Welcome to Modern Cold War: Red Storm Rising. The server is now hosted but still in test mode, please join our discord to keep up to date. https://discord.gg/XmMb5N

Discord: <https://discord.gg/XmMb5N>

SRS: 23.106.160.108:5002

Situation: The United States no longer operates in a Uni-polar world, the world has returned to large power competition between East/West. The Ukraine situation came to a boiling point after Russia attempted a coup d’état in Kiev just before the 2020 U.S. elections. A US/NATO backed Ukraine has pushed Russian forces to the eastern Caucuses, and captured Sochi, Senaki and Gudata. Russia in its retreat annexed all of Georgia.

Blue Team Objective: Push Russian forces out of Georgia and return borders to pre-2008 borders.

Red Team Objective: Recapture Sochi, Sukhumi and Gudauta from western aggression.

**Capturing an Airfield/FARP:** To capture an airfield or a FARP your team needs to kill all the enemy units surrounding the location, to include the Logistic Building (Outpost) as well as get a friendly troop or vehicle onto the Airfield/FARP. Once these conditions are met you will see the message with the capture confirmation.

**Slinging:** Helicopters check the F10 map for the location of the base/FARP logistics center/command center. Fly there and request crates to sling units using the radio menu (F10-Other). Once a crate is in front of your vehicle, select it through the radio menu (F6-All Cargos), now you are ready to approach it and hook it. Once hooked take to the desired deployment location, and unpack using the (F10-Other, F7-Cargo Actions, F1-Unpack). You can also pick up troops from the FARP pads and from the friendly airfields. Internal cargo can only be loaded on Hueys and Mi-8 helicopters at this time. You select internal cargo from the supplies menu, but you don’t need to hook it, you need to open your cargo doors, and approach the crate so that you cargo doors are facing and near the crate. Build convoys, setup air defenses for your team, build more logistics and command your teams ground forces via the Combined Arms module.

Server Rules:

1. Ramming is prohibited.
2. Ask for permission from the owner to use slung combined arms units! It takes hours to get a convoy ready, if you want to control units, sling them.
3. Please respect other warfighters immersion, keep taxiway takeoffs and landings to emergencies only.
4. Being on DISCORD or SRS is highly recommended to facilitate good communications. SRS is preferred.
5. GCI, must use SRS (applies only when SRS is fully implemented, and the server finishes its beta testing stage).

## Red Task

MISSION OVERVIEW

DATE: 30 Oct 2019

TIME: 02:00:00 Zulu

SUNRISE: 07:05 (over bullseye)

SUNSET: 19:16 (over bullseye)

COMM CHANNELS:

ATC: 251.000

GCI-Package: 124.000

Intra-flight:

TARCAP: 265.100

BARCAP: 265.200

SEAD: 265.300

CAS: 265.400

STRIKE: 265.500

JTACS: 265.600

Slinging: 124.100

Combined Arms: 124.200

AWACS / Overlord1 / Freq 123.000 / TCN: 1xE-2D

AWACS / Flight1 / Freq 124.000 / TCN: 1xA-50

ATO: Gain Air Superiority over Enguri River

OBJECTIVES:

1. Protect friendly ground forces in their efforts to push the forward line of troops towards Sukumi-Babushara.

2. SEAD capable platforms need to perform SEAD missions over enemy territory, to allow air fighter aircraft to gain air superiority

3. ESCORT aircraft should escort the SEAD to/from enemy territory (do not leave their wing)

4. Multi-role aircraft need to establish TARCAP (Target Combat Air Patrols) over enemy forward operating bases (FOBs) and forward armament and refueling points (FARPs).

5. Air Superiority Fighters establish BARCAP (Barrier Combat Air Patrols) between FLOT and Red controlled bases.

6. Air Superiority Fighters conduct Fighter Sweep missions periodically to intercept enemy strike, and CAS packages.

7. Once Air superiority is gained CAS/Strike Aircraft will begin to soften enemy positions for a ground assault.

TASK: CAS/Strike/TARCAP/BARCAP/SEAD

AIR ASSETS:

Air Superiority Fighters

F-14B (x12)

SU-27 (x9)

SU-33 (x17)

J-11A (x15)

Attack Aircraft

SU-25T (x21)

AV8B (x24)

AJS37 (x)

Interceptor Fighters

MiG-21Bis (x16)

MiG-19P (x6)

Multi-role Fighters

M-2000C (x10)

F-16CM Blk 50 (x4)

GTO: Defend current positions. Muster an attacking ground force near forward operating bases and prepare to push across Enguri river.

## Blue Task

MISSION OVERVIEW

DATE: 30 Oct 2019

TIME: 02:00:00 Zulu

SUNRISE: 07:05 (over bullseye)

SUNSET: 19:16 (over bullseye)

COMM CHANNELS:

ATC: 251.000

GCI-Package: 124.000

Intra-flight:

TARCAP: 265.100

BARCAP: 265.200

SEAD: 265.300

CAS: 265.400

STRIKE: 265.500

JTACS: 265.600

Slinging: 124.100

Combined Arms: 124.200

AWACS / Overlord1 / Freq 123.000 / TCN: 1xE-2D

AWACS / Flight1 / Freq 124.000 / TCN: 1xA-50

ATO: Gain Air Superiority over Enguri River

OBJECTIVES:

1. Protect friendly ground forces in their efforts to push the forward line of troops towards Senaki.

2. SEAD capable platforms need to perform SEAD missions over enemy territory, to allow air fighter aircraft to gain air superiority

3. ESCORT aircraft should escort the SEAD to/from enemy territory (do not leave their wing)

4. Multi-role aircraft need to establish TARCAP (Target Combat Air Patrols) over enemy forward operating bases (FOBs) and forward armament and refueling points (FARPs).

5. Air Superiority Fighters establish BARCAP (Barrier Combat Air Patrols) between FLOT and Red controlled bases.

6. Air Superiority Fighters conduct Fighter Sweep missions periodically to intercept enemy strike, and CAS packages.

7. Once Air superiority is gained CAS/Strike Aircraft will begin to soften enemy positions for a ground assault.

TASK: CAS/Strike/TARCAP/BARCAP/SEAD

AIR ASSETS:

Air Superiority Fighters

F-15C (x7)

Attack Aircraft

A-10A (x3)

A-10C (x19)

AV8B (x16)

AJS37 (x11)

Interceptor Fighters

F-5E-3 (x14)

Multi-role Fighters

F-16CM Blk 50 (x38)

F/A-18C (x37)

GTO: Defend current positions. Muster an attacking ground force near forward operating bases and prepare to push across Enguri river.