1   Introduction

The Persistent Campaign – Saipan mission is designed to recreate the feel of Vietnam-era helicopter-borne air assault and patrol missions.
OPFOR groups spawn randomly across Saipan, and blue groups spawn at a pier on the island's west coast. There is a small helicopter base on Managaha Island.


The game map.

Each zone marked "play area" is where the red groups will spawn and patrol in a loop. There is a helicopter base on Managaha Island and a Tarawa off the east coast of Saipan. The objective is to kill all red infantry on the map. There is no zone capture system just like Vietnam wasn't about taking territory. Find, Fix, and destroy the enemy.

Managaha Island helicopter base.
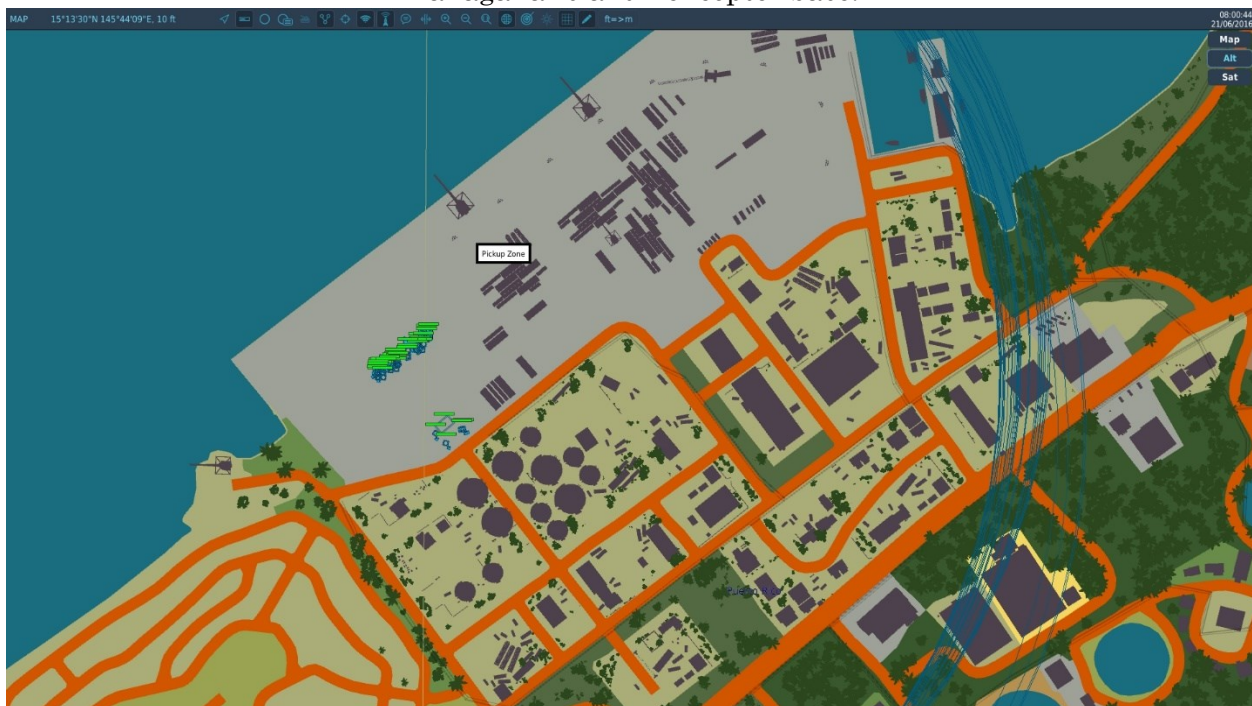
The pier on Saipan's west coast.
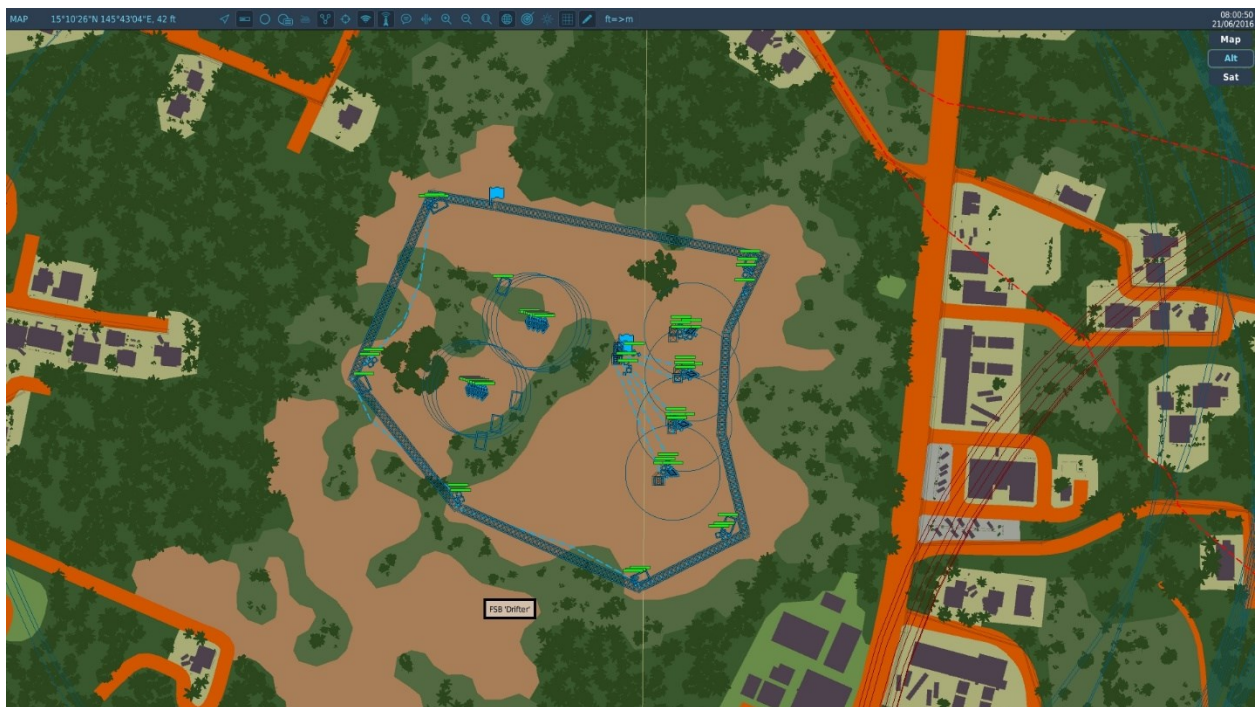
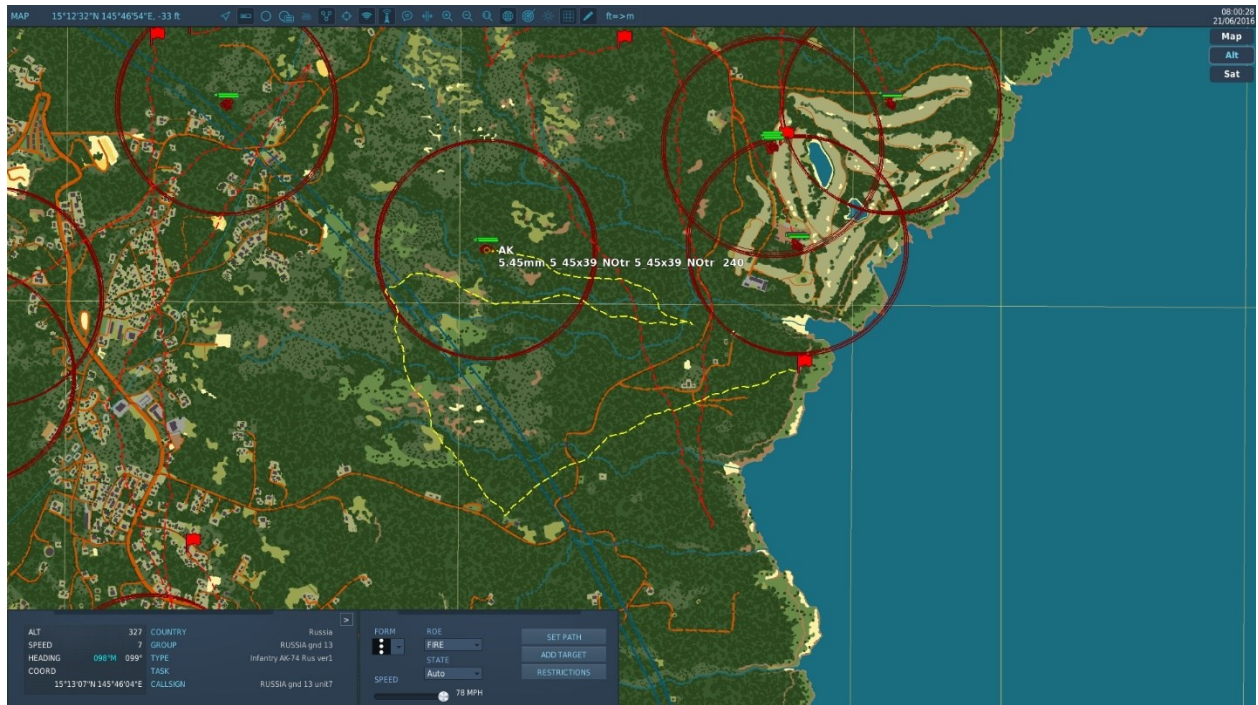Note the road outpost where CTLD assets can be spawned.

FSB "Drifter" on Saipan

Note the wall around the compound.
The artillery here can be used with Combined arms or the "F10 artillery script".

OPFOR random spawn points.

OPFOR patrol route.

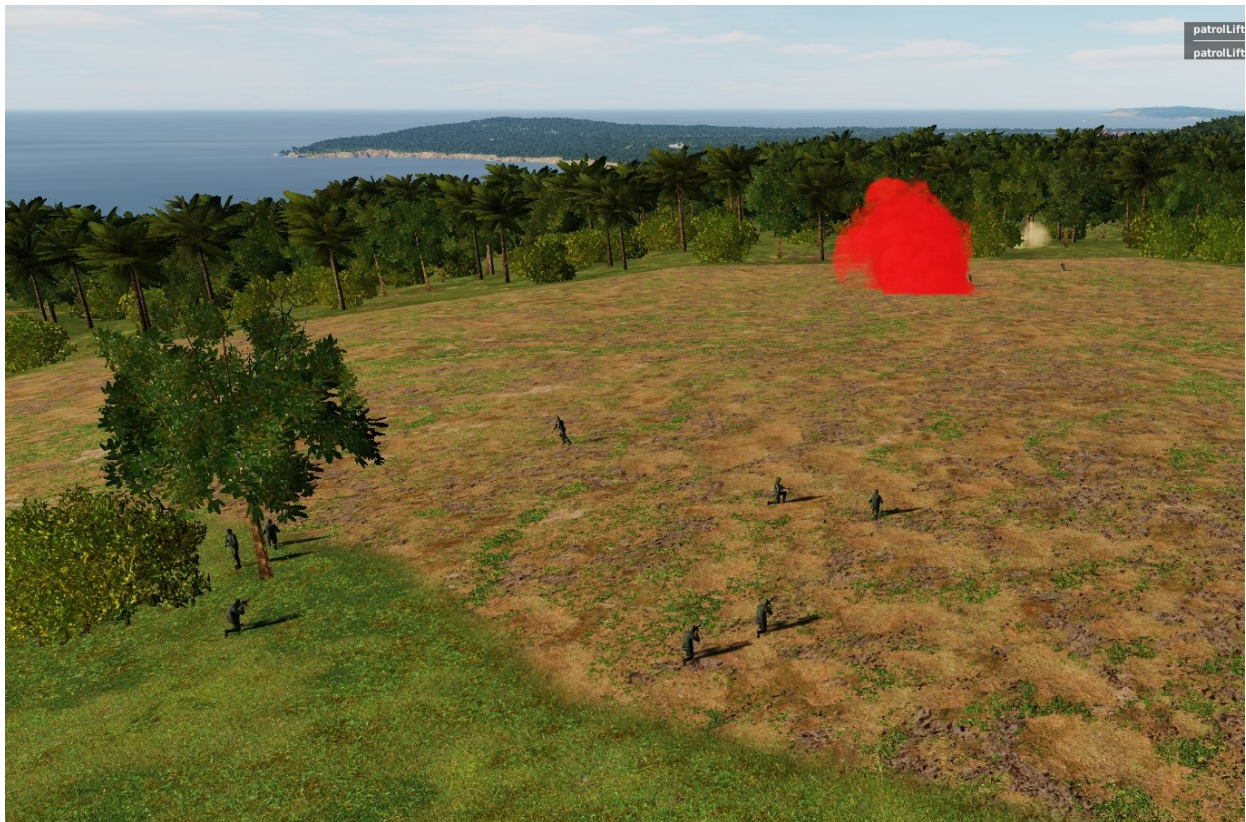

We use the default DCS menu to load troops at the pier.
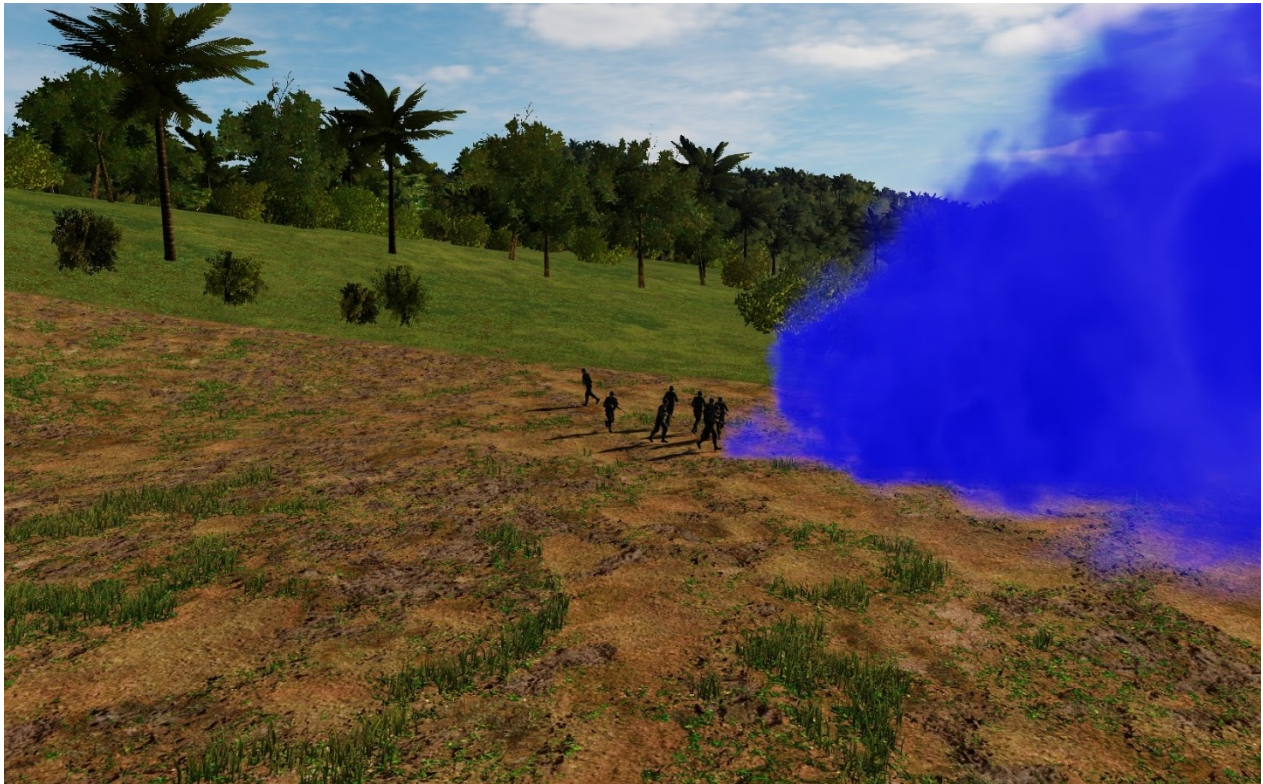
Typical Blue infantry patrol route.

This patrol has come into contact with the enemy.
They throw red smoke to mark the enemy's location, start an FM homing beacon, and radio on the common frequency that they are in contact.
"Troops in contact at 55PAPA ... CHARLIESIERRA ... 6 4 5 ... 7 6 9 ... on 30 FM".

When they have finished their patrol, they will pop blue smoke, start an FM homing beacon, and transmit on common.
"A patrol is ready for pickup at 55PAPA ... CHARLIESIERRA ... 6 4 5 ... 7 6 9 ... on 31 FM".

2   The in-game briefing
SITUATION:
Saipan is being over run by the commies!
The US forces in the region hold Managaha Island, Saipan intl Airport, an FSB called "FSB Drifter", and a small pier opposite the Island.
There is also a Tarawa LHA just off the east coast.

Carrying troops from the Pier to anywhere else on the island (north of the airport) will cause them to start a patrol around the area.
More detail is found below.

METAR AUTO 210800 04300 10SM SCT080 SCT230 26/7 A2982
Pickup Troops and CTLD objects at the Pier "Pickup Zone".
Drop troops off anywhere on Saipin north of Saipan International to have them patrol.
Patrols will call after they have completed their route, or when they make contact with the enemy.
When calling for extract, they should embark on any helicopter close enough to extract them.
Drop infantry off at the drop zone to despawn them.

COMMS:
30-70 FM Beacons;
    Used for infantry on the ground to mark their positions with FM homing
116.000AM A/C common;
    Used for all A/C to communicate, as well as listen for extract/contact calls.

Red units will spawn at mission start.
As blue units are killed, red can "recruit" more soldiers.
If red soldiers are killed by aircraft, this is also used as a recruiting tool, so USE THE INFANTRY.
SCRIPTING CAPABILITIES
-To spawn more infantry at the Pier, select Comms>F10 other...>Spawn Grunts
-To remove existing infantry from the Pier, select Comms?F10 other...>clear pickup zone
        ****FFS DO NOT USE THESE IF THERE ARE ANY HELICOPTERS CARRYING
                        INFANTRY. THEY WILL BE DELETED!****
-To have a group perform another patrol/restart their patrol, create a map marker and type "patrol," and the group's name
    i.e. "patrol,GEORGIA gnd 1"
    This is handy if you use CA to move a group to a particular area, and then want them to resume patroling.
-There is a script to make a group who's being stubborn embark on helos.
    Create a map marker where you want the LZ.
    To select a particular group, type "extract," then the name
        i.e. "extract,GEORGIA gnd 1"
    Delete the marker.
-F10 Artillery Script
        -Update the list of artillery positions, enter "-update arty".
        -Call for fire, enter "-fire". This has several additional arguments.
          -- -fire,<rounds>,<type>,<radius>
            ---rounds is the number of shots to fire.
            ---type is which type of arty to look for. can be:
                ----mortar,howitzer, or mlrs.
            ---radius is the distance to spread out each round.
                i.e., to have a howitzer group fire 3 rounds with 500 meter dispersion:
                                -fire,3,howitzer,500

3   Scripting functions

3.1   Persistence

Several things are saved to the "persistence" files. These are:

- The location of blue patrols
- Any static objects in the mission
- CTLD scripting state
- Number of enemy groups killed.

This means that on a mission restart, any CTLD crates or FOBs will be re-generated. This means that if an FOB is built in one run, it will be retained on mission reload!

Blue infantry groups can't remember their waypoints on mission restart, so instead, they are assigned a new patrol.

The mission doesn't record where red groups are, so they are randomly generated each time. It simply generates the original number, less the number killed. This emulates how they sneak around all the time.

3.2   OPFOR points

Whenever an OPFOR unit is killed, the script determines if they were killed by an aircraft or not. If they were, OPFOR gets a point. OPFOR randomly uses those points to spawn a MANPADS, DSHK 1938 HMG, or a group with an RPG.

They also get 4 points for shooting down a Blue aircraft.

3.3   SRS external audio

Used to broadcast troops in contact and extraction request messages on aircraft common (116.000 MHz AM).

3.4   F10 artillery

This allows players who do not own Combined Arms to call for artillery fires.

Details on how to use this can be found in section 2 above.

3.5   Build walls

Not user configurable, used to build F-barrier walls automatically.

3.6   CTLD

Standard CTLD functions, plus persistence and the ability to spawn howitzers from the "Infantry AT" mod.

3.7   Notes

Many scripts are loaded at runtime from the Saved Games/DCS/missions directory and must be copied to the server running the mission.

Scripts have been written to try to avoid stopping the server with error messages. To accomplish this, errors are written to text boxes in-game via trigger.action.outText() for debugging.