OPFS Main Menu

Once the introduction to the mission begins and scripts have initialized you can begin. Press the " \ " key to open your communications menu and select "F10. Other..."

Set Options

In the **"Set Options"** sub-menu you have all the user controls for setting up the next task or Air to Air engagement. If you wish to hear the dynamic game music while you play you must enable it as it is disabled by default.

- *Distance*
  - Sets the radius in which a task can be spawned from your airport
- *Difficulty*
  - Changes or restricts the pool of units that can be spawned
- *Buildings*
  - Enables the use of randomized buildings at the task area
- *Group Size*
  - Used to determine the size of enemy flights
- *AAA*
  - Anti-aircraft artillery at a task area
- *Radar SAM*
  - Enables various levels of Radar SAMs
- *IR SAM*
  - Enables various levels of Infrared SAMs
- *Friendly SEAD*
  - Friendly SEAD flights and assistance on ground task creation
- *Enemy Helo*
  - Enemy helicopters at task area
- *Enemy CAS*
  - Enemy CAS flights on ground task creation

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3. Main. Other.
F1. Anapa...
F2. Maykop...
F3. Gudauta...
F4. Kutaisi...
F5. Nalchik...
F6. Tbilisi...
F11. Previous Menu
F12. Exit
```

After setting up the spawning options for the desired A-A or A-G task you will want to enter the **"Task Creation"** sub menu from the OFPS Menu. This will give you a list of airports from which you will stat the sortie and from which aircraft will fly toward.

When a Ground Task is generated any Allied Units that have been activated either through *Combined Arms* or *Friendly SEAD* flights will spawn immediately, Combined Arms is optional the AI will fight at the task with or without human control.

Interdict:Fighters, Bombers or Attackers

Spawns enemy fighters, bombers with escort fighters or ground attack aircraft to hunt down.

The enemy flights will always start outside of the airports GCI zone within the designated enemy territory.

Create Ground Task

Uses the parameters you have set from the OFFS **"Set Options"** sub-menu to spawn a randomly placed ground column based on the *Difficulty* setting. Keep in mind that *Enemy CAS, Enemy Helicopters and Friendly SEAD* will spawn immediately after creation.

Hunt Convoy

Generates a roaming group of units based on the *Distance* and *Difficulty*

The units will continuously get randomized move commands to wander at varying speeds and formations. The type of convoy you are fighting is directly related to the difficulty setting you have chosen.

Naval Strike

Only available on coastal airports, will allow you to fight some oil platforms with various levels of ship support.

Spawn Friendly AWAC

Spawns a friendly AWACs aircraft on 131MHz near the base with a randomized wandering pattern. There can only be a single AWACs operating at one time.

Only American Planes benefit from the AWACs, russian aircraft must use the GCI stations around the map explained below.

GCI Stations

You can view the GCI station information at anytime during the mission from the OPFS Menu

Airport	Channel	Callsign	Frequency
Anapa:	#2	901	121Mhz AM
Maykop:	#11	902	125Mhz AM
Gudauta:	#6	903	130Mhz AM
Kutaisi:	#10	904	134Mhz AM
Nalchik:	#14	905	136Mhz AM
Tbilisi-Lochini:	#19	906	138Mhz AM

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Difficulty Setting

The difficulty setting does more then just effect what might spawn but it can also tailor the convoy or column at the task to be within a specific group of units. It also serves to adjust the air to air spawns when an interdict mission is generated. A great example would be to turn off all other extras and only select WW2 as the difficulty, once spawned you would have a task that consisted only of unarmed trucks. Here are the specifics for the difficulty settings.

Ground column or convoy:

WW2:	Trucks
Korea:	Trucks, chance of APC or IFV group
Vietnam:	IFV group
Gulf:	Legacy MBTs
Modern:	Modern MBTs

Airplanes:

WW2:	P-51D, BF109, FW-190 (Various difficulties)
Korea:	MiG-15, F-86F (Various difficulties)
Vietnam:	MiG-21Bis, F-4E, F-5E, (Various Difficulties)
Gulf:	MiG-25PD, MiG-23MLD, MiG-21Bis, F-4E- Mirage-2000C (All excellent)
Modern:	F-15C, F-16Bl.50, F-16Bl.52D, MiG-29A, MiG-29S, F/.A-18C, Su-27 (All excellent)

Helicopters:

WW2:	Transports (Unarmed)
Korea:	Transports (Armed)
Vietnam:	UH-1H, Mi-8MTV2, AH-1W
Gulf:	AH-1Z, AH-64A, Mi-24V
Modern:	Ka-50, AH-64A, AH-64D

Ships

WW2:	Data unavailable
Korea:	Data unavailable
Vietnam:	Data unavailable
Gulf:	Data unavailable
Modern:	Data unavailable