

COALITION AGENTS EXPERIMENT (COAX)
BINNI 2002 (30-MONTH) SCENARIO UPDATES

Final Version - Date: 22 Nov 2002



**AIAI, BBN, CMU, Dartmouth, DSTO,
GITI, Lockheed Martin ATL, NRL, Potomac Inst.,
QinetiQ, U.Maryland, U.Michigan, UT-Austin, UWF/IHMC**

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See the CoAX web page at <http://www.aiai.ed.ac.uk/project/coax/>

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COAX BINNI 2002 - MAP CHANGES AND SCENARIO UPDATE

1. For CoAX Binni 2002 there are some map and scenario changes required as follows:
 - we have decided to revert back to the real Red Sea coastline so that mapping tools produce a sensible output and the [Borders](#) for Gao, Agadez, and Arabello need to be properly defined;
 - but the [Locations](#) of some of the bases / towns etc needs alteration and fixed military assets, towns, infrastructure etc need to be added for Gao, Agadez and Arabello;
 - friendly and enemy [Order of Battle](#) (ORBAT) need some modifications (some assets removed, some added) and civilian and neutral assets need updating. **Plus updated intelligence is available as at 291400Z SEP12 (1400 GMT, 1700 local on 29 Sep 2012);**
 - seabed data for the Red Sea will be real world (provide by NIMA (Level 0 DTED));
 - topographic data for Arabello will be real world (provided by NIMA (Level 0 DTED));
 - topographic data for Binni will be mythical (PACOM) with the rest for Gao, Agadez etc being real world provide by NIMA (Level 0 DTED). We have to stay with a mythical Binni for the new rivers and Lake Caca dam etc.

This document contains the changes and also contains detail of the Agadez [Sub Attack Vignette](#) against the Australian ship HMAS Coonawarra. In addition there is some medical background and information about anti-submarine warfare (ASW).

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MAPS AND BORDERS

2. The borders for Gao, Agadez, and Arabello have been properly defined (adapted from Tony Rathmell's recommendations) and the Lat / Longs of the border points are in an Excel Spreadsheet (see [CoAX Binni 2002 Map Convert to MBP Units.xls](#)). Some real-world borders have been adapted. Also note that:

- Gao has a mythical border and the country is divided into a northern and southern part (by what happens to be the real border between Egypt and Sudan) with its eastern border being the Red Sea;
- Agadez's border is partly real and partly mythical. The country is divided into an eastern and western part (by what happens to be the real border between Ethiopia and Sudan). Its southern border is the one bordering Congo, Uganda and Kenya. Its eastern border is the Red Sea and Somalia;
- Arabello's border is partly real (Yemen / Saudi) and mostly mythical;

- Binni's inland border is mythical as before, but its eastern border is the real Red Sea coastline.
3. The updated maps will be issued in separate documents, see:
- screen shots at [CoAX Binni 2002 Countries All-01.jpg](#), [CoAX Binni 2002 Countries All-02.jpg](#);
 - PowerPoint document [CoAX Binni 2002 Maps.ppt](#) (all maps);
 - updated MBP "World.Lis" map file [CoAX Binni 2002 MBP World Maps.zip](#).

Use these hyperlinks: [Borders](#), [Locations](#), [Order of Battle](#), [Sub Attack Vignette](#).

CHANGES TO LOCATIONS / GEOGRAPHY

4. **Agadez**. (NB: Changes to the infrastructure are only shown on the PowerPoint maps).
 - a. Changes to fixed military assets, towns etc (in alphabetical order) are as follows:
 - NONE
 - b. Additions / deletions of locations of fixed military assets, towns etc are as follows:
 - Al-Halal - (Military Airbase 423' AMSL with one 4000' and one 3500' runway, rudimentary HAS and good facilities. Agadez Air C2 based here) - Lat: 14°09'34"N, Long: 031°22'45"E
 - Burco - (Small fishing port) - Lat: 13°12'51"N, Long: 042°20'46"E
 - Geladi - (Military base / port in the Dawani enclave used by Agadez for its military shipping / submarines. Agadez Joint / Navy C2 based here) - Lat: 11°39'53"N, Long: 042°24'04"E
 - Tumbur - (City) - Lat: 09°02'30"N, Long: 039°12'45"E

5. **Arabello**. (NB: Changes to the infrastructure are only shown on the PowerPoint maps).
 - a. Changes to fixed military assets, towns etc (in alphabetical order) are as follows:
 - NONE
 - b. Additions / deletions of locations of fixed military assets, towns etc are as follows:
 - Abulidam - (Military base / port / town - used by Arabello Navy. ASW activity mounted from here and all C2 controlled from here) - Lat: 22°24'04"N, Long: 039°10'13"E
 - Djebella - (Military / civilian airbase 361' AMSL with one 2000' runway, no HAS and basic facilities) - Lat: 20°37'15"N, Long: 040°00'59"E
 - Harrat-Lidam - (City) - Lat: 19°04'17"N, Long: 041°53'44"E
 - Saywun - (Small fishing port) - Lat: 17°11'32"N, Long: 042°22'45"E

6. **Binni**. (NB: Changes to the infrastructure are only shown on the PowerPoint maps).
 - a. Changes to fixed military assets, towns etc (in alphabetical order) are as follows:
 - Bandar (Port / town) - Lat: 19°32'38"N, Long: 037°13'31"E
 - Bandar (Civilian airbase) - Lat: 19°22'02"N, Long: 037°12'05"E
 - Bandar (Military airbase) - Lat: 19°24'08"N, Long: 037°01'06"E
 - Costa Del Maria (Port / town) - Lat: 17°06'55"N, Long: 038°59'40"E
 - Costa Del Maria (Military / civilian airbase) - Lat: 16°57'02"N, Long: 038°55'43"E

- Dado - Lat: 20°27'22"N, Long: 037°09'34"E
- Diplombo - Lat: 17°51'45"N, Long: 038°37'55"E
- Elmina - Lat: 17°42'32"N, Long: 038°43'11"E
- Laponga - Lat: 19°16'09"N, Long: 036°28'09"E
- Kaso - Lat: 21°00'02"N, Long: 037°02'58"E
- Komenda - Lat: 17°13'31"N, Long: 038°55'03"E
- Saltpond - Lat: 18°02'58"N, Long: 038°28'41"E
- Sandosta - Lat: 16°36'36"N, Long: 039°04'57"E
- Sikasso - Lat: 20°00'59"N, Long: 037°08'54"E
- Sonara - Lat: 15°55'43"N, Long: 039°14'11"E
- Tonka - Lat: 18°50'26"N, Long: 037°22'45"E
- Wonka - Lat: 18°38'34"N, Long: 037°42'32"E

b. Additions / deletions of locations of fixed military assets, towns etc are as follows:

- Blackman (inland from Bandar) - DELETE
- Minga (inland and N of Sikasso) - DELETE

7. **Gao.** (NB: Changes to the infrastructure are only shown on the PowerPoint maps).

a. Changes to fixed military assets, towns etc (in alphabetical order) are as follows:

- NONE

b. Additions / deletions of locations of fixed military assets, towns etc are as follows:

- Abulidam - (Port / town) - Lat: 24°31'19"N, Long: 035°03'38"E
- Al-Salalah - (Small fishing port) - Lat: 23°55'43"N, Long: 036°25'42"E
- Ben-Baham - (City) - Lat: 24°00'17"N, Long: 037°52'44"E
- Wadi-Jabala - Lat: 21°53'05"N, Long: 031°26'42"E
- Wawa - (Military airbase 586' AMSL with one 1800' runway, one 3200' runway, 4 HAS and good military infrastructure. All Gao C2 based here) - Lat: 18°54'24"N, Long: 030°54'24"E

Use these hyperlinks: [Borders](#), [Locations](#), [Order_of_Battle](#), [Sub_Attack_Vignette](#).

CHANGES TO ORBATS / UPDATED INTELLIGENCE AS AT 291400Z SEP12

8. **Agadez**. Updated intelligence on Agadez is as follows:

- (1) **Army**. Despite the Firestorm, Agadez ground units are assembling west of Salisbury and pushing west with further units driving north-west from St Andrews (16° 40N 34° 50E) towards Gao forces.
- (2) **Navy**. Routine patrolling activity. **[NB: Naval Orbat to be further developed]**
- (3) **Airforce**. A HVAA started at 1300Z (1600 Local) and was unsuccessful. When UNWAFB AD aircraft intercepted the Agadez fighters they retreated (though the JSTARS and AEW were forced to regress). Agadez SAM sites are also being withdraw back towards Agadez as follows:
 - SA2-1 - new location in Agadez Lat: 15°12'12"N, Long: 038°40'33"E
 - SA2-26 - new location near Kingtown Lat: 16°15'03"N, Long: 035°31'06"E
 - SA3-7 - new location near Wazilla Lat: 15°32'50"N, Long: 036°55'10"E

9. **Arabello**. Not yet part of the Coalition (this is a placeholder). **[Undersea sensor grid positions to be provided by BBN. Naval Orbat to be developed]**.

10. **Gao**. Updated intelligence on Gao is as follows:

- (1) **Army**. Also, despite the Firestorm, Gao ground units are active in the area around Slafito (16° 10N 33° 35E) northwards with some units observed pushing towards Agadez forces north of St Andrews. The UNWAFB CFC has objected to this activity, but Gao is maintaining that the operation is unintentional and due to a communications failure with certain of their forces.
- (2) **Other Forces**. Routine activity.

11. **UNWAFB**. Updated assessment of own forces and operations is as follows:

a. **General Situation**. As follows:

- The Firestorm mission has been launched and new and significant ground movements by both Gao and Agadez have been observed in the Safari Park area;
- Agadez has launched an unsuccessful HVAA on our JSTARS and AEW. This is the first hostile act by Agadez and UNWAFB forces are now on alert for others - though lethal hostile intent by Agadez has not yet been demonstrated;
- UNWAFB ground forces are operating in the mountains around the WMD site at Suthertown where bombing by UNWAFB aircraft has been going on (no SITREPs available yet);

- **CFC has indicated that the Campaign is to move into Phase III (See !CoAX-Binni-Document-Master dated 11 Jan, Annex B2, page 8-2, para 4) and options are to be considered at the CFC's brief at 1500Z (1800 Local).**

b. **Australia.** Updated ORBAT is as follows:

(1) Navy. **[NB: Naval Orbat to be further developed]**

- HMAS_Robertson - DELETED
- HMAS_Success - rename to HMAS_Coonawarra. Move to new starting location at Lat: 16°57'02"N, Long: 041°08'54"E

c. **UK.** Updated ORBAT is as follows:

(1) Army.

- UK_16_ASB - HQ new location Lat: 17°17'51"N, Long: 038°29'20"E

(2) Royal Air Force.

- Hawk_F1 (SAM) new location Lat: 18°55'03"N, Long: 035°58'21"E

(3) Navy. **[NB: Naval Orbat to be further developed]**

d. **USA.** Updated ORBAT is as follows:

(1) Navy. **[NB: Naval Orbat to be further developed]**

- USS_C_Powell - new location at Lat: 18°04'17"N, Long: 040°09'33"E
- USS_Olympia - new location at Lat: 18°20'46"N, Long: 040°40'33"E
- USS_Ford - new location at Lat: 18°31'59"N, Long: 039°49'07"E
- USS_Port_Royal - new location at Lat: 18°52'25"N, Long: 040°20'46"E
- Add to ORBAT SH-60B Seahawk helos (for medevac to USS_C_Powell)

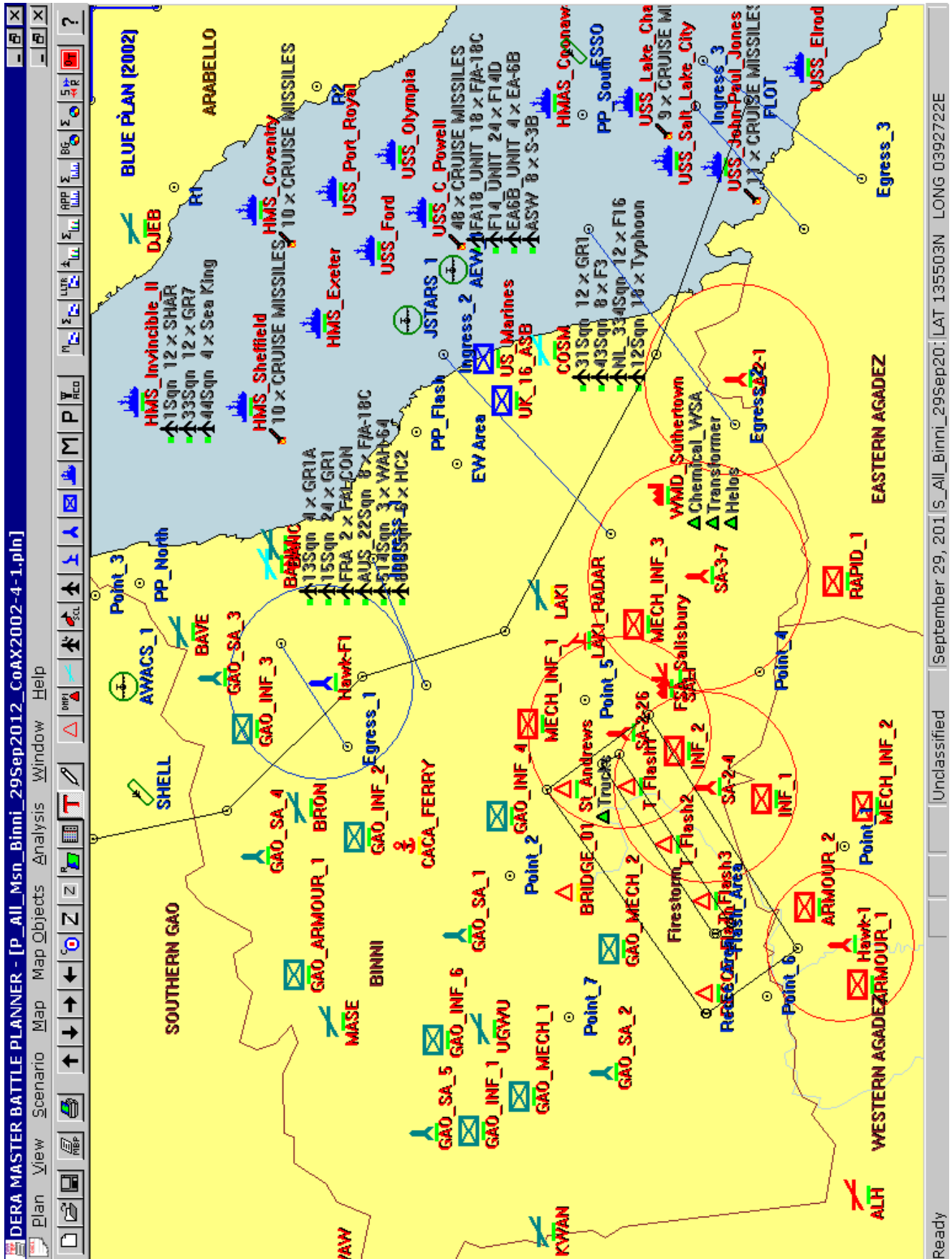
(2) Marines.

- US_Marines - HQ new location Lat: 17°27'22"N, Long: 038°51'06"E

Use these hyperlinks: [Borders](#), [Locations](#), [Order_of_Battle](#), [Sub_Attack_Vignette](#).

AUSTRALIAN SUB-ATTACK VIGNETTE

12. Events. (see PPT slides 11-13 in the presentation at: [CoAX Binni 2002 Presentation.ppt](#))
- a. [1740] Agadez submarine (Kilo 877 class) approaches HMAS Coonawarra (FFG) undetected due to unfavorable ducting conditions. Submarine launches 2 ET-80A torpedoes at the HMAS Coonawarra. One torpedo suffers fusing failure and predetonates - the explosion buckles the hull of the HMAS Coonawarra, causing flooding in the engine room and starting electrical fires. The other torpedo malfunctions in the launch tube, causing the submarine to suspend further hostilities against the HMAS Coonawarra.
 - b. [1742] HMAS Coonawarra reports explosion on board to AUS domain / Coalition. Flooding and electrical fire in engine room. Damage to helo deck. Incident reported via animated agent, and Coalition notified via Event Panels and more usual messages.
 - c. [1745] HMAS Coonawarra reports some casualties - serious but stable (total number as yet unknown). Requests medical monitoring agent (MMA) linked to offboard medical facility while damage control operations continue.
 - d. [1753] MMA operational and monitoring casualties in sick bay. Condition as per Steven's 14 Aug email.
 - e. [1755] Fire and flooding on HMAS Coonawarra under control. Helicopter operations suspended due to damage on helo deck and hanger. Mop-up operations still underway. Engines off-line while repairs undertaken.
 - f. [1811] MMA reports one of casualties in crisis. Medical staff stabilize patient but immediate medevac required. Logistics planning agent invoked.
 - g. [1855] Earliest arrival of helo at Coonawarra. This is based on the fact that it would take a Stallion 36 minutes and a Sea Hawk 49 minutes to get from Powell to Coonawarra. It would take a Stallion 51 minutes and a Sea Hawk 70 minutes to get from COSM to Coonawarra.
 - h. [1906] Crew of Coonawarra clear the helo deck. Now possible to land one helo. and pick up more injured at a time
13. So lets say that there are logs helo flights to and from Costa Del Maria (COSM, a commercial port with good facilities being used by the Coalition [the other port, Sikasso, further north, is run down]) to ferry supplies to Coalition forces. COSM has Level 4 medical Facilities too which could be used for your critical patient.
- a. Locations:
 - COSM is located at (1) Costa Del Maria (commercial port connected to the military air base) - Lat: 17o06'55"N, Long: 038o59'40"E
 - USS_C_Powell - new location at Lat: 18o04'17"N, Long: 040o09'33"E
 - HMAS_Coonawarra. Starting location at Lat: 16o57'02"N, Long: 041o08'54"E
 - USS_Lake_Champlain at Lat: 16o13'31"N. Long: 041o08'54"E



b. Assumptions:

- Cost is given by duration/3 when heli empty, duration/2 when full.
- USS Powell is nearest Level 3 medical facility.
- USS Powell is ready to receive critical patients in 0.5 hrs.
- USS Powell has 2 helipads available that can be used for the medevac.
- HMAS Coonawarra can only offload 1 patient at a time (via winch).

c. Distances:

- USS Powell is 88 nm from HMAS Coonawarra
- COSM to Coonawarra 120nm
- COSM to Powell 100nm
- COSM to Champlain 140nm (USS ship near the Coonawarra, 45nm)

d. Casualties: Number of injured on HMAS Coonawarra are:

- 1 critical (T1) - needs to be at a level 3 medical facility w/i 2 hrs (originally T2)
- 3 serious (T2) - needs to be at a level 3 medical facility w/i 6 hrs
- 6 light (T3) - needs to be at a level 3 medical facility w/i 24 hrs

e. Available Helicopters: Lets say that helos (a Sea Hawk SH60 [range 300nm, cruise speed 110 knots, max 125knots] say or a Stallion CH53 [range 500nm, cruise speed 150 knots, max 170knots] - which both have the range) are already en-route to the Champlain and that they could divert to the Coonawarra to pick up their 1 critical (T1) - needs to be at a level 3 medical facility w/i 2 hrs - patient. Plus:

- squirrel-1, with ETA at HMAS Coonawarra of 0.5 hrs, can carry 2 casualties, speed 140 knots. [PB] 0.5 hrs is a bit optimistic
- squirrel-2, with ETA at HMAS Coonawarra of 1.5 hrs, can carry 2 casualties, speed 140 knots.
- sea-hawk-1, with ETA at HMAS Coonawarra of 1.0 hrs, can carry 5 casualties, speed 130 knots.
- [PB] See my notes above about cruise speeds etc and add Stallions (2off) as available at COSM, 1off available on the Powell.

14. Then you can arrange the helo flights (to pick up the other injured) as you like to show off the deconfliction / re-use opportunities as you like. Assume that the Powell has 'unlimited' deck space, as does the medical facility as COSM.

15. I have the Coonawarra clear their helo deck at a suitable time after the critical patient is removed so that there are suddenly more efficient options (ie show your planning is agile enough to adapt to near-real-time changing circumstances).

16. Timings (all Binni Local, 7 hours ahead of USA, 2 ahead of UK and 8 behind Sydney) should fit in with the above.

MEDICAL TERMINOLOGY

17. Casualties are classified by Triage level (T1/T2/T3) and evacuation priority: [Thanks to Steven Wark of DSTO, Australia for this].

a. Triage level:

- T1 (immediate/red): immediate intervention is required in order to save and stabilize an individual with life-threatening injuries, but the casualty has an expected high chance of survival.
- T2 (delayed/yellow): the general condition of the patient permits a delay in active intervention or surgery without endangering life. The casualty will survive several hours with supportive measures until surgical intervention is provided.
- T3 (minimal/green): the casualty has minor non-capacitating problems needing minimal treatment with no urgency. Treatment can often be provided by first aid trained personnel.

b. Evacuation priority:

- Priority 1 (urgent): life is immediately threatened. Rapid evacuation, urgent resuscitation and/or surgery is required to save life.
- Priority 2 (priority): life or limb is in serious jeopardy. Evacuation should be effected as soon as practical.
- Priority 3 (routine): life or limb is not in serious jeopardy. Evacuation should be effected when possible.

18. Medical support is classed in five levels:

a. Level 1: includes the location and removal from danger of casualties and provision of immediate first aid. It may include treatment in the field or at an aid post or similar facility with trained medical personnel where treatment could include restoration of airway, use of intravenous fluids, antibiotics and application of splints and bandages.

b. Level 2: the collection, sorting, treatment and evacuation of casualties and provision of resuscitative procedures where appropriate. It is provided at a minimal care facility which can include basic laboratory, pharmacy and temporary holding facilities. Surgical support is not normally provided. The focus is on sustaining care and evacuation, resuscitation and stabilization. Level 2 support is provided in all major fleet units.

c. Level 3: formal surgery, including wound surgery, is performed and hospitalization is provided for medium and high intensity nursing of the wounded, sick, and injured. Facilities are staffed and equipped to provide resuscitation, initial surgery, and post-operative treatment.

d. Level 4: Specialized surgery, rehabilitation and hospitalization are provided at this level within limits of the holding policy. It is normally the highest level of care provided in an AO.

- e. Level 5: includes specialized and sophisticated management and care associated with the most advanced range of medical capabilities. Research facilities are also provided.

ASW SNAPSHOT

19. [Thanks to Jens A Jensen of PACOM for this insight]. ASW is a very challenging activity. Many times, in the real-world, it is the process of correlating a variety of sources and information which results, ultimately generating a real contact. Therefore, for CoAX 2002, set in 2012, you may suppose that there are some new and exotic sensors that may be applied.

20. The physics of acoustic sensors is challenging, even more so with the numbers of ships operating in the region. Consider the following:

- a. We know the type of submarine, its capabilities, endurance on diesel and battery. We should get hits when the submarines charge their batteries.
- b. We should also have some intelligence on what their normal patrol duration. The submarines got underway on X. We know this because our spies have told us or we have satellite observations that show them in port on the next path, it is gone. Data / Information for your grid and at various degrees of releasability.
- c. We can now have a variety of sensors that can provide input. These would include: humint, elint, passive lines of bearing from sonobuoys, perhaps the occasional MAD hit, photographs from satellites, non-acoustic sensors of some sort.
- d. The trick here is to build the information pool to a crescendo where you have enough locating data to locate the submarine and put active sensors on target or to block their approach to "high value area or target".

21. The scenario requires that there be a sensor on the Australian ship that ends up feeding information (in a restricted way) to the Coalition (and especially Arabello) ASW capabilities. Is the following a reasonable story?

a. I would think that some non-acoustic system exists and the Australian ship is the only one in the Coalition Task Force that can receive the data and retransmit it to the Task Force (as well as Arabello when authorized). This could be some kind of an experimental sensor onboard the Australian ship.

(1) Maybe this is superior submarine tracking capabilities. Maybe it is even an experimental US-Australian sensor. Non-acoustic, off-ship. Could be radar measurements, magnetic anomaly (not sonar or acoustic). This non-acoustic sensor could be space or air borne.

b. How would the information be limited? In the case of a visual sensor, we can think of a resolution change, a frame-rate change, or a time lag. In the case of a sonar, it could be the accuracy of the coordinates (i.e., you drop precision).

(1) Yes, I would limit it to a lat and long with some sort of error. So you get a latitude and longitude of the sensor data with an error of some sigma. Then you can correlate with visual sightings, sonar, undersea instrumentation.

c. Stating that there is a sensor on the Australian ship that has certain advanced capabilities that can help Arabello would also solve the problem of how Arabello might find the submarine after a few hours after they are brought into the Coalition.

(1) This added sensor data could help to resolve the location of the submarine. Arabello's linear array will give you a hyperbolic line of bearing. It has a mirror image. The added information from the Australian ship could resolve the ambiguity. Arabello and the Coalition could then fly ASW aircraft and deploy ships to further resolve and refine the targeting information.

DECONFLICTION OBJECTIVES WRT TECHNOLOGY DEMONSTRATION

22. Michigan wants to demonstrate its advanced plan coordination capabilities. Basically, they have developed a capability that can accept (in suitable format) the plans that were independently formed by different units, and discover both unintended conflicts between the plans (e.g., possibilities of friendly fire or, less drastic, contention over a helipad), as well as unexploited synergies between plans (where, with reasonable change, one plan can be modified to accomplish (part of) the objectives of some other plan, leading to more efficient use of assets). To show this off in a way that can be demonstrated very quickly (given how much will be packed into CoAX 2002), what they propose to do is to have, predefined, some plans for moving medical supplies and personnel between ships and ground-based facilities. Then, when the new medevac plan is thrown in the mix, they want that to open up coordination opportunities. Best case: The new plan is found to overlap with one of the existing plans, so that one can actually be removed with proper modification to the other, and the modification in turn introduces a new contention with the third that needs to be deconflicted.

23. Dartmouth (to the best of my understanding) and UWF want to show two things. First, that a mobile agent can move between two infrastructures (Dartmouth's D'Agents and UFW's Nomads). Second, that moving an agent closer to what it is monitoring (sending a medical monitoring agent to the ship rather than remotely monitoring patient status) has wins in terms of reducing bandwidth needs and possibly along other measures. To show these off, my presumption is that what they need is first of all for the event of the attack on the Australian ship to trigger the decision to deploy the medical monitoring agent, second for the agent to actually move and do the monitoring, and third for the agent to (sometime in the future) detect something worth reporting (such as a patient going from a "stable" status to a more "critical" status).

24. DSTO (Australia) have a logistics planning capability; their objective in the context of CoAX is to demonstrate interoperability with the Grid, including the ability to access information resources about assets and the like.

25. Within this context, it is expected that at times the I-X technology of Austin (AIAI) will come into play. It doesn't appear that AIAI has something that they want to particularly show during this part of the scenario.

26. In terms of technical details, here are some possible implications in terms of interfacing among different components:

a. Australian ship agent notifies the coalition that it is stricken: I don't know what process will be representing the Australian ship, but it will need to do messaging with the Coalition HQ I-X panel.

- b. Australian ship agent requests medical monitoring agent: Perhaps this would be via the I-X panel? Need is given to I-X panel, and creation and dispatch of mobile medical monitoring agent is initiated from I-X?
- c. Mobile medical monitoring agent needs to trigger the medevac planner once things take a turn for the worse. If we assume the medevac planner is local (on-board) to the Australian ship, then it probably doesn't make sense for this triggering to go through I-X at Coalition HQ, so somehow the monitoring agent needs to contact the planner directly (?).
- d. Planner needs to notify I-X at Coalition HQ that it has a new medevac plan to execute, and possibly send a pointer to where to find the plan.
- e. I-X needs to trigger the MCA to do its job.
- f. MCA needs to get plan info from the Australian medevac planner (pull out of a file whose name/location was provided to the I-X panel?). The format of the plan should be in XML. We have a XML format defined that QinetiQ used in CoAX 2001 for the MBP to pass plans to the MCA; with some minor extensions, we can reuse that I expect.
- g. MCA will get plan information from the other "agents" against which to coordinate the new medevac plan. Like CoAX 2001, we will assume that those other agents are essentially hard-wired, and built/run by Michigan, with suitable input from others to ensure coherence and plausibility in the story context.
- h. MCA and I-X will communicate as outlined above, with MCA sending update reports to I-X, as essentially already in place.

Use these hyperlinks: [Borders](#), [Locations](#), [Order of Battle](#), [Sub Attack Vignette](#).

----- End of CoAX Binni 2002 Scenario Change Document -----