

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:

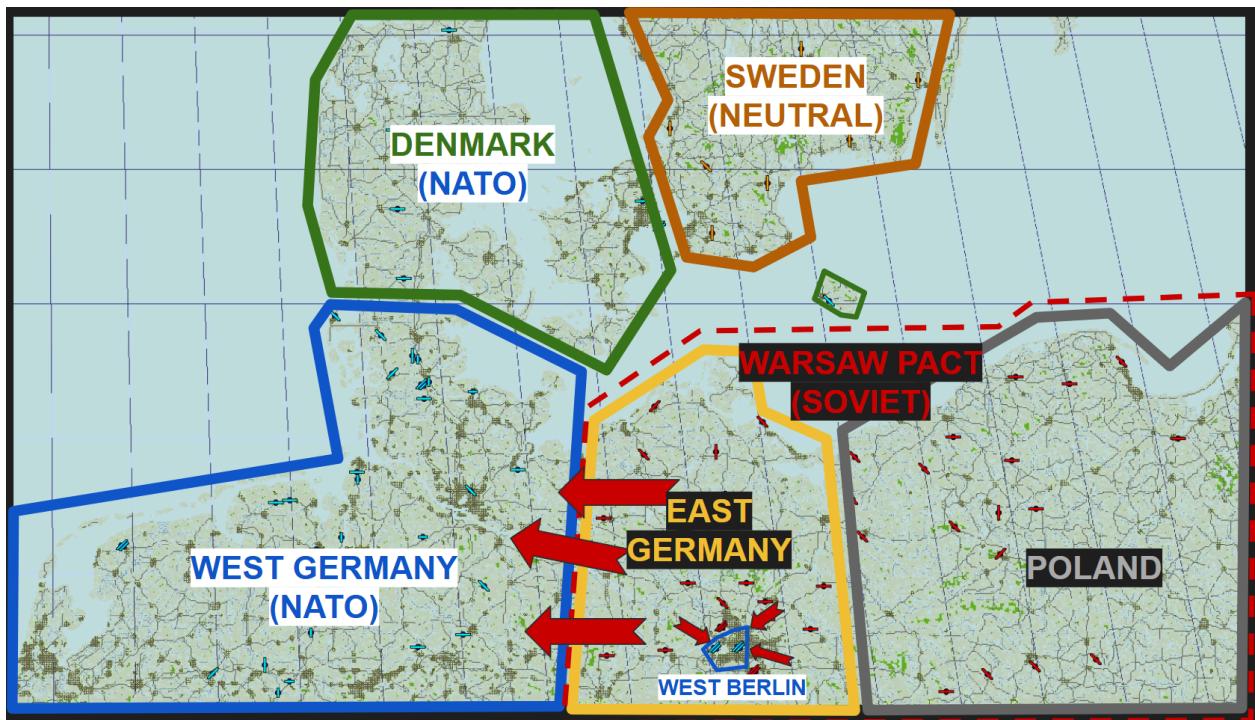
The campaign flow is modeled on real Warsaw Pact attack plans. There are two main attack directions, Netherlands and Denmark. The Warsaw Pact units will advance from GDR and try to conquer the cities along the coastline. A massive land force will be backed by the combined Warsaw Pact air force stationed 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.
 - Day 3 Sweden joins NATO

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.



Primary Aircraft Per Side:

Friendly

- NATO
 - United States
 - Viper
 - Eagle
 - Phantom
 - Aardvark
 - Warthog
 - United Kingdom
 - Tornado
 - Jaguar
 - Harrier
 - West Germany
 - Phantom
 - Starfighter
 - Tornado
 - Denmark + Norway
 - Viper
 - Starfighter
 - Netherlands
 - Viper
 - Starfighter
 - France
 - Mirage F1
 - Canada
 - Starfighter

Neutral

- Sweden
 - Viggen

Enemy

- Warsaw Pact (Soviet Union + Poland + East Germany)
 - Fishbed
 - Flogger
 - Fitter
- Poland
 - Lim-6 (Fresco)
- Soviet Union
 - Mig 27
 - Foxbat
 - Various heavy bombers

Player Squadrons:

- 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 An-24 out of Malbork



REFORGER '87

“REFORGER 87” is our more fictionalized follow-on campaign. Based roughly around 1987 - after the events of ZAPAD ‘81. The Warsaw Pact controls large parts for West Germany and Denmark. The might of NATO is now released in counter-attack, to push them out of occupied territories.



Weapon Sets

Weapons are more loosely *late* '80s era, The addition of Block 25s - that have a more powerful radar, Aim-9 M's and Sparrow capabilities. Eagle drivers get the C-model with full complement of Chaff/Flare and the later Aim-7M Sparrows. European and US Block 15s are still active only with Aim-9 L's/P's.

Campaign Flow:

Campaign concept is an aggressive NATO counter attack on multiple Fronts. Aalborg Front - North Denmark. Copenhagen Front and Netherlands Front. Day 2 sees the activation of Mig31 and DDR+PRL Fulcrums - effectively doubling the MiG29 Threat in the theater. Special Forces try to hold a landing area near Koszalin on the Polish coast - if by Day 3 they still hold, NATO conducts a large amphibious landing, opening up a fourth front.

| <u>Friendly</u> | <u>Enemy</u> |
|--|--|
| <p>NATO</p> <ul style="list-style-type: none">- United States<ul style="list-style-type: none">- Viper Blk 15/25- Eagle A/C- Phantom- Aardvark- Sparkvark- Warthog- A16- United Kingdom<ul style="list-style-type: none">- Tornado Gr1- Tornado F3- Jaguar- Harrier- West Germany<ul style="list-style-type: none">- Phantom- Starfighter- Tornado- Denmark + Norway<ul style="list-style-type: none">- Viper- Starfighter- Netherlands<ul style="list-style-type: none">- Viper- Starfighter- France<ul style="list-style-type: none">- Mirage F1- Mirage 2000- Canada<ul style="list-style-type: none">- Hornet- Sweden<ul style="list-style-type: none">- Viggen | <p>Warsaw Pact (Soviet Union + Poland + East Germany)</p> <ul style="list-style-type: none">- Fulcrum (DDR + PRL on Day 2)- Fishbed- Flogger- Fitter <p>Poland</p> <ul style="list-style-type: none">- Lim-6 (Fresco) <p>Soviet Union</p> <ul style="list-style-type: none">- A50- MiG 27- Frogfoot- Fencer- MiG 25- MiG 31 (Day2)- Various heavy bombers |

Campaign overview:

- Campaign lasts 10 days
 - Blue win - if Bremen, and Schwerin can be recaptured by NATO before day 10
 - Stalemate if only Bremen is retaken
 - NATO gets an instant win if Poznan can be captured - this is the goal of the amphibious force.
- The Warsaw Pact's Coastal SAM network is still intact.
- Occupied West Germany red has captured HAWK and NIKE sites
- A single SA-10 defends Berlin

Suggested Strategy:

- 1.) Focus on Denmark, Hunt Mobile SAMs and SWEEP to achieve local air superiority. A-16s can be used to support ground forces in Denmark.
- 2.) Netherlands Front Needs extensive DEAD against the captured Network of HAWK, NIKE and mixed Soviet sites.
- 3.) AI fragging will mostly handle BARCAP over the FLOT to limit enemy CAS.
- 4.) OCA can be targeted towards Reds forward bases in Denmark.
- 5.) Once the Beachhead activates. Exploit that and push into Poland. It is a good opportunity to directly control the forces for some strategy gaming.

