

## Communications Menu

Once the mission has been loaded allow a few seconds for the script to initialize, be aware that admins can lock out normal players from using the task creation portion of the script by enabling trigger 666 to equal 1 by loading the miz in the mission editor, in which case only the ***“mission calls”*** portion of the comms menu will work for other aircraft, enabling them to be a game master of sorts.

Press the “ \ ” key to open your communications menu and select “F10. Other...”

## Task Creation

The way task generation works is through the airport in which you choose to depart from, the typical scenario is that when you are starting a sortie solo or with friends you would decide on where to fly from and generate a task using that airport. The options in the “ F2 “ option are “ Anapa, “Maykop”, “Kutaisi”, “Gudauta”, “Tbilisi”. After selecting the airport you will want to configure you tasks settings as to the desired difficulty and or challenge level.



## Interdict:Fighters, Bombers or Attackers

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

Utilizes the **“Set Option”** sub-menu to configure the *Difficulty* and *Group Size* of any air to air task. The enemy flights will always start outside of the airports GCI zone within the designated enemy territory.



## Create Ground Task

Once you have configured your ground task options use this option to generate your dynamic task,

Utilizes **“Set Option”** menu to configure the *Difficulty*, *Distance*, *Building presence*, *AAA density*, *Radar SAM coverage*, *IR SAM coverage*, *Friendly SEAD*, *Enemy Helos* and *Enemy CAS plane presence*. After generation you can use the **“Mission Info”** to call up information on the last started task. There is an invisible bullseye that is located at Khashuri between Tbilisi and Kutaisi airdromes for airfields to far from the Maykop reference point.



## Hunt Convoy

Generates a roaming group of units based on the *distance* and *difficulty* setting in the “*Set Option*” sub-menu.

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.



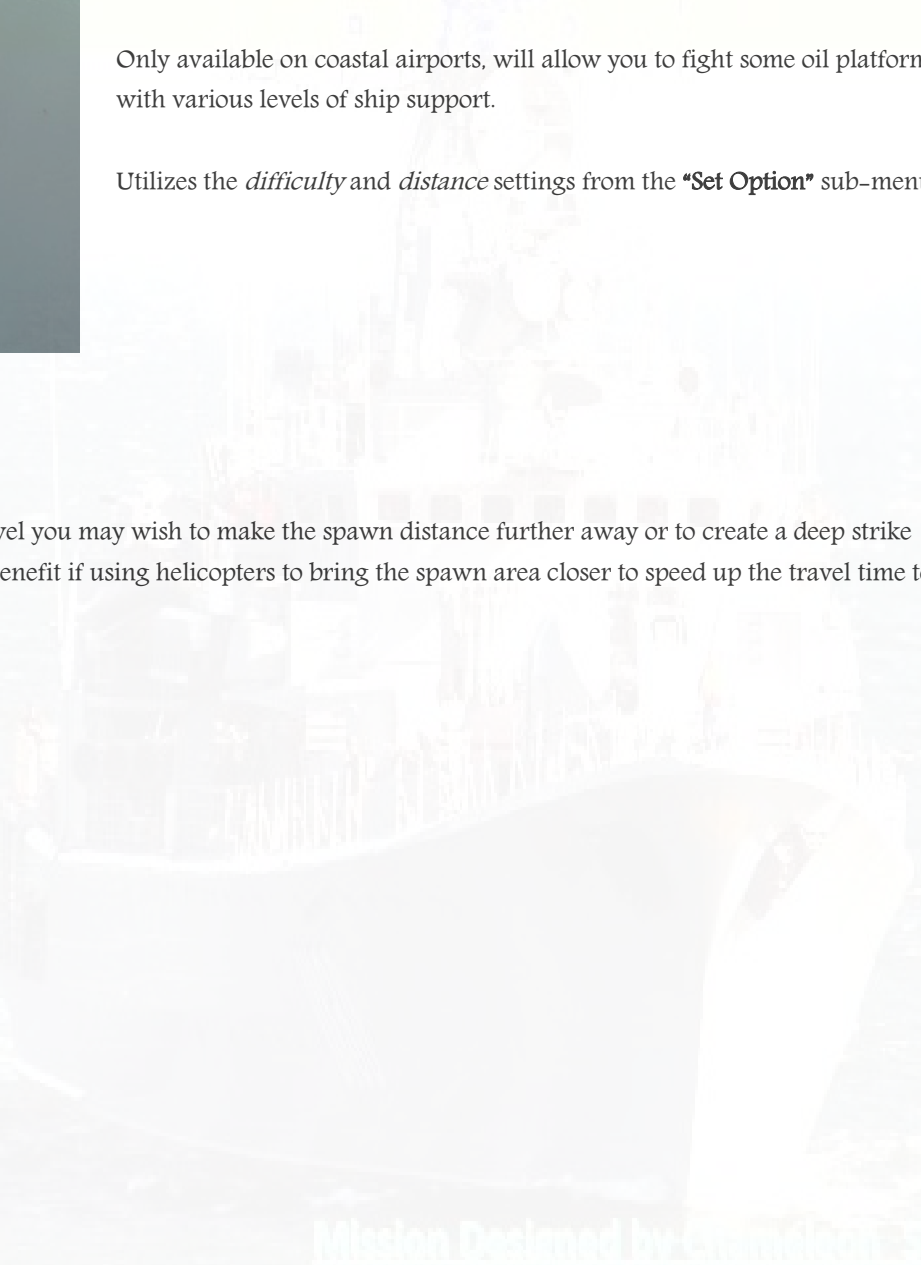
## Naval Strike

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

Utilizes the *difficulty* and *distance* settings from the “**Set Option**” sub-menu.

## Distance Setting

Depending on the SAM threat level you may wish to make the spawn distance further away or to create a deep strike scenario, it may also be to your benefit if using helicopters to bring the spawn area closer to speed up the travel time to do a task.



Mission Designed by Chimildori - 5/18

## Difficulty Setting

The difficulty setting does more than 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, C-101EB, Hawk (All excellent)
Gulf:	MiG-25PD, MiG-23MLD, MiG-21Bis, F-4E- Mirage-2000C (All excellent)
Modern:	F-15C, F-16BL50, F-16BL52D, 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:	TBD
Korea:	TBD
Vietnam:	TBD
Gulf:	TBD
Modern:	TBD