type and number of aircraft lost.
- 5) Verify that RESA mission is engaged by ALLRAD unit. Record ALLRAD type and number of aircraft lost.

**CBS:**

- 3) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 5) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.
- 7) Confirm that ALLRAD unit is resupplied. Confirm new missile totals are the same in AWSIM and CBS.

**CSSTSS:**

- 7) Confirm that ALLRAD unit is resupplied. Confirm that missiles in supplying unit are decreased by the proper amount, as missile in receiving ALLRAD unit are increased.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.5-3 / N.15.a**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS ALLRAD properly engage RESA rotary-wing air missions. Test that AWSIM and CBS update missile supply after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select one of each type of ALLRAD unit. Compare missile supply totals of the unit in CBS and in AWSIM. Make sure fire control is unlocked to AWSIM.
- 3) Engage ghosted RESA mission listed below with ALLRAD unit.
- 5) Engage ghosted RESA mission listed below with ALLRAD unit.
- 6) Compare missile supply totals in CBS and in AWSIM after the above engagements.
- 7) Repeat steps 3 - 6 above for each type of ALLRAD unit.

**CBS:**

- 1) Compare missile supply of ALLRAD unit in CBS and in AWSIM.
- 6) Compare missile supply of ALLRAD unit in CBS and in AWSIM following the engagements.
- 7) Repeat steps 1 and 6 above for each type of ALLRAD unit.

**RESA:**

- 2) Launch a rotary-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 4) Launch a rotary-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing ALLRAD unit.
- 7) Repeat steps 2 and 4 above for each type of ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify fire control of ALLRAD unit is unlocked to AWSIM. Confirm that missile supply totals are the same in CBS and AWSIM.
- 3) Verify ALLRAD unit engages RESA rotary-wing mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify ALLRAD unit engages RESA rotary-wing mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**RESA:**

- 3) Verify that RESA mission is engaged by ALLRAD unit. Record type of ALLRAD and number of aircraft lost.
- 5) Verify that RESA mission is engaged by ALLRAD unit. Record type of ALLRAD and number of aircraft lost.

**CBS:**

- 3) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 5) Verify that workstation owning ALLRAD unit receives ADA End-of-Engagement Report.
- 6) Confirm that missile supply totals are decremented, and are the same in CBS and AWSIM.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5-4 / N

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that ALLRAD units do not engage air missions above correct altitude band.

**TEST STEPS:**

**AWSIM:**

- 1) Select an ALLRAD unit. Coordinate with CBS controller to ensure that fire control is unlocked to AWSIM.
- 2) Fly an enemy air mission within the engagement range, but above the altitude band, of an opposing ALLRAD unit.
- 3) Attempt to engage mission with ALLRAD unit.
- 5) Attempt to engage ghosted RESA mission with ALLRAD unit.

**RESA:**

- 4) Fly an enemy air mission within the engagement range, but above the altitude band, of ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify fire control of ALLRAD unit is unlocked to AWSIM.
- 3) Verify that ALLRAD unit does not engage AWSIM mission. Verify that ALLRAD inventory does not decrease.
- 5) Verify that ALLRAD unit does not engage RESA mission. Verify that ALLRAD inventory does not decrease.

**RESA:**

- 3) Verify that RESA mission is not engaged by ALLRAD unit.

**CBS:**

- 3) Verify that workstation owning ALLRAD unit does not receive ADA End-of-Engagement Report. Verify that ALLRAD inventory does not decrease.
- 5) Verify that workstation owning ALLRAD unit does not receive ADA End-of-Engagement Report. Verify that ALLRAD inventory does not decrease.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 2.5-5 / N.1,N.15.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test CBS ALLRAD unit state transitions. Test that ALLRAD cannot fire in AWSIM if CBS\_status is SUPPRESSED, MOVING, or DESTROYED. Test suppression of ALLRAD unit by ground attack.

**TEST STEPS:**

**CBS:**

- 1) Coordinate with AWSIM controller in choosing a CBS ALLRAD unit that has CBS\_status "OPERATIONAL". Make sure COBRA is turned on. Unlock fire control of unit to AWSIM.
- 2) Start the ALLRAD unit moving.
- 4) Stop the ALLRAD unit.
- 5) Place the ALLRAD unit in close combat.
- 7) Remove the ALLRAD unit from close combat and controller damage all unit radars.
- 9) Restore unit radars and controller damage all unit launchers.
- 11) Damage the ALLRAD unit until all radars, launchers, and ADA.V is destroyed.
- 13) Magic Resupply the ALLRAD unit.
- 14) Magic move the ALLRAD unit.

**AWSIM:**

- 1) Coordinate with AWSIM controller in choosing a CBS ALLRAD unit that has CBS\_status "OPERATIONAL"
- 3) Attempt fire ALLRAD unit while it is moving.
- 6) Attempt to fire ALLRAD unit while it is in close combat.
- 8) Attempt to fire ALLRAD unit while all unit radars are damaged.
- 10) Attempt to fire ALLRAD unit while all unit launchers are damaged.
- 12) Attempt to fire ALLRAD unit after all radars, launchers, and ADA.V have been destroyed.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that ALLRAD unit is operational and fire control is unlocked to AWSIM.
- 2) Verify that ALLRAD unit is "NON OP - MOVING" on ASTAB.
- 3) Confirm ALLRAD unit does not fire while ALLRAD unit is moving.
- 4) Verify that ALLRAD unit is operational in AWSIM.
- 5) Verify that ALLRAD unit is "SUPPRESSED BY GND" on ASTAB.
- 6) Confirm ALLRAD unit does not fire while unit is in close combat..
- 7) Verify that ALLRAD unit is "NON OP - MAINTENANCE" on ASTAB and AWSIM icon on GIAC disappears.
- 8) Confirm ALLRAD unit does not fire while all unit radars are damaged.
- 9) Verify that ALLRAD unit is "NON OP - MAINTENANCE" on ASTAB and AWSIM icon on GIAC disappears.
- 10) Confirm ALLRAD unit does not fire while all unit launchers are damaged.
- 9) Verify that ALLRAD unit is "NON-OP DEAD" on ASTAB and AWSIM and CBS icons on GIAC disappear.
- 12) Confirm ALLRAD unit does not fire after all radars, launchers, and ADA.V have been destroyed.
- 13) Verify that ALLRAD unit is operational in AWSIM, and AWSIM icon reappears on GIAC.
- 14) Verify that ghosted ALLRAD unit appears in AWSIM, in the location to which it was magic moved in CBS.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5.6 / N

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a split of an ALLRAD unit that results in two new ALLRAD units.

**TEST STEPS:**

**CBS:**

- 1) Find 4 aggregate ALLRAD units with multiple fire control radars and multiple launchers.
- 2) Split the first ALLRAD unit so that both new units have at least one radar and one launcher.
- 3) Split the second ALLRAD unit so that one new unit has at least one radar and one launcher and the other has no radars and at least one launcher.
- 4) Split the third ALLRAD unit so that one new unit has at least one radar and one launcher and the other has at least one radar and no launchers.
- 5) Split the fourth ALLRAD unit so that one new unit has all of the radars and launchers and the other has no radars and no launchers.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that two new ALLRAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. Both of the new units should have detection capability. Both units should be able to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 2) Verify that two new ALLRAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. Both of the new units should have detection capability. The unit with no missiles or launchers should be unable to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 3) Verify that two new ALLRAD units are created and the old unit is deleted in AWSIM, on GIAC and in C3I summaries. The unit with no radar capability should be unable to engage. Verify sum of the units, missile supplies is equal to the missile supply of the old unit.
- 4) Verify that two new units are created and the old unit is deleted. Confirm that, for the unit with no radars and no launchers, the CBS ground unit icon is displayed, while the AWSIM icon is not. Confirm that unit with all the launchers and radars appears as ALLRAD unit in AWSIM, on GIAC and in C3I summaries.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5-7 / N

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of a ALLRAD unit that results in a new ALLRAD unit.

**TEST STEPS:**

**CBS:**

- 1) Select two mergeable units, with at least one unit classified as a ALLRAD unit (ALLRAD cannot be merged with a different type ALLRAD unit, ALLRAD, or RADAR units).
- 2) Merge the selected units (New unit must have same name as one of the old units).

**TEST VERIFICATION:**

**AWSIM:**

- 2) Verify that new ALLRAD is created, with a missile supply equal to the sum of the old unit supplies. Confirm that the old ALLRAD unit is deleted in AWSIM, on GIAC and in C3I summaries. Confirm that new ALLRAD unit is able to detect and engage.

**CBS:**

- 2) Verify that new ALLRAD unit is created, with a missile supply equal to the sum of the old unit supplies. The new unit should have missile supply equal to the sum of the supplies of the old units.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.5-8 / N**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of two ALLRAD units that are of different unit\_type.

**TEST STEPS:**

**CBS:**

1) Select two ALLRAD units of different unit type that are otherwise mergeable. Select one unit as the core and one as the marginal unit.

2) Attempt to merge the units in CBS.

**TEST VERIFICATION:**

**CBS:**

2) The merge order should be rejected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.5-9 / N**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test electronic degradation ALLRAD units.

**TEST STEPS:**

**AWSIM:**

- 1) Select a ALLRAD in AWSIM. Make sure fire control is unlocked in AWSIM.
- 2) Make sure no AWACS are flying.
- 4) Fly a fixed wing mission over the ALLRAD unit. Note the detection range.
- 5) Electronically degrade the ALLRAD unit, via JECEWSI.
- 6) Fly a fixed wing mission over the ALLRAD unit. Note the detection range.

**RESA:**

- 4) Fly a fixed wing mission over the ALLRAD unit. Note the detection range.
- 6) Fly a fixed wing mission over the ALLRAD unit. Note the detection range.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that fire control is unlocked to AWSIM.
- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**RESA:**

- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**CBS:**

- 6) Verify that while the unit is suppressed, the detection capability of the unit is reduced.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5-10 / N

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test ALLRAD shock suppression and damage from AWSIM fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational ALLRAD unit for testing. Make sure fire control is unlocked in AWSIM.
- 2) Make sure that no AWACS are flying.
- 3) Coordinate a fixed-wing air to ground attack on the ALLRAD unit with offensive air ops (mission orders must specify ALLRAD unit location and must also specify "TARGET AIR\_DEFENSE" or "TARGET RADAR". Use both air-ground and SEAD aircraft to attack. When ARMs are used, specify "TARGET RADAR").
- 4) Fly an enemy fixed wing mission over the ALLRAD unit.
- 5) Attempt to engage the mission from suppressed ALLRAD unit.
- 6) Continue to attack unit using bombs and missiles other than ARMs until all radars or launchers are destroyed
- 7) Continue attack until unit is destroyed.
- 8) Attempt to engage enemy air mission from ALLRAD unit.

**CBS:**

- 9) Magic Resupply ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that fire control is unlocked to AWSIM.
- 3) Confirm on ASTAB and GIAC that status of ALLRAD unit is "SUPPRESSED BY AIR" during and immediately after the attack.
- 5) Confirm ALLRAD unit is unable to engage enemy fixed wing mission, and no damage occurs to enemy mission.
- 6) Confirm on ASTAB that status of ALLRAD unit is "NON OP - MAINTENANCE" and AWSIM icon is removed from GIAC. Unit should have reduced detection capability if only all launchers are destroyed and a reduced number of radars remain.
- 7) Confirm that ALLRAD unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 8) Confirm ALLRAD unit is unable to engage air mission.
- 9) Confirm that AWSIM and CBS icons for ALLRAD unit reappear on GIAC, and unit appears on ASTAB.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.5-11 / N**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test ALLRAD shock suppression and damage from RESA fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational ALLRAD unit for testing. Make sure fire control is unlocked in AWSIM.
- 2) Make sure that no AWACS are flying.
- 5) Attempt to engage the ghosted RESA enemy mission below from suppressed ALLRAD unit.
- 8) Attempt to engage ghosted RESA enemy air mission below from destroyed ALLRAD unit.

**RESA:**

- 3) Attack ALLRAD unit with ARMs, targeting AIR\_DEFENSE and RADAR. Use both air-ground and SEAD aircraft to attack.
- 4) Fly an enemy fixed wing mission over the ALLRAD unit.
- 6) Continue to attack unit using bombs and missiles other than ARMs until all radars or launchers are destroyed
- 7) Continue attack until unit is destroyed.

**CBS:**

- 9) Magic Resupply ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that fire control is unlocked to AWSIM.
- 3) Confirm on ASTAB and GIAC that status of ALLRAD unit is "SUPPRESSED BY AIR" during and immediately after the attack.
- 5) Confirm ALLRAD unit is unable to engage enemy fixed wing mission, and no damage occurs to enemy mission.
- 6) Confirm on ASTAB that status of ALLRAD unit is "NON OP - MAINTENANCE" and AWSIM icon is removed from GIAC. Unit should have reduced detection capability if only all launchers are destroyed and a reduced number of radars remain.
- 7) Confirm that ALLRAD unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 8) Confirm ALLRAD unit is unable to engage ghosted RESA enemy air mission.
- 9) Confirm that AWSIM and CBS icons for ALLRAD unit reappear on GIAC, and unit appears on ASTAB.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.5-12 / N

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test ALLRAD suppression by artillery attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational ALLRAD unit for testing. Make sure fire control is unlocked in AWSIM.
- 3) After the ALLRAD unit is attacked by artillery in CBS, Fly an enemy air mission over the unit.
- 4) Attempt to engage enemy air mission from ALLRAD unit.

**CBS:**

- 2) Attack the selected ALLRAD unit with artillery.
- 5) Discontinue artillery attack on ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that fire control is unlocked to AWSIM.
- 2) Confirm on ASTAB and GIAC that ALLRAD unit is "SUPPRESSED BY GND" during and immediately after artillery attack.
- 4) Confirm that ALLRAD unit is unable to fire at enemy air mission.
- 5) Confirm on ASTAB and GIAC that status of ALLRAD unit returns to operational.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

**TEST # 2.5-13 / N**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test ALLRAD suppression by CBS rotary-wing aircraft attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational ALLRAD unit for testing. Make sure fire control is unlocked in AWSIM.
- 3) After the ALLRAD unit is attacked by rotary-wing aircraft in CBS, Fly an enemy air mission over the unit.
- 4) Attempt to engage enemy air mission from ALLRAD unit.

**CBS:**

- 2) Attack the selected ALLRAD unit with rotary-wing aircraft.
- 5) Discontinue rotary-wing attack on ALLRAD unit.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm on ASTAB that fire control is unlocked to AWSIM.
- 2) Confirm on ASTAB and GIAC that ALLRAD unit is "SUPPRESSED BY AIR" during and immediately after rotary-wing aircraft attack.
- 4) Confirm that ALLRAD unit is unable to fire at enemy air mission.
- 5) Confirm on ASTAB and GIAC that status of ALLRAD unit returns to operational.

**TEST RESULTS:**            **Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Pages 55 - 57 have been deleted.**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.6 RADAR System Interface

CONFEDERATION TEST '94

TEST # 2.6-1 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

### TEST PURPOSE:

Test that AWSIM receives updates on movement, speed, and direction of CBS RADAR units.

### TEST STEPS:

#### **CBS:**

- 1) Select an operational CBS RADAR unit, and issue and ground move order to the unit.
- 2) Stop the RADAR unit.
- 3) Magic Move the RADAR unit.

### TEST VERIFICATION:

#### **AWSIM:**

- 1) Verify that ghosted RADAR unit moves along with the CBS RADAR unit.
- 2) Verify that ghosted RADAR unit stops and appears in the same location as in CBS.
- 3) Verify that ghosted RADAR unit appears in the new location it was moved to in CBS.

**TEST RESULTS:            Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.6-2 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS RADAR properly detects AWSIM and RESA air missions.

**TEST STEPS:**

**AWSIM:**

- 1) Make sure no AWACS (AEW) missions are flying.
- 2) Select CBS RADAR unit with "OPERATIONAL" status.
- 3) Fly an undetected fixed-wing mission over the RADAR unit.

**RESA:**

- 4) Fly an undetected fixed-wing mission over the RADAR unit.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Verify that AWSIM mission is detected in AWSIM and on GIAC.
- 4) Verify that RESA mission is detected in AWSIM and on GIAC.

**CBS:**

- 3) Verify that AWSIM mission is detected in CBS.
- 4) Verify that RESA mission is detected in CBS.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.6-3 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test CBS RADAR unit state transitions. Test that RADAR cannot detect air missions in AWSIM if CBS\_status is SUPPRESSED, MOVING, or DESTROYED. Test suppression of RADAR unit by ground attack.

**TEST STEPS:**

**CBS:**

- 1) Coordinate with AWSIM controller in choosing a CBS RADAR unit that has CBS\_status "OPERATIONAL". Make sure COBRA is turned on.
- 2) Start the RADAR unit moving.
- 4) Stop the RADAR unit.
- 5) Place the RADAR unit in close combat.
- 7) Remove the RADAR unit from close combat and controller damage the RADAR unit until radar supply is zero.
- 9) Place the RADAR unit in close combat until unit is destroyed.
- 11) Magic Resupply the RADAR unit.

**AWSIM:**

- 1) Coordinate with CBS controller in choosing an operational CBS RADAR unit. Make sure no AWACS are flying.
- 3) Fly an undetected air mission over the RADAR unit while it is moving.
- 6) Fly an undetected air mission over the RADAR unit while it is in close combat.
- 8) Fly an undetected air mission over the RADAR unit while unit radar supply is zero.
- 10) Fly an undetected air mission over the location of the RADAR unit while unit is destroyed.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that no AWACS are flying.
- 3) Confirm that mission is not detected in AWSIM or on GIAC while the RADAR unit is moving.
- 6) Confirm that mission is not detected in AWSIM or on GIAC while RADAR unit is in close combat.
- 8) Confirm that mission is not detected in AWSIM or on GIAC while unit radar supply is zero.
- 9) Verify that AWSIM and CBS icons on GIAC disappear, and the unit disappears on ASTAB.
- 10) Confirm that mission is not detected in AWSIM or on GIAC when RADAR unit is destroyed.
- 11) Verify that AWSIM and CBS icons of RADAR unit reappear on GIAC at the same position, and the unit reappears on ASTAB.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.6-4 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the split function for RADAR units.

**TEST STEPS:**

**CBS:**

- 1) Find 2 RADAR units with multiple ground acquisition radars.
- 2) Split the first RADAR unit so that both new units have at least one radar.
- 3) Split the second RADAR unit so that one new unit has at least one radar and the other has no radars.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Verify that two new RADAR units are created and the old unit is deleted in AWSIM and on GIAC. Both of the new units should have detection capability.
- 3) Verify that one new RADAR unit is created and the old unit is deleted in AWSIM and on GIAC. The new RADAR unit should have detection capability.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.6-5 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of a RADAR unit that results in a new RADAR unit.

**TEST STEPS:**

**CBS:**

- 1) Select two mergeable units, with at least one unit classified as a RADAR unit (RADAR cannot be merged with a different type RADAR unit, ALLRAD, or RADAR units).
- 2) Merge the selected units (New unit must have same name as one of the old units).

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm that a new RADAR unit is created and the old RADAR unit is deleted in AWSIM and on GIAC. Confirm that new RADAR unit is able to detect.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.6-6 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test a merge of two RADAR units that are of different unit\_type.

**TEST STEPS:**

**CBS:**

- 1) Select two RADAR units of different unit type that are otherwise mergeable. Select one unit as the core and one as the marginal unit.
- 2) Attempt to merge the units in CBS.

**TEST VERIFICATION:**

**CBS:**

- 2) The merge order should be rejected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

**TEST # 2.6-7 / N.16.b**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test electronic degradation of RADAR units.

**TEST STEPS:**

**AWSIM:**

- 1) Select a RADAR unit in AWSIM.
- 2) Make sure no AWACS are flying.
- 4) Fly a fixed wing mission over the RADAR unit. Note the detection range.
- 5) Electronically degrade the RADAR unit, via JECEWSI.
- 6) Fly a fixed wing mission over the RADAR unit. Note the detection range.

**RESA:**

- 4) Fly a fixed wing mission over the RADAR unit. Note the detection range.
- 6) Fly a fixed wing mission over the RADAR unit. Note the detection range.

**TEST VERIFICATION:**

**AWSIM:**

- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**RESA:**

- 6) Verify that the detection range on the second mission is appropriately reduced from the first mission.

**CBS:**

- 6) Verify that while the unit is suppressed, the detection capability of the unit is reduced.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.6-8 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test RADAR shock suppression and damage from AWSIM fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational RADAR unit for testing.
- 2) Make sure that no AWACS are flying.
- 3) Coordinate a fixed-wing air to ground attack on the RADAR unit with offensive air ops. The mission orders must specify "target radar". Use both air-ground and SEAD aircraft to attack. When ARMs are used, specify "target radar". Continue attack in AWSIM until some radars are damaged.
- 4) Fly an enemy fixed wing mission over the RADAR unit but do not attack.
- 5) Continue to attack RADAR unit until all radars are destroyed.
- 6) Fly an enemy fixed wing mission over the RADAR unit.

**CBS:**

- 7) Magic Resupply RADAR unit.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Confirm on ASTAB and GIAC that status of RADAR unit is "SUPPRESSED" during and immediately after the attack.
- 4) Confirm in AWSIM and on GIAC that radar detection range is reduced.
- 6) Confirm in AWSIM and on GIAC that mission is not detected. Confirm that RADAR unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 7) Confirm that AWSIM and CBS icons for RADAR unit reappear on GIAC, and unit appears on ASTAB.

**CBS:**

- 4) Confirm that radar detection range is reduced.
- 6) Confirm that mission is not detected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.6-9 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test RADAR shock suppression and damage from RESA fixed wing air-to-ground attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational RADAR unit for testing.
- 2) Make sure that no AWACS are flying.

**RESA:**

- 3) Attack RADAR unit with ARMs, targeting RADAR. Use both air-ground and SEAD aircraft to attack.
- 4) Fly an enemy fixed wing mission over the RADAR unit but do not attack.
- 5) Continue to attack RADAR unit until all radars are destroyed.
- 6) Fly an enemy fixed wing mission over the RADAR unit.

**CBS:**

- 7) Magic Resupply RADAR unit.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Confirm on ASTAB and GIAC that status of RADAR unit is "SUPPRESSED" during and immediately after the attack.
- 4) Confirm in AWSIM and on GIAC that radar detection range is reduced.
- 6) Confirm in AWSIM and on GIAC that mission is not detected. Confirm that RADAR unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 7) Confirm that AWSIM and CBS icons for RADAR unit reappear on GIAC, and unit appears on ASTAB.

**CBS:**

- 4) Confirm that radar detection range is reduced.
- 6) Confirm that mission is not detected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.6-10 / N.16.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test RADAR suppression by artillery attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational RADAR unit for testing.
- 3) After the RADAR unit is attacked by artillery in CBS, Fly an enemy air mission over the unit.

**CBS:**

- 2) Controller damage the selected RADAR unit with artillery until the radar supply is zero.
- 4) Controller damage the selected RADAR unit with artillery until it is destroyed.
- 5) Magic Resupply the RADAR unit.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm on ASTAB and GIAC that RADAR unit is "SUPPRESSED" during and immediately after artillery attack.
- 3) Confirm that the mission is not detected in AWSIM or on GIAC.
- 4) Confirm the RADAR unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 5) Confirm that AWSIM and CBS icons for RADAR unit reappear on GIAC, and unit appears on ASTAB.

**CBS:**

- 3) Confirm that the mission is not detected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.6-11 / N.16.b**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test RADAR suppression by CBS rotary-wing aircraft attack

**TEST STEPS:**

**AWSIM:**

- 1) Select an operational RADAR unit for testing.
- 3) After the RADAR unit is attacked by rotary-wing aircraft in CBS, Fly an enemy air mission over the unit.

**CBS:**

- 2) Controller damage the selected RADAR unit with rotary-wing aircraft until the radar supply is zero.
- 4) Controller damage the selected RADAR unit with rotary-wing aircraft until it is destroyed.
- 5) Magic Resupply the RADAR unit.

**TEST VERIFICATION:**

**AWSIM:**

- 2) Confirm on ASTAB and GIAC that RADAR unit is "SUPPRESSED" during and immediately after rotary-wing aircraft attack.
- 3) Confirm that the mission is not detected in AWSIM or on GIAC.
- 4) Confirm the RADAR unit is removed from ASTAB and both AWSIM and CBS icons are removed from GIAC.
- 5) Confirm that AWSIM and CBS icons for RADAR unit reappear on GIAC, and unit appears on ASTAB.

**CBS:**

- 3) Confirm that the mission is not detected.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.7 SHORAD System Interface

### CONFEDERATION TEST '94

TEST # 2.7-1 / N.13.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test that AWSIM SHORAD properly engages AWSIM air missions.

#### **TEST STEPS:**

##### **AWSIM:**

- 1) Make sure AWACS mission is flying. Select AWSIM SHORAD unit.
- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 3) Engage the AWSIM mission with the AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 5) Engage the AWSIM mission with AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 6) Collect all information on above engagements.

#### **TEST VERIFICATION:**

##### **AWSIM:**

- 1) Verify that AWSIM SHORAD unit is in OPERATIONAL Status.
- 3) Verify that AWSIM SHORAD unit engages AWSIM mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify that AWSIM SHORAD unit engages AWSIM mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

#### **TEST RESULTS:**

Success Limited Success Investigate & Retest

#### **Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.7-2 / N.13.a**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that AWSIM SHORAD properly engage RESA fixed-wing air missions. Test that AWSIM and CBS update missile supply after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select AWSIM SHORAD unit.
- 3) Engage ghosted RESA mission listed below with AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 5) Engage ghosted RESA mission listed below with AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 6) Collect all information on above engagements.

**RESA:**

- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM flights with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 6) Collect all information on above engagements.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify AWSIM SHORAD unit is OPERATIONAL.
- 3) Verify that AWSIM SHORAD unit engages ghosted RESA mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify that AWSIM SHORAD unit engages ghosted RESA mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**RESA:**

- 3) Verify that RESA mission is engaged by AWSIM SHORAD unit. Record number of aircraft lost.
- 5) Verify that RESA mission is engaged by AWSIM SHORAD unit. Record number of aircraft lost.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.7-3 / N.13.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that AWSIM SHORAD properly engage RESA rotary-wing air missions. Test that AWSIM and CBS update missile supply after engagements.

**TEST STEPS:**

**AWSIM:**

- 1) Select AWSIM SHORAD unit.
- 3) Engage ghosted RESA mission listed below with AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 5) Engage ghosted RESA mission listed below with AWSIM SHORAD unit. Use all SHORADs in AWSIM database.
- 6) Collect all information on above engagements.

**RESA:**

- 2) Launch a rotary-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 4) Launch a rotary-wing mission of 20 4-ship AWSIM flights with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 6) Collect all information on above engagements.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify AWSIM SHORAD unit is OPERATIONAL.
- 3) Verify that AWSIM SHORAD unit engages ghosted RESA mission of 50 single ship aircraft. Record Kill totals on ASTAB.
- 5) Verify that AWSIM SHORAD unit engages ghosted RESA mission of 20 4-ship aircraft. Record Kill totals on ASTAB.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**RESA:**

- 3) Verify that RESA mission is engaged by AWSIM SHORAD unit. Record number of aircraft lost.
- 5) Verify that RESA mission is engaged by AWSIM SHORAD unit. Record number of aircraft lost.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

TEST # 2.7-4 / N.13.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that AWSIM SHORAD properly engages AWSIM air missions.

**TEST STEPS:**

**CBS:**

- 1) Make sure AWACS mission is flying. Select AWSIM SHORAD unit.
- 3) Engage the AWSIM mission below with the CBS SHORAD unit. Use all SHORADs in CBS database.
- 5) Engage the AWSIM mission with CBS SHORAD unit. Use all SHORADs in CBS database.
- 6) Collect all ADA Engagement Reports and End Of Engagement Summary Reports on above engagements.

**AWSIM:**

- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship AWSIM aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing AWSIM SHORAD unit.
- 6) Collect all information on above engagements.

**TEST VERIFICATION:**

**AWSIM:**

- 3) Verify that CBS SHORAD unit engages AWSIM mission of 50 single ship aircraft. Record Kill totals.
- 5) Verify that CBS SHORAD unit engages AWSIM mission of 20 4-ship aircraft. Record Kill totals.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**CBS:**

- 3) Verify that CBS SHORAD unit engages AWSIM mission of 50 single ship aircraft.
- 5) Verify that CBS SHORAD unit engages AWSIM mission of 20 4-ship aircraft.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.7-5 / N.13.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS SHORAD properly engage RESA fixed-wing air missions.

**TEST STEPS:**

**CBS:**

- 1) Select CBS SHORAD unit.
- 3) Engage ghosted RESA mission listed below with CBS SHORAD unit. Use all SHORADs in CBS database.
- 5) Engage ghosted RESA mission listed below with CBS SHORAD unit. Use all SHORADs in CBS database.
- 6) Collect all ADA Engagement Reports and End Of Engagement Summary Reports on above engagements.

**RESA:**

- 2) Launch a fixed-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing CBS SHORAD unit.
- 4) Launch a fixed-wing mission of 20 4-ship flights with one minute separation between flights, within the engagement range and altitude band of an opposing CBS SHORAD unit.
- 6) Collect all information on above engagements.

**TEST VERIFICATION:**

**CBS:**

- 3) Verify that CBS SHORAD unit engages ghosted RESA mission of 50 single ship aircraft.
- 5) Verify that CBS SHORAD unit engages ghosted RESA mission of 20 4-ship aircraft.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**RESA:**

- 3) Verify that RESA mission is engaged by CBS SHORAD unit. Record number of aircraft lost.
- 5) Verify that RESA mission is engaged by CBS SHORAD unit. Record number of aircraft lost.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.7-6 / N.13.b

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS SHORAD properly engage RESA rotary-wing air missions.

**TEST STEPS:**

**CBS:**

- 1) Select CBS SHORAD unit.
- 3) Engage ghosted RESA mission listed below with CBS SHORAD unit. Use all SHORADs in CBS database.
- 5) Engage ghosted RESA mission listed below with CBS SHORAD unit. Use all SHORADs in CBS database.
- 6) Collect all ADA Engagement Reports and End Of Engagement Summary Reports on above engagements.

**RESA:**

- 2) Launch a rotary-wing mission of 50 single ship aircraft with one minute separation between flights, within the engagement range and altitude band of an opposing CBS SHORAD unit.
- 4) Launch a rotary-wing mission of 20 4-ship flights with one minute separation between flights, within the engagement range and altitude band of an opposing CBS SHORAD unit.
- 6) Collect all information on above engagements.

**TEST VERIFICATION:**

**CBS:**

- 3) Verify that CBS SHORAD unit engages ghosted RESA mission of 50 single ship aircraft.
- 5) Verify that CBS SHORAD unit engages ghosted RESA mission of 20 4-ship aircraft.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**RESA:**

- 3) Verify that RESA mission is engaged by CBS SHORAD unit. Record number of aircraft lost.
- 5) Verify that RESA mission is engaged by CBS SHORAD unit. Record number of aircraft lost.
- 6) Assess validity of kills based on altitude above and range from the SHORAD site, and day versus night.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.7-7 / N.13.a

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that AWSIM SHORAD units engage only those ghosted aircraft flying within proper distance and altitude bands.

**TEST STEPS:**

**AWSIM:**

- 1) Make sure an AWACS is flying.
- 2) Choose an AWSIM-built SHORAD unit.
- 3) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights over the AWSIM-built SHORAD above the weapon's maximum engagement altitude capability.
- 4) Engage AWSIM flights with AWSIM SHORAD.
- 5) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights just beyond the range of the AWSIM-built SHORAD, below the weapon's maximum engagement altitude capability.
- 6) Engage AWSIM flights with AWSIM SHORAD. Use all SHORADs in AWSIM database.
- 8) Engage RESA flights with AWSIM SHORAD. Use all SHORADs in AWSIM database
- 10) Engage RESA flights with AWSIM SHORAD. Use all SHORADs in AWSIM database

**RESA:**

- 7) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights over the AWSIM-built SHORAD above the weapon's maximum engagement altitude capability.
- 9) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights just beyond the range of the AWSIM-built SHORAD, below the weapon's maximum engagement altitude capability.

**TEST VERIFICATION:**

**AWSIM:**

All) Verify that no aircraft were hit by AWSIM SHORAD.

**RESA:**

All) Verify that no aircraft were hit by AWSIM SHORAD.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.7-8 / N.13.b**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that CBS SHORAD units engage only those ghosted aircraft flying within proper distance and altitude bands.

**TEST STEPS:**

**CBS:**

- 1) Make sure an AWACS is flying.
- 2) Choose all necessary CBS-built SHORAD units and co-locate them for this test.
- 4) Engage AWSIM flights with CBS SHORAD. Use all SHORADs in CBS database.
- 6) Engage AWSIM flights with CBS SHORAD. Use all SHORADs in CBS database.
- 8) Engage RESA flights with CBS SHORAD. Use all SHORADs in CBS database.
- 10) Engage RESA flights with CBS SHORAD. Use all SHORADs in CBS database.

**AWSIM:**

- 3) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights over the CBS-built SHORAD above the weapon's maximum engagement altitude capability.
- 5) Fly a fixed-wing mission of 50 single ship AWSIM aircraft with one minute separation between flights just beyond the range of the CBS-built SHORAD, below the weapon's maximum engagement altitude capability.

**RESA:**

- 7) Fly a fixed-wing mission of 50 single ship RESA aircraft with one minute separation between flights over the CBS-built SHORAD above the weapon's maximum engagement altitude capability.
- 9) Fly a fixed-wing mission of 50 single ship RESA aircraft with one minute separation between flights just beyond the range of the CBS-built SHORAD, below the weapon's maximum engagement altitude capability.

**TEST VERIFICATION:**

**CBS:**

All) Verify that no aircraft were hit by CBS SHORAD.

**AWSIM:**

All) Verify that no aircraft were hit by CBS SHORAD.

**RESA:**

All) Verify that no aircraft were hit by CBS SHORAD.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.7-9 /**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that ground units with SHORAD weapons are able to fire in self-defense.

**TEST STEPS:**

**CBS:**

- 1) Make sure no AWACS are flying in CBS.
- 2) Identify CBS ground unit with SHORAD weapons. Identify unit to AWSIM and RESA controllers.

**AWSIM:**

- 1) Make sure no AWACS are flying in AWSIM.
- 2) Launch an air mission and attack CBS ground unit.

**RESA:**

- 3) Launch an air mission and attack CBS ground unit.

**TEST VERIFICATION:**

**CBS:**

- 2) Confirm that SHORAD units engages ghosted AWSIM mission.
- 3) Confirm that SHORAD units engages ghosted RESA mission.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 2.8 AIRLIFT/AIRDROP INTERFACE

### 2.8.1 GENERAL INFORMATION FOR ALL AIRLIFT / AIRDROP TESTS:

Using the airlift / airdrop functionality requires close coordination between the AWSIM and the CBS controllers, outside of the simulations. The following guidelines apply to all tests for this functionality.

1. Prior to commencing testing, the AWSIM and CBS controllers must coordinate the following information (as applicable):

- o Operation / event name
- o Aircraft assets available and their location
- o Number and type of aircraft required
- o Route of flight
- o Maximum CBS altitude filter
- o Unit to be airlifted and its location
- o Supplies to be airlifted and their location
- o Unit providing supplies to be airlifted
- o Unit receiving supplies and its location
- o Onload / offload airfields names and coordinates
- o Drop zone coordinates

2. The operation name (event name):

- o must be unique
- o cannot be more than 8 characters
- o cannot be totally numeric
- o must be exactly the same in both AWSIM and CBS

3. No more than four aircraft can be assigned to an operation.

4. AWSIM TOT and END TIME functions cannot be used. They do not work in airlift / airdrop missions involving multiple onload/offload locations or multiple turn points.

5. The operation must be defined in CBS before the mission is launched in AWSIM.

6. The AWSIM keywords "TURN" or "AIRDROP" must be used in the AWSIM order at the designated lift/load/drop points. These keywords are the only AWSIM orders which will trigger the CBS logic for onload or offload.

7. AWSIM orders can accept latitude / longitude coordinates only to a precision of degrees and minutes, while CBS requires accuracy to the second. To avoid coordinate discrepancies, the following procedures should be followed when selecting coordinates for input into both AWSIM and CBS:

- o Select the location in CBS as a latitude / longitude pair (e.g., 54-46-13N 06-17-58E).
- o Round the selected coordinates up or down to the nearest degree (e.g., 54-46N 06-18E).
- o Input the rounded coordinates into both CBS and AWSIM.

Following these procedures will ensure that the correct location in CBS will be found. For example, suppose a unit providing supplies in an onload is actually located at 54-46-13N 06-17-58E in CBS. If the coordinates are entered in both AWSIM and CBS as 54-46N 06-18E, the error in location specification is small enough to ensure that the CBS "hex ring search", which searches the hex containing the specified coordinate and all contiguous hexes, will find the unit.

8. Check that supplies and units are available at the appropriate onload locations before commencing any operations. Recommended techniques include requesting LOGISTICS REPORTS and UNIT REPORTS from the

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CBS workstation.

9. The mission must be flown at an altitude below the maximum CBS altitude filter.

10. Onload at the base of origin in AWSIM may be accomplished in one of two ways: 1) the mission must first launch from the base, and then "TURN AT" at the base, or 2) the "AIRDROP" keyword may be used.

11. The locations of airfields used for airlift and airdrop must be the same in both CBS and AWSIM.

12. CACHE, rather than RENDEZVOUS, should be used for all SUPPLIES LIFT REQUESTS in CBS. This technique will provide early confirmation that supplies to be lifted are at the onload locations.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 2.8-1 / F. ARLFT B

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airlift of supplies with Blue, single aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift supplies from ONLOADBASE to OFFLOADBASE. Do a LOAD PLAN to determine, N, the number of shuttles required using a single aircraft of type AIRCRAFTTYPE.

Fill in the SUPPLIES LIFT REQUEST using CACHE rather than RENDEZVOUS. Send the order and get confirmation that the supplies have been cached for the mission.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at ONLOADBASE |

Take 090 280 6000 | Shuttle 1

Mission Alft

Turn at OFFLOADBASE |

Take 180 280 6000 |

Mission Alft

o

o

o

Turn at ONLOADBASE |

Take 270 280 6000 | Shuttle N

Mission Alft

Turn at OFFLOADBASE |

Take 270 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload or offload locations. Reports should be complete and consistent with the SUPPLIES LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:** Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-2 / F. ARLFT C

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airlift of supplies with Blue, multiple aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift supplies from ONLOADBASE to OFFLOADBASE. Do a LOAD PLAN to determine, N, the number of shuttles required using four aircraft of type AIRCRAFTTYPE.

Fill in the SUPPLIES LIFT REQUEST using CACHE. Send the order and get confirmation that the supplies have been cached for the mission.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 4 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at ONLOADBASE |

Take 090 280 6000 | Shuttle 1

Mission Alft

Turn at OFFLOADBASE |

Take 180 280 6000 |

Mission Alft

o

o

o

Turn at ONLOADBASE |

Take 270 280 6000 | Shuttle N

Mission Alft

Turn at OFFLOADBASE |

Take 270 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics, with four aircraft. ONLOAD / OFFLOAD reports should be available after mission lands at onload or offload locations. Reports should be complete and consistent with the SUPPLIES LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-3 / F. ARFLT D

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airlift of a unit with Blue, single aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift a small unit (e.g., an MP Company) from ONLOADBASE to OFFLOADBASE. Do a LOAD PLAN to determine, N, the number of shuttles required using a single aircraft of type AIRCRAFTTYPE.

Fill in the UNIT LIFT REQUEST using RENDEZVOUS. Send the order and get confirmation that the unit will be onloaded.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at ONLOADBASE |

Take 090 280 6000 | Shuttle 1

Mission Alft

Turn at OFFLOADBASE |

Take 180 280 6000 |

Mission Alft

o

o

o

Turn at ONLOADBASE |

Take 270 280 6000 | Shuttle N

Mission Alft

Turn at OFFLOADBASE |

Take 270 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload or offload locations. Reports should be complete and consistent with the UNIT LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:** Success Limited Success Investigate & Retest

Comments:

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

CONFEDERATION TEST '94

TEST # 2.8-4 / F. ARLFT E

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airlift of a unit with Blue, multiple aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift a medium size unit (e.g., an ADA or ENG Company) from ONLOADBASE to OFFLOADBASE. Do a LOAD PLAN to determine, N, the number of shuttles required using 4 aircraft of type AIRCRAFTTYPE.

Fill in the UNIT LIFT REQUEST using RENDEZVOUS. Send the order and get confirmation that the unit will be onloaded.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 4 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at ONLOADBASE |

Take 090 280 6000 | Shuttle 1

Mission Alft

Turn at OFFLOADBASE |

Take 180 280 6000 |

Mission Alft

- o
- o
- o

Turn at ONLOADBASE |

Take 270 280 6000 | Shuttle N

Mission Alft

Turn at OFFLOADBASE |

Take 270 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics, with four aircraft. ONLOAD / OFFLOAD reports should be available after mission lands at onload or offload locations. Reports should be complete and consistent with the UNIT LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-5 / F. ARLFT F

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airdrop of supplies with Blue, single aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift supplies from ONLOADBASE to DROPZONE. Do a LOAD PLAN to determine, N, the number of shuttles required using a single aircraft of type AIRCRAFTTYPE.

Fill in the SUPPLIES LIFT REQUEST using CACHE. Round DROPZONE coordinates to nearest degree of latitude or longitude. Send the order and get confirmation that the supplies have been cached.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Aft

Turn at ONLOADBASE | Shuttle 1

Take 180 280 6000 |

Mission Aft

Pro Pos XX-XXN YY-YYE | DROPZONE coordinates

AIRDROP |

o

o

o

Turn at ONLOADBASE | Shuttle N

Take 180 280 6000 |

Mission Aft

Pro Pos XX-XXN YY-YYE | DROPZONE coordinates

AIRDROP |

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload locations and after mission flies by the DROPZONE. Reports should be complete and consistent with the SUPPLIES LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-6 / F. ARLFT G

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airdrop of a unit with Blue, single aircraft, multiple shuttles, single offload location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift a small unit (e.g., an MP Company) from ONLOADBASE to DROPZONE. Do a LOAD PLAN to determine, N, the number of shuttles required using a single aircraft of type AIRCRAFTTYPE. Fill in the UNIT LIFT REQUEST using RENDEZVOUS. Round DROPZONE coordinates to nearest degree of latitude or longitude. Send the order and get confirmation that the unit will be onloaded.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at ONLOADBASE | Shuttle 1

Take 180 280 6000 |

Mission Alft

Pro Pos XX-XXN YY-YYE | DROPZONE coordinates

AIRDROP |

o

o

o

Turn at ONLOADBASE | Shuttle N

Take 180 280 6000 |

Mission Alft

Pro Pos XX-XXN YY-YYE | DROPZONE coordinates

AIRDROP |

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload locations and after mission flies by the DROPZONE. Reports should be complete and consistent with the UNIT LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-7 / F. ARLFT H

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airdrop of supplies with Blue, single aircraft, multiple shuttles, multiple onload and offload locations, onload and offload operations at the same location, onload location is not aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift supplies from BASE1 to BASE2, and from BASE2 to BASE3.

Fill in the SUPPLIES LIFT REQUEST using CACHE, for the onloads at BASE1 and at BASE2. Send the order and get confirmation that the supplies are available

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at BASE1 |

Take 90 280 6000 | Shuttle 1

Mission Alft

Turn at BASE2 |

Take 90 280 6000 |

Mission Alft

Turn at BASE3 |

Take 180 280 6000 |

Mission Alft

Turn at BASE1 |

Take 90 280 6000 | Shuttle N

Mission Alft

Turn at BASE2 |

Take 90 280 6000 |

Mission Alft

Turn at BASE3 |

Take 180 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload locations and after mission flies by the DROPZONE. Reports should be complete and consistent with the SUPPLIES LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 2.8-8 / F. ARLFT I

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test airlift of supplies with Blue, single aircraft, multiple shuttles, single offload location, onload location is aircraft base of origin.

**TEST STEPS:**

**CBS:**

Plan a mission to lift supplies from HOMEBASE to OFFLOADBASE. Do a LOAD PLAN to determine, N, the number of shuttles required using a single aircraft of type AIRCRAFTTYPE.

Fill in the SUPPLIES LIFT REQUEST using CACHE rather than RENDEZVOUS. Send the order and get confirmation that the supplies have been cached for the mission.

**AWSIM:**

Create a mission flight plan:

For HOMEBASE Launch 1 AIRCRAFTTYPE TEST21A 090 28010000

Mission Alft

Turn at OFFLOADBASE | Shuttle 1

Take 180 280 6000 |

Mission Alft

o

o

o

Turn at HOMEBASE |

Take 270 280 6000 | Shuttle N

Mission Alft

Turn at OFFLOADBASE |

Take 270 280 6000 |

Mission Alft

Bingo at HOMEBASE

Launch the mission

**TEST VERIFICATION:**

**CBS:**

Ghost mission should appear on CBS graphics. ONLOAD / OFFLOAD reports should be available after mission lands at onload or offload locations. Reports should be complete and consistent with the SUPPLIES LIFT REQUEST.

**AWSIM:**

Mission should follow flight plan.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



## 2.9 FIXED-WING AIR-TO-GROUND INTERFACE

### CONFEDERATION TEST '94

TEST # 2.9-1 / 12, 20

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### TEST PURPOSE:

Test air-to-ground attacks on units at a specified location.

#### TEST STEPS:

##### AWSIM:

1) Launch a series of missions, targeting specific target priorities. Do not specify more than one target priority .

Repeat for all target priorities as follows:

ARMOR	ARTILLERY	AIR_DEFENSE	ANTI_TANK
LIGHT_ARMOR	DISMOUNTED	TRUCKS_VANS	RADAR
ENGINEER	MISCELLANEOUS	PARKED_AIRCRAFT	

Use all appropriate mission and weapon types. For RKTS/BOMBS/MISSILES, load number required for testing.

For CANNON, load 5 per aircraft, since the number of rounds fired is passed automatically to CBS (i.e. if mm20g is the required load, load 5 mm20g, not number of rounds.

2) Select a samsite. Bomb CBS positions in adjacent hexes to the samsite with precision guided weapons. Make sure to target RADAR.

3) Directly target sam radars with precision weapons.

##### RESA:

1) Launch a series of 4-ship missions, targeting specific target priorities. Do not specify more than one target priority . Repeat for all target priorities as follows:

ARMOR	ARTILLERY	AIR_DEFENSE	ANTI_TANK
LIGHT_ARMOR	DISMOUNTED	TRUCKS_VANS	RADAR
ENGINEER	MISCELLANEOUS	PARKED_AIRCRAFT	

Use all appropriate mission and weapon types. For RKTS/BOMBS/MISSILES, load number required for testing.

For CANNON, load 5 per aircraft, since the number of rounds fired is passed automatically to CBS (i.e. if mm20g is the required load, load 5 mm20g, not number of rounds.

#### TEST VERIFICATION:

##### CBS:

1) There should be a normal CBS damage report for the targeted unit. The report will reference the responsible air mission name and ALSP id. The targeted system should be damaged. Collect all damage reports.

##### AWSIM:

1) Confirm air to ground missions and weapons are passed to CBS and TMS. For all attacks, obtain copies of CBS air-ground damage reports from CBS controller to assess damage and weapons mapping.

2) Look for damage on targeted unit.

3) Confirm that CBS fire control radars are destroyed before the acquisition radars. Confirm CBS Hex Ring Search is functional.

##### RESA:

1) Confirm air to ground missions and weapons are passed to CBS and TMS. For all attacks, obtain copies of CBS air-ground damage reports from CBS controller to assess damage and weapons mapping.

TEST RESULTS: Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.9-2 / 17**

**MODEL: \_\_\_\_\_**

**WORKSTATION: \_\_\_\_\_**

**CONTROLLER: \_\_\_\_\_**

**DATE: \_\_\_\_\_**

**TEST PURPOSE:**

Test air-to-ground attacks on fixed targets.

**TEST STEPS:**

**AWSIM:**

- 1) Select CBS fixed targets on GIAC. Select each of the three types of fixed targets: FIXED\_BRIDGE, ENG\_BRIDGE, and RIP. Get the exact location (degrees, minutes, and seconds) of the selected fixed target from CBS controller.
  - 2) Obtain SITREP from CBS on fixed targets.
  - 3) Attack fixed target locations with air missions. Locations must be entered correctly to the second. Include target type of the fixed target in the air mission order.
  - 4) Send a second mission against the same targets.
- Repeat steps with all appropriate mission types. Use all appropriate and inappropriate weapon types.

**RESA:**

- 1) Select CBS fixed targets. Select each of the three types of fixed targets: FIXED\_BRIDGE, ENG\_BRIDGE, and RIP. Get the exact location (degrees, minutes, and seconds) of the selected fixed target from CBS controller.
  - 2) Obtain SITREP from CBS on fixed targets.
  - 3) Attack fixed target locations with air missions. Locations must be entered correctly to the second. Include target type of the fixed target in the air mission order.
  - 4) Send a second mission against the same targets.
- Repeat steps with all appropriate mission types. Use all appropriate and inappropriate weapon types.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that fixed targets are displayed on GIAC with correct position and BE# information.
- 3) Confirm fixed targets are damaged in CBS. Collect copies of damage reports from CBS controller.
- 4) Collect copies of damage reports from CBS controller. Collect TMS screen prints. Compare mission results.

**RESA:**

- 1) Confirm that fixed targets are displayed on GIAC with correct position and BE# information.
- 3) Confirm fixed targets are damaged in CBS. Collect copies of damage reports from CBS controller.
- 4) Collect copies of damage reports from CBS controller. Collect TMS screen prints. Compare mission results.

**CBS:**

- 3) There should be normal CBS damage reports for the targets. The reports will reference the responsible air mission name and ALSP id.
- 4) There should be normal CBS damage reports for the targets. The reports will reference the responsible air mission name and ALSP id.

**TEST RESULTS:            Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 2.9-3 / 17

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test emplacement of mines by fixed wing aircraft

**TEST STEPS:**

**AWSIM:**

- 1) Select CBS fixed bridge on GIAC. Get the exact location (degrees, minutes, and seconds) of the selected fixed target from CBS controller.
  - 2) Obtain SITREP from CBS on fixed bridge.
  - 3) Mine fixed bridge with air mission. Locations must be entered correctly to the second.
  - 4) Send a second mission to mine the same target.
- Repeat steps with all appropriate mission types.

- 5) Have a unit attempt to cross the fixed bridge.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that fixed bridge is displayed on GIAC with correct position and BE# information.
- 5) Confirm that CBS unit encounters a minefield when attempting to cross bridge. Collect copies of damage reports from CBS controller.

**CBS:**

- 5) There should be a normal CBS mines report and mines should appear on CBS graphics after the minefield is detected by a unit owned by that workstation.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 2.9-4 / 12**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that weapon types correspond to ALSP

**TEST STEPS:**

**AWSIM:**

1) Fly one air-to-ground attack mission, using each mission type and each weapons type. For RKTS / BOMBS / MISSILES, load number required for testing. For CANNON, load 5 per aircraft, since the number of rounds fired is passed automatically to CBS (i.e. if mm20g is the required load, load 5 mm20g, not number of rounds.

**RESA:**

1) Fly one air-to-ground attack mission, using each mission type and each weapons type. For RKTS / BOMBS / MISSILES, load number required for testing. For CANNON, load 5 per aircraft, since the number of rounds fired is passed automatically to CBS (i.e. if mm20g is the required load, load 5 mm20g, not number of rounds.

**TEST VERIFICATION:**

**CBS:**

1) For all attacks on CBS targets, collect CBS air-to-ground damage reports. Coordinate with AWSIM and RESA controllers to confirm that air to ground missions and weapons are mapped to CBS, and to assess weapons mapping.

**AWSIM:**

1) For all attacks on CBS targets, collect copies of CBS air-to-ground damage reports. Coordinate with CBS controllers to confirm that air to ground missions and weapons are mapped to CBS, and to assess weapons mapping.

**RESA:**

1) For all attacks on CBS targets, collect copies of CBS air-to-ground damage reports. Coordinate with CBS controllers to confirm that air to ground missions and weapons are mapped to CBS, and to assess weapons mapping.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Section 3.0 AIR - TO - AIR ENGAGEMENT TEST PLAN**

**AIR - TO - AIR ENGAGEMENT TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

### **3.1 General Instruction for Air-To-Air Test Plan**

#### **3.1.1 Test Coordination**

All test plans in this section require coordination between AWSIM and RESA controllers. All missions flown must be inside AWSIM/RESA geographical boundaries.

#### **3.1.2 Mission Aircraft Types**

During the execution of the test plan, use different aircraft types for each test. The objective is to use all aircraft types appropriate for type of mission.

#### **3.1.3 Mission Sizes**

Unless otherwise specified in the individual test plan, launch 4 aircraft per mission.

#### **3.1.4 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

#### **3.1.5 Reports**

Attach ALL reports relating to each test to the test sheet. Take ASTAB screen prints, TMS screen prints, etc., as required and attach these to the test sheets. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

### 3.2 Air-To-Air Engagement Interface

<u>CONFEDERATION TEST '94</u>	
TEST # 3.2-1 / M.1	
MODEL: _____	WORKSTATION: _____
CONTROLLER: _____	DATE: _____

**TEST PURPOSE:**

Test that the air models properly ghost fixed- and rotary-wing air objects.

**TEST STEPS:**

**RESA:**

- 1) Launch all aircraft types in the RESA navy air database. Use a minimum of 2 aircraft per flight for fighters.
- 2) Change altitude, speed, and heading of some of the flights.
- 3) Relocate a flight.
- 4) Expend all fuel from a RESA aircraft.

**AWSIM:**

- 1) Launch all aircraft types in the AWSIM database. Use a minimum of 2 aircraft per flight for fighters.
- 2) Change altitude, speed, and heading of some of the flights.
- 3) Relocate a flight.
- 4) Expend all fuel from an AWSIM aircraft.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm RESA flights ghost correctly in AWSIM, specifically checking type and number of aircraft, mission and event name.
- 2) Verify that RESA flights change to the proper location, speed, and heading in AWSIM.
- 3) Verify that RESA flight appears at the new location in AWSIM.
- 4) Verify that the RESA flight disappears from AWSIM.

**RESA:**

- 1) Confirm RESA flights ghost correctly in AWSIM, specifically checking type and number of aircraft, mission and event name.
- 2) Verify that AWSIM flights change to the proper location, speed, and heading in RESA.
- 3) Verify that AWSIM flight appears at the new location in RESA.
- 4) Verify that the AWSIM flight disappears from RESA.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

CONFEDERATION TEST '94

TEST # 3.2-2 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that air missions cannot be interactively controlled in ghosting model.

**TEST STEPS:**

**RESA:**

- 1) Launch a flight of aircraft in RESA.
- 3) Attempt to relocate AWSIM mission in RESA.
- 4) Attempt to interactively change speed, course, and mission of AWSIM mission in RESA.

**AWSIM:**

- 2) Fly a 4-ship mission in AWSIM.
- 5) Attempt to relocate RESA mission in AWSIM.
- 6) Attempt to interactively change speed, course, and mission of RESA flight in AWSIM.

**CBS:**

- 7) Launch a rotary-wing aircraft in CBS.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that RESA flight appears in AWSIM.
- 3) Verify that ghosted AWSIM flight is not relocated.
- 4) Verify that ghosted AWSIM flight does not change speed, course, or mission.
- 5) Verify that ghosted RESA flight is not relocated.
- 6) Verify that ghosted RESA flight does not change speed, course, or mission.
- 7) Verify that CBS rotary-wing mission does not appear in AWSIM.

**RESA:**

- 2) Verify that AWSIM flight appears in RESA.
- 3) Verify that ghosted AWSIM flight is not relocated.
- 4) Verify that ghosted AWSIM flight does not change speed, course, or mission.
- 5) Verify that ghosted RESA flight is not relocated.
- 6) Verify that ghosted RESA flight does not change speed, course, or mission.
- 7) Verify that CBS rotary-wing mission does not appear in RESA.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 3.2-3 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that an air model's flights cannot refuel from a ghosted tanker mission.

**TEST STEPS:**

**RESA:**

- 1) Launch an AIRTANKER mission in RESA.
- 3) Launch a flight in RESA.
- 4) Attempt to refuel RESA flight from AWSIM TKR mission.
- 5) Attempt to refuel RESA flight from RESA AIRTANKER mission.

**AWSIM:**

- 2) Launch a TKR mission in AWSIM.
- 6) Launch a mission in AWSIM.
- 7) Attempt to refuel AWSIM mission from RESA AIRTANKER mission.
- 8) Attempt to refuel AWSIM mission from AWSIM TKR mission.

**TEST VERIFICATION:**

**RESA:**

- 4) Verify that RESA flight is unable to refuel from AWSIM TKR mission.
- 5) Verify that RESA flight refuels from RESA AIRTANKER mission.

**AWSIM:**

- 7) Verify that AWSIM mission is unable to refuel from RESA AIRTANKER mission.
- 8) Verify that AWSIM mission refuels from AWSIM TKR mission.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 3.2-4 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the ability of a ghosted mission to be renamed when its call sign conflicts with another mission.

**TEST STEPS:**

**RESA:**

- 1) Launch a flight in RESA with a call sign that will not be identical to an AWSIM call sign.
- 4) Launch a second flight in RESA with a call sign that will not be identical to an AWSIM call sign.

**AWSIM:**

- 2) Fly a mission in AWSIM with a call sign that will not be identical to an RESA call sign.
- 3) Fly a second mission in AWSIM with a call sign that will not be identical to an RESA call sign.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Verify that RESA flight is ghosted in AWSIM. Record call sign of ghosted flight.
- 2) Verify that the call sign of the ghosted RESA flight has changed. Record call sign of ghosted flight.

**RESA:**

- 3) Verify that AWSIM flight is ghosted in RESA. Record call sign of ghosted flight.
- 4) Verify that the call sign of the ghosted AWSIM flight has changed. Record call sign of ghosted flight.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 3.2-5 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the ability of air missions visually detect ghosted missions.

**TEST STEPS:**

**AWSIM:**

- 1) Launch one BLUE and one ORANGE air mission.
- 3) During simulated daylight, fly BLUE AWSIM mission to within visual detection range of ghosted ORANGE flight from RESA. Be sure flight is at the same altitude and on the same side of cloud cover.
- 5) Withdraw BLUE AWSIM flight beyond visual detection range of ghosted ORANGE flight from RESA.

**RESA:**

- 2) Launch one BLUE and one ORANGE air mission.
- 4) During simulated daylight, fly BLUE RESA flight to within visual detection range of ghosted ORANGE mission from AWSIM. Be sure flight is at the same altitude and on the same side of cloud cover.
- 6) Withdraw BLUE RESA flight beyond visual detection range of ghosted ORANGE flight from AWSIM.

**TEST VERIFICATION:**

**RESA:**

- 3) Verify visual detection of ORANGE AWSIM mission. Record detection range.
- 5) Verify visual detection of ORANGE AWSIM mission lost.

**AWSIM:**

- 4) Verify visual detection of ORANGE RESA mission. Record detection range.
- 6) Verify visual detection of ORANGE RESA mission lost.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 3.2-6 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of air search RADARs, ESM, and jammers.

**TEST STEPS:**

- 1) AWSIM: Launch one ORANGE air mission, equipped with air search radar and jammers capable of jamming RESA air search radar. Establish Geometry with RESA flight beyond radar detection range.
- 2) RESA: Launch one BLUE flight, equipped with air search radar, ESM, and jammers.
- 3) RESA: Establish geometry with AWSIM mission beyond radar detection range.
- 4) RESA: Activate air search radar on RESA flight. Fly RESA flight to within radar detection range of ghosted AWSIM flight.
- 5) RESA: Withdraw RESA flight beyond radar detection range of ghosted AWSIM flight. Silence RADARs.
- 6) AWSIM: Activate air search RADAR on AWSIM mission.
- 7) AWSIM: Fly AWSIM mission to within radar detection range of ghosted RESA flight.
- 8) AWSIM: Withdraw AWSIM mission beyond radar detection range of ghosted RESA flight. Silence RADARs.
- 9) AWSIM: Fly AWSIM mission to just within radar detection range of ghosted RESA flight.
- 10) RESA: Activate radar on RESA flight.
- 11) AWSIM: Activate jammer on AWSIM mission.
  
- 12) RESA: Fly RESA flight to within burn-through radar detection range of ghosted AWSIM mission.
- 13) AWSIM: Silence jammer on AWSIM mission.  
RESA: Silence radar on RESA flight.
- 14) AWSIM: Activate radar on AWSIM mission. Fly to just within radar detection range of ghosted RESA flight.
- 15) RESA: Activate jammer on RESA flight.

**TEST VERIFICATION:**

- 1) RESA: Verify AWSIM mission is ghosted in RESA.
- 2) AWSIM: Verify RESA flight is ghosted in AWSIM.
- 4) RESA: Verify radar detection of ghosted AWSIM mission in RESA.
- 5) RESA: Verify that AWSIM mission is no longer detected by radar in RESA.
- 6) RESA: Verify ESM detection of radar from ghosted AWSIM mission in RESA.
- 7) AWSIM: Verify radar detection of ghosted RESA flight in AWSIM.
- 8) AWSIM: Verify loss of radar track in AWSIM.  
RESA: Verify loss of ESM track in RESA.
  
- 10) RESA: Verify radar detection of AWSIM mission.
- 11) RESA: Verify loss of radar track in RESA. Verify ESM detection of jammer from ghosted AWSIM mission.
- 12) RESA: Confirm that radar track of ghosted AWSIM mission is regained in RESA.
- 13) RESA: Verify loss of radar track and ESM detection of ghosted AWSIM mission in RESA.
- 14) AWSIM: Verify radar detection of ghosted RESA flight in AWSIM.
  
- 15) AWSIM: Verify radar track of ghosted RESA flight continues to be held in AWSIM.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 3.2-7 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper classification of ghosted aircraft.

**TEST STEPS:**

- 1) Launch one BLUE and one ORANGE flight of fixed-wing aircraft in both RESA and AWSIM. Flights shall be equipped with air search radar, ESM capable of detecting air search radar, jammer capable of jamming air search radar. RESA flights shall be equipped with IFF interrogator and transponder.
- 2) Fly BLUE RESA flight to within visual detection range, but outside visual classification range of ORANGE ghost flight from AWSIM (altitudes on same side of cloud cover).
- 3) Fly RESA flight to within visual classification range of ghost flight from AWSIM.
- 4) Fly ORANGE AWSIM flight within visual detection range, but outside visual classification range of BLUE ghost flight from RESA (altitudes on same side of cloud cover).
- 5) Fly AWSIM flight to within visual classification range of ghost flight from RESA.
- 6) Establish geometry with BLUE flight in RESA beyond visual detection range of ORANGE flight in AWSIM, but within radar detection range of each other. Activate radar in BLUE RESA flight.
- 7) Activate radar on ORANGE AWSIM flight.
- 8) Silence RADARs on RESA and AWSIM flights. When tracks are deleted, reactivate radar on AWSIM flight.
- 9) Activate radar on BLUE RESA flight.
- 10) Silence radar on RESA and AWSIM flights. When tracks are deleted, reactivate radar on AWSIM flight.
- 11) Activate IFF transponder on BLUE RESA flight.
- 12) Silence radar on AWSIM flight, then activate radar of RESA flight.
- 13) Activate IFF interrogator on RESA flight.

**TEST VERIFICATION:**

- 1) Ghost flight from AWSIM observed in all ghosting actors. Ghost flight from RESA observed in all ghosting actors.
- 2) Visual detection of ghost flight from AWSIM observed as unknown track in RESA.
- 3) Track of ghost flight from AWSIM observed as hostile track in RESA.
- 4) Visual detection of ghost flight from RESA observed as unknown track in AWSIM.
- 5) Track of ghost flight from RESA observed as hostile track in AWSIM.
- 6) Radar track of ghost flight from AWSIM observed as unknown track in RESA.
- 7) Radar track of ghost flight from AWSIM observed as hostile track in RESA.
- 8) Radar track of ghost flight from RESA observed as hostile track in AWSIM.
- 9) Radar track of ghost flight from RESA observed as hostile track in AWSIM.
- 10) Radar track of ghost flight from RESA observed as hostile track in AWSIM.
- 11) Radar track of ghost flight from RESA continues to be observed as hostile track in AWSIM (no IFF model in AWSIM).
- 12) RESA radar track on ghosted AWSIM aircraft classified as unknown.
- 13) RESA radar track on ghosted AWSIM aircraft continues to be classified as unknown. (Interrogation of ORANGE aircraft.)

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**TEST STEPS (CONT.):**

- 14) Silence IFF transponder on RESA flight. Launch a BLUE AWSIM aircraft and locate within radar detection range and IFF interrogation range of BLUE RESA flight.
- 15) Activate IFF interrogator on RESA flight.
- 16) Establish geometry with ORANGE RESA flight (equipped with IFF interrogator) within radar detection and IFF interrogation range of ORANGE AWSIM flight. Activate radar on ORANGE RESA flight.
- 17) Activate IFF interrogator on ORANGE RESA friendly.
- 18) Silence all RADARs and IFF. Launch a neutral air-craft equipped with radar in both AWSIM and RESA. Establish geometry with neutral flights within radar detection range, but outside visual detection range of corresponding BLUE and ORANGE flights in other simulation.
- 19) Activate IFF interrogator in RESA.
- 20) Activate RADARs on neutral flights.
- 21) Silence all RADARs and BINGO all flights.

**TEST VERIFICATION (CONT.):**

- 14) RESA radar track on ghosted BLUE AWSIM aircraft classified as unknown.
- 15) RESA radar track on ghosted BLUE AWSIM aircraft classified as friendly.
- 16) RESA radar track on ghosted ORANGE AWSIM aircraft classified as unknown.
- 17) RESA radar track on ghosted ORANGE AWSIM aircraft classified as friendly.
- 18) Radar track of ghost neutral flight from AWSIM observed as unknown track in RESA. Radar track of ghost neutral flight from RESA observed as neutral track in AWSIM.
- 19) Ghosted neutral flight from AWSIM continues to be observed as unknown track in RESA.
- 20) Radar track on ghost neutral flight from AWSIM observed as neutral flight in RESA.
- 21) Ghost tracks deleted in CBS, RESA, and AWSIM.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

CONFEDERATION TEST '94

TEST # 3.2-8 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Evaluate Air-To-Air Engagement functionality.

**TEST STEPS:**

- 1) Launch one or more flights of BLUE or ORANGE aircraft in both RESA and AWSIM loaded with air-to-air weapons. Launch an appropriate number of BLUE and ORANGE aircraft for use as targets.
- 2) For a BLUE flight in RESA not assigned to a CAP station, PAIR on a track of a ghosted ORANGE aircraft from AWSIM.
- 3) For a BLUE flight in RESA not assigned to a CAP station, establish ROE WEAPONS FREE AIR. Establish unknown track of ghosted flight from AWSIM.
- 4) For a BLUE flight in RESA not assigned to a CAP station, establish ROE WEAPONS FREE ENEMY AIR. Establish hostile track of ghosted ORANGE flight from AWSIM.
- 5) For a BLUE flight in RESA not assigned to a CAP station, TAKE a track of a ghosted aircraft from AWSIM.
- 6) For an ORANGE flight in AWSIM not assigned to a CAP station, PAIR on a track of a ghosted BLUE aircraft from RESA.
- 7) For an ORANGE flight in AWSIM not assigned to a CAP station, establish ROE WEAPONS FREE ENEMY AIR. Establish track of ghosted flight from RESA.
- 8) For an ORANGE flight in AWSIM not assigned to a CAP station, establish ROE WEAPONS FREE AIR. Establish a track of ghosted BLUE flight from RESA.
- 9) Assign an ORANGE RESA flight to a CAP station. Fly a BLUE AWSIM flight near, but outside, CAP station.
- 10) Establish ROE WEAPONS FREE AIR for ORANGE RESA flight on CAP station. Establish an unknown air track on ghosted flight from AWSIM within CAP station.
- 11) Establish ROE WEAPONS FREE ENEMY AIR for ORANGE RESA flight on CAP station. Establish a hostile air track from ghosted BLUE flight from AWSIM within CAP station.

**TEST VERIFICATION:**

- 1) Ghost flights observed in all ghosting actors.
- 2) RESA flight engages ghosted track from AWSIM.
- 3) RESA flight engages ghosted unknown track from AWSIM.
- 4) RESA flight engages ghosted hostile track from AWSIM.
- 5) RESA flight engages ghosted track from AWSIM.
- 6) AWSIM flight engages ghosted track from RESA.
- 7) AWSIM flight engages ghosted hostile track from RESA.
- 8) AWSIM flight engages ghosted track from RESA.
- 9) RESA flight does not engage ghosted track from AWSIM.
- 10) RESA flight engages ghosted unknown track from AWSIM.
- 11) RESA flight engages ghosted hostile track from AWSIM.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**TEST STEPS (CONT.):**

- 12) For ORANGE RESA flight on CAP station, TAKE a ghosted track from AWSIM within CAP station.
- 13) For ORANGE RESA flight on CAP station, PAIR on a BLUE ghosted track from AWSIM within CAP station.
- 14) Assign a BLUE AWSIM flight to a CAP station. Fly an ORANGE RESA flight near, but outside, CAP station.
- 15) Establish ROE WEAPONS FREE ENEMY AIR for BLUE AWSIM flight on CAP station. Establish a air track on ghosted flight from RESA within CAP station.
- 16) For BLUE AWSIM flight on CAP station, PAIR on an ORANGE ghosted track from RESA within CAP station.
- 17) Establish an ORANGE target flight in AWSIM composed of at least four aircraft which are defined as capable of reaction to attack. Engage this flight with aircraft from RESA.
- 18) Establish a BLUE target flight in RESA composed of at least four aircraft which are defined as capable of reaction to attack. Engage this flight with aircraft from AWSIM.
- 19) Establish a geometry with a BLUE flight of 10 air-to-air capable aircraft in RESA and an ORANGE flight of 10 air-to-air capable of aircraft in AWSIM. PAIR RESA flight on ghosted AWSIM flight. PAIR AWSIM flight on ghosted RESA flight.
- 20) Establish a geometry with an ORANGE flight of 20 air-to-air capable aircraft in RESA and a BLUE flight of 20 of the same type of aircraft used in AWSIM. Separate flights beyond detection and weapons range and split into flights of two. Activate RADARs on all flights, establish ROE WEAPONS FREE AIR, and fly to within detection range of each other.
- 21) Repeat step t., except use BLUE aircraft in RESA and ORANGE aircraft (of same type) in AWSIM.
- 22) Establish a geometry of a BLUE RESA air-to-air capable flight at least 100 nmi from an ORANGE AWSIM air-to-air capable flight. Define ROE for both flights as WEAPONS FREE ENEMY AIR. Activate RADARs for both flights. Cause each flight to close the other at 1100 knots.
- 23) Establish a geometry with one BLUE aircraft flight in RESA and one BLUE aircraft flight in AWSIM, both engaging the same ORANGE aircraft flight in AWSIM. (RESA flight engages ghosted ORANGE flight.

**TEST VERIFICATION (CONT.):**

- 12) RESA flight engages ghosted track from AWSIM.
- 13) RESA flight engages ghosted track from AWSIM.
- 14) AWSIM flight does not engage ghosted track from RESA.
- 15) AWSIM flight engages ghosted track from RESA.
- 16) AWSIM flight engages ghosted track from RESA.
- 17) AWSIM flight reacts to attack and splits. AWSIM flights resulting from split-off in reaction to attack are ghosted in RESA.
- 18) RESA flight reacts to attack and splits. RESA flights resulting from split-off in reaction to attack are ghosted in AWSIM.
- 19) AWSIM flight engages ghosted RESA flight. RESA flight engages ghosted AWSIM flight.
- 20) AWSIM flight engages ghosted RESA flight. RESA flight engages ghosted AWSIM flight. Record type of aircraft and results.
- 21) Record type of aircraft and results. Observed exchange ratio comparable to step t.
- 22) At least one engagement occurs.
- 23) Both RESA and AWSIM BLUE aircraft engage ORANGE flight.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



<p><b>TEST STEPS (CONT.):</b></p> <p>24) Establish a geometry with one ORANGE aircraft flight in RESA and one ORANGE aircraft in AWSIM, both engaging the same BLUE aircraft flight in RESA (AWSIM flight engages ghosted BLUE flight).</p> <p>25) Establish a geometry with at least 50 flights of BLUE aircraft in RESA engaging an equal number of like ORANGE aircraft in AWSIM at about the same time. Set game rate for CBS, AWSIM, and RESA to fastest possible speed.</p>	<p><b>TEST VERIFICATION (CONT.):</b></p> <p>24) Both RESA and AWSIM ORANGE aircraft engage BLUE flight.</p> <p>25) Record observed game rate. Record observed results of engagement.</p>
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**TEST RESULTS:**            Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

CONFEDERATION TEST '94

TEST # 3.2-9 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the ghosting and proper operation of shore bases in the Confederation on Models.

**TEST STEPS:**

**RESA:**

- 1) Create at least one BLUE, one RED, and one NEUTRAL base in RESA.
- 2) Relocate a base.

**AWSIM:**

- 3) Attempt to relocate a ghost base.
- 4) Attempt to interactively control a ghost base (e.g., WEAPONS FREE).
- 5) Launch a flight of aircraft and attempt to land at a ghost base.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that BLUE, RED, and NEUTRAL ghost objects from RESA are observed in AWSIM.
- 2) Confirm that Ghost base position changes in AWSIM, and matches position of base in RESA.

**RESA:**

- 3) Verify that Ghosted RESA base does not relocate.
- 4) Verify that Ghosted RESA base cannot be interactively controlled.
- 5) Verify that Aircraft cannot be landed at a ghosted RESA base.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 3.2-10

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that air-to-air weapons are properly mapped.

**TEST STEPS:**

**AWSIM:**

1) Launch one or more aircraft equipped with one or more AAM/guns, such that all air-to-air weapons are employed. Conduct air-to-air engagement of ghosted aircraft, such that each air-to-air weapon results in at least one hit.

**RESA:**

1) Launch one or more aircraft equipped with one or more AAM/guns, such that all air-to-air weapons are employed. Conduct air-to-air engagement of ghosted aircraft, such that each air-to-air weapon results in at least one hit.

**TEST VERIFICATION:**

**RESA:**

1) Observe hit on ghosted AWSIM aircraft by each RESA air-to-air weapon type. Record weapon type of each air-to-air weapon used. Record all engagements.

**AWSIM:**

1) Observe hit on ghosted RESA aircraft by each AWSIM air-to-air weapon type. Record weapon type of each air-to-air weapon used. Record all engagements.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Section 4.0 MARITIME INTERFACE TEST PLAN**

**MARITIME INTERFACE TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## **4.1 General Instructions For Maritime Interface Testing**

### **4.1.1 Ship Subtargets**

When targeting ships, define subtarget type (1 of each, Deck, CIWS, Hull, Personnel, Radars). In AWSIM, cruise missiles will always target the Hull, and ARMs will always target the radar.

### **4.1.2 Mission Aircraft Types**

During the execution of the test plan, use different aircraft types for each test. The objective is to use all aircraft types appropriate for type of mission.

### **4.1.3 Mission Sizes**

Unless otherwise specified in the individual test plan, launch 2 or 4 aircraft per mission.

### **4.1.4 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

### **4.1.5 Reports**

Attach ALL reports relating to each test to the test sheet. Take ASTAB screen prints, TMS screen prints, etc., as required and attach these to the test sheets. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 4.2 Maritime Interface

### CONFEDERATION TEST '94

TEST # 4.2-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test that maritime objects are properly mapped in the confederation.

#### **TEST STEPS:**

##### **RESA:**

- 1) Create or relocate ship objects of each type in data base.
- 3) Engage ghosted AWSIM aircraft and missiles with each shipborne surface-to-air missile, gun, or close-in weapons system until a hit occurs.
- 4) Identify a target location, base, or ship in a ghosting actor which can be damaged by a bomb, air-to-surface missile, naval gun or other weapon type. Deliver weapons of each type of the appropriate target until damage is observed.

##### **AWSIM:**

- 2) Launch MAROPS missions against a Maritime target. Attack target using ALCMs.

#### **TEST VERIFICATION:**

##### **AWSIM:**

- 1) Observe unit type of ghost ships in AWSIM. Record base name observed in AWSIM for each type in RESA.
- 3) Observe that each type of surface-to-air weapon can hit an aircraft or missile. Record weapon type of each surface-to-air weapon used in RESA which causes one or more hits on an AWSIM aircraft or missile.
- 4) Observe damage on the appropriate target in AWSIM for each ghosted weapon type. Record type of each weapon employed by RESA.

##### **RESA:**

- 3) Observe that each type of surface-to-air weapon can hit a ghosted AWSIM aircraft or missile. Record weapon type of each surface-to-air weapon used in RESA which causes one or more hits on a ghosted aircraft or missile.
- 4) Observe damage on the appropriate ghosted target in AWSIM for each weapon type. Record type of each weapon employed in RESA.

#### **TEST RESULTS:**

Success Limited Success Investigate & Retest

#### **Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 4.2-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper detection of air and ship objects within the maritime interface.

**TEST STEPS:**

1) **RESA:** Establish a geometry in which a BLUE, ORANGE, and NEUTRAL ship and a BLUE, ORANGE, and NEUTRAL boat are located in the same general area. BLUE and ORANGE ships and boats shall be equipped with air search radars, surface-to-air missiles, guns, and IFF interrogators.

**AWSIM:** Launch BLUE and ORANGE aircraft capable of attacking ships. Aircraft shall be equipped with radars capable of detecting ships and bombs, air-to-surface missiles, and guns capable of damaging ships.

2) **AWSIM:** Activate surface search radars in aircraft to fly to within radar detection range of RESA vessels.

3) **AWSIM:** Silence radars on AWSIM aircraft and fly to within visual detection range of ghosted ships.

4) **AWSIM:** Fly AWSIM aircraft to within visual detection range by a ship/boat.

5) **AWSIM:** Fly or relocate AWSIM aircraft beyond radar detection range of any ship or boat.

6) **RESA:** Activate air search radar on a ship or boat.

**AWSIM:** Fly AWSIM aircraft at 30,000 ft. altitude toward ship or boat until radar detection is achieved.

Repeat for each ship/boat radar type.

7) **AWSIM:** Locate a RESA submarine (submerged below periscope depth) at 0 range from an AWSIM aircraft at 500 ft. altitude. Activate AWSIM surface search radar.

**TEST VERIFICATION:**

1) **RESA:** Confirm that test geometry is properly established.

**AWSIM:** Confirm that test geometry is properly established.

2) **AWSIM:** Ghosted BLUE, ORANGE, and neutral ships and boats are detected by both BLUE and ORANGE AWSIM aircraft. Record AWSIM radar detection range of each ship/boat. Ghosted AWSIM aircraft RADARS are detected by ship/boat ESM.

3) **AWSIM:** Ghosted BLUE, ORANGE, and neutral ships and boats are detected visually by both BLUE and ORANGE AWSIM aircraft. Record AWSIM visual detection range of each ship/boat.

4) **RESA:** Confirm ghosted BLUE and ORANGE aircraft are visually detected by RESA ships and boats. Record RESA visual detection range of each aircraft.

5) **RESA:** Tracks of ghosted aircraft lost in RESA.

6) **RESA:** Confirm ghosted BLUE and ORANGE aircraft detected by ship/boat air search radars in RESA and designated as unknown track. Record radar type and observed detection range.

7) **AWSIM:** Confirm that RESA submarine is not detected by AWSIM aircraft.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

**CONFEDERATION TEST '94**

TEST # 4.2-3

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the ability of models to properly classify ghosted objects within the ALSP Air/Ship interface..

**TEST STEPS:**

- 1) **AWSIM:** Activate surface search radars in aircraft and fly to within radar detection range, but outside visual detection range, of RESA vessels.
- 2) **RESA:** Activate air search radar on ship/boat detected by AWSIM airborne radar.
- 3) **AWSIM:** Silence the aircraft radar in AWSIM.  
**RESA:** Silence ship/boat air search radar in RESA. When air track is lost in RESA, reactivate ship/boat air search radar.
- 4) **RESA:** In ship/boat holding unknown radar track of AWSIM aircraft within IFF interrogation range, activate ship/boat IFF interrogator.
- 5) **RESA:** Silence all radarss and IFF. Fly AWSIM aircraft within visual classification range of each ship/boat.
- 6) **AWSIM:** Fly AWSIM aircraft within visual classification range by a ship or boat.

**TEST VERIFICATION:**

- 1) **AWSIM:** Confirm that ghosted vessels are detected and classified as unknown in AWSIM.
- 2) **AWSIM:** Confirm that ghosted vessels are classified as friendly, enemy, or neutral in AWSIM.  
**RESA:** Confirm ghosted aircraft are detected by RESA ships/boats and classified as friendly or enemy.
- 3) **RESA:** Confirm that ghosted aircraft are detected in RESA as unknown tracks.
- 4) **RESA:** Confirm that unknown same-side aircraft are classified as friendly, and opposite-site aircraft remain classified as unknown.
- 5) **AWSIM:** Confirm that ghosted ship/boat are classified as friendly, enemy, or neutral in AWSIM.
- 6) **RESA:** Verify that ghosted aircraft are classified as friendly or enemy in RESA.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



CONFEDERATION TEST '94

TEST # 4.2-4 /

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the engagement capabilities of the Maritime interface.

**TEST STEPS:**

- 1) Set all RESA vessels to WEAPON TIGHT. For a BLUE AWSIM flight, expend all weapons except bombs. Pair this flight on an ORANGE track (use PAIR <TRACK nn> form of command.
- 2) Pair a BLUE AWSIM flight equipped only with bombs on an ORANGE boat.
- 3) For an ORANGE AWSIM flight, expend all weapons except ASM (not anti-radiation missiles) missiles. Pair this flight on a BLUE ship.
- 4) Pair an ORANGE AWSIM flight equipped only with ASM (non Anti-Radiation Missiles (ARM)) on a BLUE boat.
- 5) For a BLUE AWSIM flight, expend all weapons except guns. Pair this flight in an ORANGE ship.
- 6) For an ORANGE AWSIM flight, expend all weapons except ARM. Pair this flight on a BLUE ship with all RADARs off.
- 7) Continue to engage BLUE ship with ARM from ORANGE AWSIM aircraft, except activate a radar on the ship which can be attacked by the ARM.
- 8) Establish a geometry with a BLUE AWSIM aircraft equipped with ASM and bombs beyond radar and ASM range of an ORANGE ship. Establish Rules of Engagement (ROE) for AWSIM aircraft as WEAPONS FREE ENEMY SURFACE. Activate aircraft surface search radar and fly to position of target ship.
- 9) Place AWSIM aircraft in ROE WEAPONS TIGHT. Establish geometry with ORANGE AWSIM flight beyond radar/SAM range of a BLUE ship and within altitude band of BLUE shipborne SAM. Expend all weapons on BLUE ship except SAM. Activate ship air search radar and establish ROE WEAPONS FREE AIR. Fly AWSIM aircraft to within SAM range of ship.
- 10) Establish geometry with BLUE AWSIM aircraft beyond radar/gun range of a ORANGE boat. Expend all weapons on ORANGE boat, except guns. Activate boat air search radar and establish ROE WEAPONS FREE AIR. Fly AWSIM aircraft to within gun range of boat.

**TEST VERIFICATION:**

- 1) Confirm BLUE AWSIM flight drops bombs on ORANGE ship and ORANGE ship suffers damage.
- 2) Confirm BLUE AWSIM flight drops bombs on ORANGE boat and ORANGE boat sinks.
- 3) Confirm ORANGE AWSIM flight fires ASM at BLUE ship, and BLUE ship suffers damage.
- 4) Confirm ORANGE AWSIM flight fires ASM at BLUE boat, and BLUE boat sinks.
- 5) Confirm BLUE AWSIM flight engages BLUE ship with guns, and BLUE ship suffers damage.
- 6) Confirm ORANGE AWSIM flight fires ARM at BLUE ship, and BLUE ship undamaged.
- 7) Confirm ORANGE AWSIM flight fires ARM at BLUE ship and BLUE ship damaged.
- 8) Confirm AWSIM aircraft begins to fire ASM when within ASM range, and AWSIM aircraft drops bombs on target ship when within range.
- 9) Confirm BLUE ship fires SAM at ORANGE ghost aircraft, and ORANGE aircraft shot down.
- 10) Confirm ORANGE boat engages BLUE ghost aircraft with guns, and BLUE aircraft shot down.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

<b>TEST STEPS (CONT.):</b>	<b>TEST VERIFICATION (CONT.):</b>
<p>11) Establish geometry per (i) above, except ROE for BLUE ship set to WEAPONS FREE ENEMY AIR. Fly ORANGE aircraft within radar and SAM range of BLUE ship.</p> <p>12) When AWSIM aircraft is within SAM range of BLUE ship, activate radar on aircraft.</p> <p>13) Establish geometry with BLUE AWSIM aircraft beyond radar/SAM range of an ORANGE ship and at altitude greater than altitude band of ORANGE SAM. Activate ORANGE ship air search radar and set ROE WEAPONS FREE AIR. Fly AWSIM aircraft to within SAM range of ORANGE ship, above SAM altitude band.</p> <p>14) Change altitude of AWSIM aircraft to within band for ORANGE SAM.</p> <p>15) Launch a flight of 40 ORANGE aircraft equipped with ASM/ARM/bombs in AWSIM. Establish a geometry with this flight outside radar/SAM range of a BLUE AEGIS cruiser. Split ORANGE flight into 40 individual flights. Activate AEGIS cruiser radar and set ROE WEAPONS FREE ENEMY AIR. Activate RADARs in aircraft and pair each on the AEGIS cruiser.</p> <p>16) Launch a flight of 20 BLUE aircraft equipped with ASM/ARM/bombs in AWSIM. Establish a geometry with this flight outside radar/SAM/gun range of a formation of five ORANGE ships, each equipped with SAM and guns. Split BLUE flight into 20 individual flights and PAIR four flights on each ORANGE ship. Activate ORANGE ship RADARs and establish ROE WEAPONS FREE AIR.</p>	<p>11) Confirm BLUE ship does not engage unknown track.</p> <p>12) Confirm Ghost track of AWSIM aircraft classified as enemy, BLUE ship engages with SAM, and ORANGE aircraft shot down.</p> <p>13) Confirm ORANGE ship does not engage aircraft above altitude band.</p> <p>14) Confirm ORANGE aircraft attempt to engage BLUE AEGIS cruiser. Confirm BLUE AEGIS cruisers fire SAM at attacking aircraft.</p> <p>15) Confirm ORANGE aircraft attempt to engage BLUE AEGIS cruiser. Confirm BLUE AEGIS cruisers fire SAM at attacking aircraft. Record number of aircraft shot down and number of hits on ship.</p> <p>16) Confirm BLUE flight attempt to engage ORANGE ships. Confirm ORANGE ships fire SAM and guns at attacking aircraft. Record number of aircraft shot down and number of hits on ship.</p>

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

**CONFEDERATION TEST '94**

TEST # 4.2-5

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of naval gunfire support in the confederation.

**TEST STEPS:**

**CBS:**

1) Identify coastal locations of RED and BLUE ground units and fixed targets which could be damaged by naval gunfire support.

**RESA:**

1) Coordinate with CBS controller to identify locations of ground units and fixed targets which could be damaged by naval gunfire.

2) Use a BLUE ship in RESA to fire guns at a position containing RED ground units in CBS.

3) Use an ORANGE RESA ship to fire guns at a position containing BLUE ground units in CBS.

4) Use an BLUE RESA ship to fire guns at a position containing fixed targets in CBS.

5) Use an ORANGE RESA ship to fire guns at a position containing fixed targets in CBS.

6) Use 5 BLUE RESA ships to simultaneously fire at the same position containing RED ground units in CBS.

Continue firing until CBS ground units are destroyed

**TEST VERIFICATION:**

**CBS:**

2) Observe damage to RED CBS ground units from gunfire by BLUE RESA ships.

3) Observe damage to BLUE CBS ground units from gunfire by ORANGE RESA ships.

4) Observe damage to CBS fixed targets from gunfire by BLUE RESA ships.

5) Observe damage to CBS fixed targets from gunfire by ORANGE RESA ships.

6) Observe damage to RED CBS ground units from gunfire by BLUE RESA ships. Record CBS targets, type of guns employed, and number of salvos used.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 4.2-6

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the ability of air models to inflict and sustain damage to air bases.

**TEST STEPS:**

**RESA:**

- 1) Use BLUE RESA aircraft to attack a RED base in AWSIM with bombs.
- 2) Use RED RESA aircraft to attack a BLUE base in AWSIM with ASM.
- 5) Coordinate with AWSIM controller. Fly a flight of 4 BLUE RESA aircraft and attack a RED AWSIM base, simultaneously with 4 ghosted BLUE AWSIM aircraft using bombs.
- 6) Coordinate with AWSIM controller. Fly a flight of 4 RED RESA aircraft and attack a BLUE AWSIM base with ASM, simultaneously with 4 ghosted RED AWSIM aircraft using bombs.

**AWSIM:**

- 3) Use BLUE AWSIM aircraft to attack a RED base in RESA with ASM.
- 4) Use RED AWSIM aircraft to attack a BLUE base in RESA with bombs.
- 5) Coordinate with RESA controller. Fly a flight of 4 BLUE AWSIM aircraft and attack a RED AWSIM base with bombs, simultaneously with 4 ghosted BLUE RESA aircraft.
- 6) Coordinate with RESA controller. Fly a flight of 4 RED AWSIM aircraft and attack a BLUE AWSIM base with bombs, simultaneously with 4 ghosted RED RESA aircraft using ASM.

**TEST VERIFICATION:**

**AWSIM:**

- 1) Confirm that RED AWSIM base is damaged by bombs from ghosted RESA BLUE aircraft. Record damage.
- 2) Confirm that BLUE AWSIM base damaged by ASM from ghosted RESA RED aircraft. Record damage.
- 5) Verify damage to RED AWSIM base by ghosted RESA BLUE aircraft AWSIM Blue aircraft, attacking simultaneously.
- 6) Verify damage to BLUE RESA base by ASM from ghosted RESA RED aircraft and bombs from AWSIM RED aircraft delivered simultaneously.

**RESA:**

- 3) Verify that RED RESA base damaged by ASM from ghosted AWSIM BLUE aircraft. Record damage.
- 4) Verify that BLUE RESA base damaged by bombs from ghosted AWSIM RED aircraft. Record damage.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Section 5.0 TBM/CRUISE MISSILE TEST PLAN**

**TBM/CRUISE MISSILE TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## **5.1 General Instructions For TBM/Cruise Missile Test Plan**

### **5.1.1 Scope of the CM/TBM Interface**

Presently, both Air Launched Cruise Missiles (ALCMs) and Tactical Ballistic Missiles (TBMs) are modeled as AWSIM cruise missiles only and are only fired in AWSIM, but are capable of causing damage to AWSIM or CBS ground targets and RESA naval targets. Tomahawk Land Attack Missiles (TLAMs) are launched in RESA, ghosted in AWSIM, and can cause damage in RESA, CBS, or AWSIM.

### **5.1.2 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

### **5.1.3 Reports**

Attach ALL reports relating to each test to the test sheet. Take ASTAB screen prints, TMS screen prints, etc., as required and attach these to the test sheets. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 5.2 Cruise Missile / TBM Interface

### CONFEDERATION TEST '94

TEST # 5.2-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test that TBM/Cruise missiles are properly mapped from the controlling actors to the ghosting actors.

#### **TEST STEPS:**

##### **AWSIM:**

1) Launch one or more of each type of TBM and cruise missile at targets in CBS and RESA that contain ground units that can be damaged by that type of weapon, or a base that can be damaged by that type of weapon, or a ship that can be damaged by that type of weapon.

##### **RESA:**

1) Launch one or more of each type of TBM and cruise missile at targets that contains ground units that can be damaged by that type of weapon, or a base that can be damaged by that type of weapon, or a ship that can be damaged by that type of weapon.

#### **TEST VERIFICATION:**

##### **AWSIM:**

1) Observe type of each TBM/cruise missile in each ghosting actor. Record unit type observed in CBS and RESA for each TBM/cruise missile type in AWSIM.

##### **RESA:**

1) Observe type of each TBM/cruise missile in each ghosting actor. Record unit type observed in CBS and AWSIM for each TBM/cruise missile type in RESA.

##### **CBS:**

1) Observe that one or more TBM/cruise missiles cause damage to the appropriate targets. Check all damage reports to determine to cause of damage listed for each target.

#### **TEST RESULTS:**

Success Limited Success Investigate & Retest

#### **Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 5.2-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of the TBM/Cruise missile interface.

**TEST STEPS:**

- 1) **CBS:** Identify locations at which RED and BLUE ground units exist that could be damaged by TBM. In AWSIM, fire one or more ORANGE TBM at a position containing BLUE CBS ground units.
- 2) **AWSIM:** Fire one or more BLUE TBM at a position containing RED CBS ground units.
- 3) **RESA:** fire one or more ORANGE TBM at a position containing BLUE CBS ground units.
- 4) **RESA:** fire one or more BLUE TBM at a position containing RED CBS ground units.
- 5) **AWSIM:** fire one or more ORANGE TBM at a position containing RED CBS ground units.
- 6) **RESA:** fire one or more BLUE TBM at a position containing BLUE CBS ground units.
- 7) **CBS:** identify locations at which RED and BLUE fixed targets exist that could be damaged by TBM.  
    **AWSIM:** fire one or more ORANGE TBM at a position containing BLUE CBS fixed targets .
- 8) **AWSIM:** fire one or more BLUE TBM at a position containing RED CBS fixed targets .
- 9) **RESA:** fire one or more ORANGE TBM at a position containing BLUE CBS fixed targets .
- 10) **RESA:** fire one or more BLUE TBM at a position containing RED CBS fixed targets .
- 11) **AWSIM:** fire one or more ORANGE TBM at a position containing RED CBS fixed targets .
- 12) **RESA:** fire one or more BLUE TBM at a position containing BLUE CBS fixed targets.
- 13) **AWSIM:** fire one or more ORANGE TBM with flight profiles that enter the engagement envelope of a BLUE HIMAD unit that represents a PATRIOT missile capability. Attempt to engage TBM with simulated PATRIOT missiles.
- 14) **AWSIM:** fire one or more ORANGE TBM with flight profiles that enter the engagement envelope of a RESA AEGIS cruiser. Attempt to engage TBM with simulated AEGIS surface-to-air missiles.
- 15) **RESA:** fire one or more ORANGE TBM with flight profiles that enter the engagement envelope of a BLUE HIMAD unit that represents a PATRIOT missile capability. Attempt to engage TBM with simulated PATRIOT missiles.

**TEST VERIFICATION:**

- 1) Observe damage to BLUE CBS ground units from ORANGE AWSIM TBM.
- 2) Observe damage to RED CBS ground units from BLUE AWSIM TBM.
- 3) Observe damage to BLUE CBS ground units from ORANGE RESA TBM.
- 4) Observe damage to RED CBS ground units from BLUE RESA TBM.
- 5) Observe damage to RED CBS ground units from ORANGE AWSIM TBM.
- 6) Observe damage to BLUE CBS ground units from BLUE RESA TBM.
- 7) Observe damage to BLUE CBS fixed targets from ORANGE AWSIM TBM.
- 8) Observe damage to RED CBS fixed targets from BLUE AWSIM TBM.
- 9) Observe damage to BLUE CBS fixed targets from ORANGE RESA TBM.
- 10) Observe damage to RED CBS fixed targets from BLUE RESA TBM.
- 11) Observe damage to RED CBS fixed targets from ORANGE AWSIM TBM.
- 12) Observe damage to BLUE CBS fixed targets from BLUE RESA TBM.
- 13) Observe HIMAD inventory decreases in AWSIM and CBS. Observe at least one hit on one TBM by a simulated PATRIOT missile. TBM hit by PATRIOT does not cause damage.
- 14) Observe SAM inventory on AEGIS cruiser decreases. Observe at least one hit on one TBM as a simulate SAM from an AEGIS cruiser. TBM hit by SAM does not cause damage.
- 15) Observe HIMAD inventory decreases in AWSIM and CBS. Observe at least one hit on one TBM by a simulated PATRIOT missile. TBM hit by PATRIOT does not cause damage.

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.



<p><b>TEST STEPS (CONT.):</b></p> <p>16) RESA: fire one or more ORANGE TBM with flight profiles that enter the engagement envelope of a RESA AEGIS cruiser. Attempt to engage TBM with simulated AEGIS surface-to-air missiles..</p> <p>17) AWSIM: fire 25 ORANGE TBM as rapidly as possible, all targeted on the same position containing BLUE ground units in CBS. Attempt to provide near simultaneous time on target for all TBM.</p> <p>RESA: fire 25 ORANGE TBM as rapidly as possible, all targeted on the same position containing BLUE ground units in CBS. Attempt to provide near simultaneous time on target for all TBM.</p>	<p><b>TEST VERIFICATION (CONT.):</b></p> <p>16) Observe SAM inventory on AEGIS cruiser decreases. Observe at least one hit on one TBM as a simulate SAM from an AEGIS cruiser. TBM hit by SAM does not cause damage</p> <p>17) Observe damage to BLUE ground units from near simultaneous arrival of TBM from AWSIM and RESA.</p>
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**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 5.2-3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of air-launched cruise missiles.

**TEST STEPS:**

- 1) **CBS:** Identify locations at which RED and BLUE ground units exist that could be damaged by ALCM. In AWSIM, fire one or more ORANGE ALCM at a position containing BLUE CBS ground units.
- 2) **AWSIM:** Fire one or more BLUE ALCM at a position containing RED CBS ground units.
- 3) **RESA:** Fire one or more ORANGE ALCM at a position containing BLUE CBS ground units.
- 4) **RESA:** Fire one or more BLUE ALCM at a position containing RED CBS ground units.
- 5) **AWSIM:** Fire one or more ORANGE ALCM at a position containing RED CBS ground units.
- 6) **RESA:** Fire one or more BLUE ALCM at a position containing BLUE CBS ground units.
- 7) **CBS:** Identify locations at which RED and BLUE fixed targets exist that could be damaged by ALCM.  
**AWSIM:** Fire one or more ORANGE ALCM at a position containing BLUE CBS fixed targets .
- 8) **AWSIM:** Fire one or more BLUE ALCM at a position containing RED CBS fixed targets .
- 9) **RESA:** Fire one or more ORANGE ALCM at a position containing BLUE CBS fixed targets .
- 10) **RESA:** Fire one or more BLUE ALCM at a position containing RED CBS fixed targets .
- 11) **AWSIM:** Fire one or more ORANGE ALCM at a position containing RED CBS fixed targets .
- 12) **RESA:** Fire one or more BLUE ALCM at a position containing BLUE CBS fixed targets.
- 13) **AWSIM:** Fire one or more ORANGE ALCM at a ghosted BLUE ship from RESA.
- 14) **AWSIM:** Fire one or more BLUE ALCM at a ghosted ORANGE ship from RESA.
- 15) **AWSIM:** Fire one or more ORANGE ALCM at a ghosted ORANGE ship from RESA.
- 16) **AWSIM:** Fire one or more ORANGE ALCM at a ghosted BLUE base from RESA.
- 17) **AWSIM:** Fire one or more BLUE ALCM at a ghosted ORANGE base from RESA.
- 18) **AWSIM:** Fire one or more BLUE ALCM at a ghosted BLUE base from RESA.

**TEST VERIFICATION:**

- 1) Observe damage to BLUE CBS ground units from ORANGE AWSIM ALCM.
- 2) Observe damage to RED CBS ground units from BLUE AWSIM ALCM.
- 3) Observe damage to BLUE CBS ground units from ORANGE RESA ALCM.
- 4) Observe damage to RED CBS ground units from BLUE RESA ALCM.
- 5) Observe damage to RED CBS ground units from ORANGE AWSIM ALCM.
- 6) Observe damage to BLUE CBS ground units from BLUE RESA ALCM.
- 7) Observe damage to BLUE CBS fixed targets from ORANGE AWSIM ALCM.
- 8) Observe damage to RED CBS fixed targets from BLUE AWSIM ALCM.
- 9) Observe damage to BLUE CBS fixed targets from ORANGE RESA ALCM.
- 10) Observe damage to RED CBS fixed targets from BLUE RESA ALCM.
- 11) Observe damage to RED CBS fixed targets from ORANGE AWSIM ALCM.
- 12) Observe damage to BLUE CBS fixed targets from BLUE RESA ALCM.
- 13) Observe damage to a BLUE RESA ship from an ORANGE AWSIM ALCM.
- 14) Observe damage to an ORANGE RESA ship from a BLUE AWSIM ALCM.
- 15) Observe damage to an ORANGE RESA ship from a BLUE AWSIM ALCM.
- 16) Observe damage to a BLUE RESA base from an ORANGE AWSIM ALCM.
- 17) Observe damage to a ORANGE RESA base from a BLUE AWSIM ALCM.
- 18) Observe damage to a BLUE RESA base from a BLUE AWSIM ALCM.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**TEST STEPS (CONT.):**

- 19) RESA: Fire one or more ORANGE ALCM at a ghosted BLUE base from AWSIM.
- 20) RESA: Fire one or more BLUE ALCM at a ghosted ORANGE base from AWSIM.
- 21) RESA: Fire one or more ORANGE ALCM at a ghosted base from AWSIM.
- 22) CBS: Identify the locations of RED and BLUE HIMAD and ALLRAD sites.  
AWSIM: Fire one or more BLUE ALCM at the position of a RED HIMAD.
- 23) AWSIM: Fire one or more ORANGE ALCM at the position of a BLUE HIMAD.
- 24) AWSIM: Fire one or more BLUE ALCM at the position of a RED ALLRAD.
- 25) AWSIM: Fire one or more ORANGE ALCM at the position of a BLUE ALLRAD.
- 26) CBS: Identify the locations of RED and BLUE HIMAD and ALLRAD sites. In RESA, fire one or more BLUE ALCM at the position of a RED HIMAD.
- 27) RESA: Fire one or more ORANGE ALCM at the position of a BLUE HIMAD.
- 28) RESA: Fire one or more BLUE ALCM at the position of a RED ALLRAD.
- 29) RESA: Fire one or more ORANGE ALCM at the position of a BLUE ALLRAD.
- 30) AWSIM: Fire one or more ORANGE ALCM with a flight profile within the engagement envelope of a BLUE HIMAD. Attempt to engage ALCM with HIMAD.
- 31) AWSIM: Fire one or more BLUE ALCM with a flight profile within the engagement envelope of an ORANGE HIMAD. Attempt to engage ALCM with HIMAD.
- 32) AWSIM: Fire one or more ORANGE ALCM with a flight profile within the engagement envelope of a BLUE ALLRAD. Attempt to engage ALCM with ALLRAD.
- 33) AWSIM: Fire one or more BLUE ALCM with a flight profile within the engagement envelope of an ORANGE ALLRAD. Attempt to engage ALCM with ALLRAD.
- 34) In AWSIM, fire one or more BLUE ALCM within the engagement envelope of an ORANGE shipborne SAM. Attempt to engage ALCM with SAM.
- 35) AWSIM: Fire one or more ORANGE ALCM within the engagement envelope of a BLUE shipborne SAM. Attempt to engage ALCM with SAM.
- 36) AWSIM: Fire one or more BLUE ALCM at a ghosted ORANGE ship equipped with Close-In-Weapon System (CIWS).

**TEST VERIFICATION (CONT.):**

- 19) Observe damage to a BLUE AWSIM base from an ORANGE RESA ALCM.
- 20) Observe damage to an ORANGE AWSIM base from a BLUE RESA ALCM.
- 21) Observe damage to an ORANGE AWSIM base from an ORANGE RESA ALCM.
- 22) Observe damage to RED HIMAD by BLUE AWSIM ALCM. AWSIM status of HIMAD corresponds to CBS.
- 23) Observe damage to BLUE HIMAD by ORANGE AWSIM ALCM. AWSIM status of HIMAD corresponds to CBS.
- 24) Observe damage to RED ALLRAD by BLUE AWSIM ALCM.
- 25) Observe damage to a BLUE ALLRAD by an ORANGE AWSIM ALCM.
- 26) Observe damage to RED HIMAD by BLUE RESA ALCM. AWSIM status of HIMAD corresponds to CBS.
- 27) Observe damage to BLUE HIMAD by ORANGE RESA ALCM. AWSIM status of HIMAD corresponds to CBS.
- 28) Observe damage to RED ALLRAD by BLUE RESA ALCM.
- 29) Observe damage to a BLUE ALLRAD by an ORANGE RESA ALCM.
- 30) Observe at least one ORANGE AWSIM ALCM killed by BLUE HIMAD.
- 31) Observe at least one BLUE AWSIM ALCM killed by ORANGE HIMAD.
- 32) Observe at least one ORANGE AWSIM ALCM killed by BLUE ALLRAD.
- 33) Observe at least one BLUE AWSIM ALCM killed by ORANGE ALLRAD.
- 34) Observe at least one BLUE AWSIM ALCM killed by ORANGE SAM.
- 35) Observe at least one ORANGE AWSIM ALCM killed by BLUE SAM.
- 36) Observe at least one BLUE AWSIM ALCM killed by ORANGE CIWS.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**TEST STEPS (CONT.):**

37) AWSIM: Fire one or more ORANGE ALCM at a ghosted BLUE ship equipped with CIWS.

38) RESA: Fire one or more ORANGE ALCM with a flight profile within the engagement envelope of a BLUE HIMAD. Attempt to engage ALCM with HIMAD.

39) RESA: Fire one or more BLUE ALCM with a flight profile within the engagement envelope of an ORANGE HIMAD. Attempt to engage ALCM with HIMAD.

40) RESA: Fire one or more ORANGE ALCM with a flight profile within the engagement envelope of a BLUE ALLRAD. Attempt to engage ALCM with ALLRAD.

41) RESA: Fire one or more BLUE ALCM with a flight profile within the engagement envelope of an ORANGE ALLRAD. Attempt to engage ALCM with ALLRAD.

42) AWSIM: Fire 50 BLUE ALCM at a position containing RED ground units in CBS. Simultaneously, in RESA fire 50 BLUE ALCM at the same position. Attempt to provide for near simultaneous arrival on target of all ALCM.

43) AWSIM: Fire 50 ORANGE ALCM at a ghosted BLUE ship from RESA. Simultaneously, in RESA fire 50 ORANGE ALCM at the same BLUE ship. Attempt to provide for near simultaneous arrival on target of all ALCM.

**TEST VERIFICATION (CONT.):**

37) Observe at least one ORANGE AWSIM ALCM killed by BLUE CIWS.

38) Observe at least one ORANGE RESA ALCM killed by BLUE HIMAD.

39) Observe at least one BLUE RESA ALCM killed by ORANGE HIMAD.

40) Observe at least one ORANGE RESA ALCM killed by BLUE ALLRAD.

41) Observe at least one BLUE RESA ALCM killed by ORANGE ALLRAD.

42) Observe damage to RED ground units in CBS from BLUE ALCM fired simultaneously in AWSIM and RESA. Game rate unchanged.

43) Observe damage to BLUE ship in RESA from ORANGE ALCM fired simultaneously in AWSIM and RESA. Game rate unchanged.

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 5.2-4

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of ship-launched cruise missiles.

**TEST STEPS:**

1) **CBS:** Identify locations at which RED and BLUE ground units exist that could be damaged by a TOMAHAWK Land Attack Missile (TLAM).

**RESA:** Fire one or more TLAM at a position containing RED CBS ground units.

2) **RESA:** Fire one or more TLAM at a position containing BLUE CBS ground units.

3) **CBS:** Identify locations at which RED and BLUE fixed targets exist that could be damaged by TLAM.

**RESA:** Fire one or more TLAM at a position containing RED CBS fixed targets.

4) **RESA:** Fire one or more TLAM at a position containing BLUE CBS fixed targets.

5) **AWSIM:** Identify locations at which RED and BLUE HIMAD exist.

**RESA:** Fire one or more TLAM at a position containing RED HIMAD.

6) **RESA:** Fire one or more TLAM at a position containing BLUE HIMAD.

7) **CBS:** Identify locations at which BLUE and RED ALLRAD exist.

**RESA:** Fire one or more TLAM at a position containing RED ALLRAD.

8) **RESA:** Fire one or more TLAM at a position containing BLUE ALLRAD.

9) **RESA:** Fire one or more TLAM at a ghosted ORANGE base from AWSIM.

10) **RESA:** Fire one or more TLAM at a ghosted BLUE base from AWSIM.

11) **RESA:** Fire one or more TLAM within the engagement envelope of a RED HIMAD.

**AWSIM:** Attempt to engage TLAM with RED HIMAD.

12) **RESA:** Fire one or more TLAM within the engagement envelope of a BLUE HIMAD.

**AWSIM:** Attempt to engage TLAM with BLUE HIMAD.

13) **RESA:** Fire one or more TLAM within the engagement envelope of a RED ALLRAD.

**AWSIM:** Attempt to engage TLAM with RED ALLRAD.

**TEST VERIFICATION:**

1) Observe damage to RED CBS ground units from RESA TLAM.

2) Observe damage to BLUE CBS ground units from RESA TLAM.

3) Observe damage to RED CBS fixed targets from RESA TLAM.

4) Observe damage to BLUE CBS fixed targets from RESA TLAM.

5) Observe damage to RED HIMAD in CBS and AWSIM from RESA TLAM.

6) Observe damage to BLUE HIMAD in CBS and AWSIM from RESA TLAM.

7) Observe damage to RED ALLRAD in CBS from RESA TLAM.

8) Observe damage to BLUE ALLRAD in CBS from RESA TLAM.

9) Observe damage to ORANGE AWSIM base from RESA TLAM.

10) Observe damage to BLUE AWSIM base from RESA TLAM.

11) At least one TLAM killed by RED HIMAD.

12) At least one TLAM killed by BLUE HIMAD.

13) At least one TLAM killed by RED ALLRAD.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**TEST STEPS (CONT.):**

14) **RESA:** Fire one or more TLAM within the engagement envelope of a BLUE ALLRAD.

**AWSIM:** Attempt to engage TLAM with BLUE ALLRAD.

15) **RESA:** Fire one or more TLAM within the engagement envelope of a CBS RED SHORAD.

**CBS:** Attempt to engage TLAM with RED SHORAD.

16) **RESA:** Fire one or more TLAM within the engagement envelope of a CBS BLUE SHORAD.

**CBS:** Attempt to engage TLAM with BLUE SHORAD.

17) **RESA:** Launch 25 TLAM from a surface ship and 25 TLAM from a submarine as rapidly as possible at the same position containing RED ground units in CBS. Attempt to provide near simultaneous time on target for all TLAM.

**TEST VERIFICATION (CONT.):**

14) At least one TLAM killed by BLUE ALLRAD.

15) At least one TLAM killed by RED SHORAD.

16) At least one TLAM killed by BLUE SHORAD.

17) Observe damage to RED CBS ground unit from near simultaneous arrival of multiple TLAM. Game rate unchanged.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB and TMS screen prints, etc.

**Section 6.0 SUSTAINMENT TEST PLAN**

**SUSTAINMENT TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## **6.1 General Instructions For Sustainment Test Plan**

### **6.1.1 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

### **6.1.2 Reports**

Attach ALL reports relating to each test to the test sheet. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



## 6.2 Ground Transport System Interface

*CONFEDERATION TEST '94*

TEST # 6.2-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

### **TEST PURPOSE:**

Test that convoys are created by CBS.

### **TEST STEPS:**

CSSTSS:

1) Initiate a convoy from CSSTSS.

### **TEST VERIFICATION:**

CSSTSS:

1) Coordinate with CBS controller to verify that CBS created the convoy.

CBS:

1) Verify that the correct number of trucks are removed from the convoy's transportation unit. Observe that a report is generated at the workstation, verifying the convoy has been created. The convoy should appear on the graphics display.

### **TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 6.2-2**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that convoy location updates are correctly sent from CBS.

**TEST STEPS:**

**CSSTSS:**

1) Initiate a convoy from CSSTSS.

**CBS:**

2) Observe that the convoy appears to move on the CBS graphics display. Notify CSSTSS controller when convoy reaches a new hex.

**TEST VERIFICATION:**

**CBS:**

1) Verify that the convoy is created in CBS. Verify that the parent unit's available trucks are decremented accordingly.

**CSSTSS:**

2) Verify that CSSTSS receives an update on the convoy's new location.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 6.2-3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that convoy truck attrition updates are correctly sent from CBS.

**TEST STEPS:**

**CSSTSS:**

1) Initiate a convoy from CSSTSS and assure that the object is created in CBS.

**CBS:**

2) Cause attrition to the convoy, using air-to-ground, fire support or close combat.

**TEST VERIFICATION:**

**CBS:**

1) Verify that convoy is created in CBS.

2) Verify that the number of trucks destroyed is recorded properly in the CBS database and that the correct update is sent to CSSTSS reflecting this change.

**CSSTSS:**

2) Verify that the number of trucks destroyed in CBS is reflected in CSSTSS.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 6.2-4**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Convoy will reach the destination point, if obstructed.

**TEST STEPS:**

**CSSTSS:**

1) Initiate a convoy from CSSTSS and assure that the object is created in CBS.

**CBS:**

2) Place an impassable barrier in a hex between the transportation unit and the destination point.

**TEST VERIFICATION:**

**CBS:**

2) When the convoy reaches the location of the barrier, verify that it chooses an alternate point in order to reach its destination.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.2-5

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test Convoy destruction if unable to reach destination point.

**TEST STEPS:**

CSSTSS:

1) Initiate a convoy from CSSTSS and assure that the object is created in CBS.

CBS:

2) Magic create an impassable barrier surrounding the destination hex.

**TEST VERIFICATION:**

CBS:

2) Verify that a report is sent to the CBS workstation, and that the convoy disappears from the CBS workstation.

CSSTSS:

2) Verify that an attrition message, destroying all convoy vehicles, is sent to CSSTSS.

**TEST RESULTS:**            Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.2-6

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Verify that when a convoy reaches its home unit, as its destination, the trucks are returned to the TRANS unit and that the convoy object is deleted.

**TEST STEPS:**

**CSSTSS:**

- 1) Initiate a convoy from CSSTSS and assure that the object is created in CBS.
- 2) Send the convoy to its parent unit

**TEST VERIFICATION:**

**CSSTSS:**

- 2) Verify that the available trucks are returned to the unit.

**CBS:**

- 2) Verify that the available trucks are returned to the unit. Confirm that the convoy disappears from the CBS graphics display and the correct report is received at the CBS workstation.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

### 6.3 Combat Service Support Units Interface

*CONFEDERATION TEST '94*

TEST # 6.3-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test unit movement of a CSSTSS units in CBS. Test that CBS workstations receive updates on

**TEST STEPS:**

**CSSTSS:**

1) Initiate a unit move request order in CSSTSS for a CSS unit. Move request order should cover at least 3 hexes.

**TEST VERIFICATION:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.3-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Verify CSS unit movement unable to complete in CBS.

**TEST STEPS:**

**CSSTSS:**

- 1) Initiate a unit move request order for a CSS unit in CSSTSS.
- 4) Send an order in CSSTSS, redirecting the CSS unit to a new location.

**CBS:**

- 2) Build an impassable barrier in the path of the ground move.
- 3) Notify CSSTSS controller when the unit encounters the impassable barrier.  
that the CSSTSS controller receives a message to redirect the unit to a new location.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that CBS receives a valid move request and starts the unit movement accordingly.
- 2) Verify that the ground move cannot complete.
- 4) Verify that the unit moves to the new location.

**CSSTSS:**

- 2) Verify that a message is received to redirect the unit to a new location.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

**TEST # 6.3-3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test the In\_Combat and No\_Combat status of a CSS unit in CBS. Test that the models properly reflect the attrition of units.

**TEST STEPS:**

**CSSTSS:**

- 1) Initiate a unit move request order in CSSTSS.
- 3) Record the attrition losses of the CSS unit.

**CBS:**

- 2) Place an enemy unit in the path of the ground unit's move.
- 3) Record the combat damage of the CSS unit.
- 4) Remove the enemy unit from the area.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify that CBS receives a valid move request and starts the unit movement accordingly.
- 2) Verify that the two units go into combat.
- 3) Verify that the attrition losses of the unit in CSSTSS are the same as in CBS.
- 4) Verify that the CSS unit's combat status is NO\_COMBAT

**CSSTSS:**

- 2) Verify that CSSTSS receives a message from CBS that the unit has an IN\_COMBAT status.
- 3) Verify that the attrition losses of the unit in CSSTSS are the same as in CBS.
- 4) Verify that CSSTSS receives a message from CBS that the unit has a NO\_COMBAT status.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.3-4

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the creation of a new unit using CSS split order.

**TEST STEPS:**

**CSSTSS:**

1) Initiate a split order for a CSS unit.

**TEST VERIFICATION:**

**CSSTSS:**

1) Verify that the new unit is created.

**CBS:**

1) Verify that two new CSS units are created, and that the old one is deleted.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## **6.4 Maneuver Units Interface**

**This section is not implemented in the first phase of the sustainment interface.**

**There are no tests for this section**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 6.5 Unit Resupply by CSSTSS

### CONFEDERATION TEST '94

TEST # 6.5-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Verify the "Supporting Units Request Order" in CBS. Test that a maneuver unit can request, and will receive, supplies from a supplier unit in CSSTSS.

#### **TEST STEPS:**

##### **CBS:**

- 1) Initiate a request from CBS to obtain the supporting units for a specified maneuver unit.
- 2) Initiate a request from, CBS to CSSTSS, to obtain supplies from a supplier unit. Request all supplies.

#### **TEST VERIFICATION:**

##### **CBS:**

- 1) Verify that a report containing the list of supporting units ( AMMO, POL, SUPPLY, MED, MNT... ) for that maneuver unit is generated at the CBS workstation. Attach report to this test sheet.
- 2) Verify that the CBS workstation receives a report from CSSTSS informing the maneuver unit of how much of the request is fulfilled. Verify that the maneuver unit adds these quantities to its new on-hand quantities.

##### **CSSTSS:**

- 2) Verify that the amount of supplies made available by the supporting unit(s) are decremented accordingly.

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.5-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the maintenance, in CSSTSS, of a CBS unit's damaged class VII items caused by attrition.

**TEST STEPS:**

**CBS:**

- 1) Place two units in combat.
- 2) Perform artillery damage on a maneuver blue unit and a blue supply unit.

**AWSIM:**

- 3) Fly missions against a blue maneuver unit and blue supply unit.

**TEST VERIFICATION:**

**CBS:**

- 1) Verify, after a period of time, that damaged class VII items are passed to CSSTSS for repair.
- 2) Verify that any artillery damage to class VII items are reported to CSSTSS.
- 3) Verify that any air-to-ground damage to class VII items are reported to CSSTSS.
- 4) Verify that items are damaged, repaired and returned back to CBS, from CSSTSS repair yards.

**CSSTSS:**

- 4) Verify that items are damaged, repaired and returned back to CBS, from CSSTSS repair yards.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

**TEST # 6.5-3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Observe personnel damage are turned over to CSSTSS medical units.

**TEST STEPS:**

**CBS:**

- 1) Cause attrition by ground combat to a blue maneuver unit.
- 2) Cause attrition by artillery damage to a blue maneuver unit.

**AWSIM:**

- 3) Cause attrition by Air-to-Ground damage against a blue maneuver unit.

**CSSTSS:**

- 1) Allow CSSTSS to keep a patient completing treatment, and at a later time, explicitly have send the patients home (to the CBS unit).
- 2) Allow CSSTSS to keep a patient completing treatment, and at a later time, explicitly have send the patients home (to the CBS unit).
- 3) Allow CSSTSS to keep a patient completing treatment, and at a later time, explicitly have send the patients home (to the CBS unit).

**TEST VERIFICATION:**

**CSSTSS:**

- 1) Verify that hospital units maintain the proper count of patients added from a CBS unit.
- 2) Verify that hospital units maintain the proper count of patients added from a CBS unit.
- 3) Verify that hospital units maintain the proper count of patients added from a CBS unit.

**CBS:**

- 1) Verify that when the patients are returned to CBS, that the personnel count increments accordingly.
- 2) Verify that when the patients are returned to CBS, that the personnel count increments accordingly.
- 3) Verify that when the patients are returned to CBS, that the personnel count increments accordingly.

**TEST RESULTS:**

**Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 6.6 Airlift and Air Maintenance Interface

### CONFEDERATION TEST '94

TEST # 6.6-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test CSSTSS/CBS supply lift interface

#### **TEST STEPS:**

##### **CSSTSS:**

1) Initiate a helicopter airlift mission from CSSTSS, specifying the number of helos and destination location.

##### **CBS:**

2) Notify CSSTSS controller when the mission arrives at a pickup location.

3) Cause attrition to the airlift, using ADA.

4) Notify CSSTSS controller when the mission arrives at the parent location.

#### **TEST VERIFICATION:**

##### **CBS:**

1) Verify that the airlift mission gets created in CBS.

4) Verify that, upon arrival at the parent location, the helo airlift is deleted.

##### **CSSTSS:**

2) Verify that CSSTSS receives a status message and notifies CBS to continue to the next location, after a delay time to onload/offload.

3) Verify that CSSTSS receives report of attrition to airlift, specifying the number of damaged or and/or destroyed helicopters.

4) Verify that, upon arrival at the parent location, the helo airlift is deleted.

#### **TEST RESULTS:**

Success Limited Success Investigate & Retest

#### **Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**CONFEDERATION TEST '94**

TEST # 6.6-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the CSSTSS unit lift interface.

**TEST STEPS:**

**CBS:**

1) Verbally request, from the CSSTSS controller, the use of CSS helicopters.

3)

Verify the message is correctly sent from CSSTSS to CBS, which includes the number of helos and parent unit. CBS will now be able to access these aircraft for a unit lift and, upon completion of the airlift, the mission will terminate and all aircraft will be returned to the parent unit.

3)

**CSSTSS:**

2) Send an airlift transfer order, allowing the use of CSS helicopters in CBS.

**TEST VERIFICATION:**

**TEST RESULTS:** Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**



**CONFEDERATION TEST '94**

**TEST # 6.6-3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Test that CSSTSS properly receives CBS helicopter flying hours updates.

**TEST STEPS:**

**CBS:**

- 1) Fly a CBS helicopter mission (attack, block...).
- 2) Notify CSSTSS controller when the mission returns hom.

**CSSTSS:**

- 2) Verify that CSSTSS receives an update from CBS, specifying the number of flying hours, number of aircraft in the mission and parent unit.

**TEST VERIFICATION:**

**TEST RESULTS:**      **Success Limited Success Investigate & Retest**

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.6-4

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test the proper operation of CSSTSS Helo maintenance.

**TEST STEPS:**

**CBS:**

- 1) Coordinate with CSSTSS and select a CBS unit with a small number of helicopters.
- 2) Fly numerous CBS helicopter missions from the unit.
- 3) After receiving a report from CSSTSS that the unit's helicopters have entered maintenance, attempt to fly a mission from the unit.
- 4) After receiving a report from CSSTSS that the unit's aircraft may be taken out of maintenance, take the aircraft out of maintenance and attempt to fly a mission.

**CSSTSS:**

- 1) Coordinate with CS controller in selecting a CBS unit with a small number of helicopters. predetermined number of flying hours, CSSTSS

will notify CBS that the aircraft must go into maintenance. Assure that the correct message is sent to CBS and that the aircraft enter maintenance and cannot be flown until the end of maintenance time. This time will be determined by CSSTSS and upon reaching this time, CSSTSS will send a message to CBS to notify the model that the aircraft may be taken out of maintenance.

**TEST VERIFICATION:**

**CBS:**

- 2) Verify that an aircraft maintenance report is received in CBS, and that the aircraft enter maintenance.
- 3) Confirm that the aircraft can not be flown.
- 4) Verify that the aircraft can be flown now.

**CSSTSS:**

- 2) Verify that CBS helicopters enter maintenance.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

## 6.7 FROM (Forward Reception, Onward Movement) Interface

### CONFEDERATION TEST '94

TEST # 6.7-1

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

#### **TEST PURPOSE:**

Test the Introduction of F.R.O.M. units into the Theater.

#### **TEST STEPS:**

##### **CSSTSS:**

- 1) Move a F.R.O.M. unit in the playbox.
- 2) Attempt to resupply the F.R.O.M. unit.

##### **CBS:**

- 3) Attempt to move the F.R.O.M. unit.
- 4) Place in F.R.O.M. unit in combat.

#### **TEST VERIFICATION:**

##### **CBS:**

- 1) Verify that the location is received and updated in CBS.
- 3) Verify that the F.R.O.M. unit moves to the new location.
- 4) Verify that the F.R.O.M. unit enters combat, and causes and receives attrition properly.

##### **CSSTSS:**

- 2) Verify that the F.R.O.M. unit is resupplied properly.
- 3) Verify that the F.R.O.M. unit moves to the new location.

#### **TEST RESULTS:**

Success Limited Success Investigate & Retest

#### **Comments:**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

CONFEDERATION TEST '94

TEST # 6.7-2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Test that CSSTSS/CBS F.R.O.M. unit arrives at proper location if desired location is unacceptable.

**TEST STEPS:**

**CSSTSS:**

- 1) Coordinate with CBS controller and select a water hex with at least one adjacent ground hex.
- 2) Move a F.R.O.M., located outside the playbox, to the water hex in the playbox.
- 3) Coordinate with CBS controller and select a water hex that is surrounded by other water hexes.
- 4) Move a F.R.O.M., located outside the playbox, to the water hex in the playbox that is surrounded by other water hexes.

**CBS:**

- 1) Coordinate with CSSTSS controller and select a water hex with an adjacent ground hex.
- 3) Coordinate with CSSTSS controller and select a water hex that is surrounded by other water hexes.

**TEST VERIFICATION:**

- 2) Verify that the F.R.O.M. unit appears in CBS, in one of the ground hex adjacent to the water hex.
- 4) Verify that the F.R.O.M. unit appears in CBS, in the same hex as its higher headquarters.

**TEST RESULTS:**

Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Pages 148 - 149 have been deleted.**

**NOTE: Attach all relevant spot reports, ASTAB and TMS screen prints, etc.**

**Section 7.0 JECEWSI GROUND UNIT INITIALIZATION TEST PLAN**

**JECEWSI GROUND UNIT INITIALIZATION TEST PLAN**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

## **7.1 General Instructions For JECEWSI Ground Unit Init Test Plan**

### **7.1.1 Comments**

Include all comments, problems, etc., at the bottom of each test sheet. Attach additional sheets of paper if necessary.

### **7.1.2 Reports**

Attach ALL reports relating to each test to the test sheet. The objective is to be able to provide a complete audit trail of "what happened, and why..." for each test.

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**7.2 Object Filtering, Ghosting, and Data Transfer Tests**

**CONFEDERATION TEST '94**

**TEST # 7.2.1**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

ALSP Confederation Filter Operations

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**



CONFEDERATION TEST '94

TEST # 7.2.2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Unit Create Messages

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

**TEST # 7.2.3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Build GOB and Superior/Subordinate Structure

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.2.4

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Resubordinate Unit

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

**TEST # 7.2.5**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Split (Disaggregate) Unit

**TEST STEPS:**

TO BE SUPPLIED BY JWC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.2.6

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

TEST PURPOSE:

Merge (Aggregate) Units

TEST STEPS:

TO BE SUPPLIED BY JEWIC.

TEST VERIFICATION:

TEST RESULTS:      Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.2.7

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Update Unit

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.2.8

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Delete (Destroy) Unit

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

Comments:

**NOTE:** Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.

CONFEDERATION TEST '94

TEST # 7.2.9

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Modify Unit From AWSIM Override Data

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE:** Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.



**7.3 JECEWSI Model Operational Tests**

**CONFEDERATION TEST '94**

**TEST # 7.3.1**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Create GOB With Superior/Subordinate Structure

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.3.2

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Create and Ghost Aircraft Objects From AWSIM

**TEST STEPS:**

TO BE SUPPLIED BY JWC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

**TEST # 7.3.3**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Create Air-To-Air Communications Networks

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

**TEST # 7.3.4**

**MODEL:** \_\_\_\_\_

**WORKSTATION:** \_\_\_\_\_

**CONTROLLER:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**TEST PURPOSE:**

Create Ground-To-Ground Communications Networks

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:**      Success Limited Success Investigate & Retest

**Comments:**

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

TEST # 7.3.5

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Create Air-To-Ground Communications Networks

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

**TEST RESULTS:** Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.3.6

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Create Ground-To-Air Communications Networks

**TEST STEPS:**

TO BE SUPPLIED BY JEWIC.

**TEST VERIFICATION:**

**TEST RESULTS:** Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

**CONFEDERATION TEST '94**

TEST # 7.3.7

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

**TEST PURPOSE:**

Stand-Off Jamming Against Radar Systems

**TEST STEPS:**

TO BE SUPPLIED BY JEWG.

**TEST VERIFICATION:**

Confirm that Degrade to Acq Factor Passed to AWSIM

**TEST RESULTS:**      Success Limited Success Investigate & Retest

Comments:

**NOTE: Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.**

CONFEDERATION TEST '94

TEST # 7.3.8

MODEL: \_\_\_\_\_

WORKSTATION: \_\_\_\_\_

CONTROLLER: \_\_\_\_\_

DATE: \_\_\_\_\_

TEST PURPOSE:

Self-Protect Jamming Against Radar Systems

TEST STEPS:

TO BE SUPPLIED BY JEWG.

TEST VERIFICATION:

Degrade to Launch Factor Passed to AWSIM

Degrade to PK Factor Passed to AWSIM

TEST RESULTS:      Success Limited Success Investigate & Retest

Comments:

**NOTE:** Attach all relevant spot reports, ASTAB screen prints, etc., to test sheets.