

**Theater Guide**

**Coastal Front**

**For**

**BMS 4.37**



Coastal Front is a mod of the official Baltic theater geared towards a 1980s experience with realistic airframes and strategic SAM locations for the era.

### **Some Features:**

- Custom SAM site tiles with SAM batteries matching the spots on the tiles.
- SAM site locations and systems from the period.
- Air Bases from the period.
- New aircraft skins and correct roundels.
- European Participating Air Forces F-16 with Blk 15 avionics.
- Naval Vessels from the period with SAMs from the period.

### **With Thanks To:**

- UOAF Roster Team
- Members of the BMS Dev team
- Bloodhound (DDR, CCCP and various other Skins)



# ZAPAD 81

“Zapad 81” is our initial campaign, focused around the largest military exercises in history, conducted by the forces of the Warsaw pact.



## **Campaign Flow:**

The campaign flow is modeled on real Warsaw Pact attack plans. There are two main attack directions, Netherlands and Denmark. The Warsaw Pact units will advance from GDR and try to conquer the cities along the coastline. A massive land force will be backed by the combined Warsaw Pact air force stationed mainly in GDR. There is a strong Warsaw Pact air defense line on the Baltic coast and along the GDR border. NATO has in turn a tight HAWK belt running North to South behind the first line of troops. In addition to the divisions, SAM sites and air bases, there's a plethora of strategic targets that include underground command centers, nuclear weapons storage bunkers and BARS tropospheric-scatter communications network.

## **Campaign overview:**

- Campaign lasts 7 days
  - Ending in either Red win - if Bremen and/or Copenhagen fall at any point.
  - Blue win if they can halt the Red Invasion and protect Bremen and Copenhagen through to day 6.

## **Suggested Strategy:**

- 1.) Campaign starts at 2AM z - advance time until sunrise.
- 2.) Begin with Defensive Counter Air missions over the Flot - Red ground forces are condensed at this stage and too dangerous to attack.
- 3.) Red ground forces begin to push West on several Axes - begin CAS and interdiction missions to slow their advances. With columns more stretched out they are safer to attack.
- 4.) Start dismantling Coastal SAMs in East Germany and Poland.
- 5.) After which OCA strikes can be conducted to reduce Red Air.
- 6.) Behind the line deep-strikes onto East German and Polish strategic targets.

### **Player Squadron:**

- Hohn Airbase
  - 10th US F16A-15
  - 22nd US F15A
- Bremen Airport
  - 53rd US F15A
- Celle Airbase
  - 512th US F16A-15
- Nordholz Airbase
  - 313th US F16A-15
  - 496th US F16A-15
- Skrydstrup Airbase
  - 727th RDAF F16A-15
- Rygge Airbase
  - 332nd RNoAF F16A-15
- Leeuwarden Airbase
  - 322nd RNLAf F16A-15

### **Server Squadron:**

- 9999th C130H out of Oslo



## **Weapon Sets**

Weapons are strictly '80s era across the board. Expect Aim-9 L's and P's with Aim-7F on F15As. US vipers have access to AGM-45 Shrike. All other vipers getting access to various AGM-65, Cluster munitions and iron bombs.

## **Avionics & Systems - “Stay Visual!”**

Expect Unrelenting '80s era technology in this area also. Vipers Fly without IDM, L16 or interrogator. Eagles are also without any datalink, but do have the ability to Interrogate for IFF. Vipers have been set up with 30x Flare and Zero Chaff. The Eagle "A", being pre-MSIP upgrades, are without an Chaff or Flare - be hesitant going to the merge.

