Welcome to JTF-1 Syria Project

This map is split into sections:

Cyprus – Akrotiri Airport (home base) and Weapons Ranges

SE – Dynamic Zone

N & NE – F10 Spawnable Killboxes (Additional target options WiP)

SW – BFM/ACM Range (Spawn into air start spawns or fly into zone from ground/carrier spawns)

Radio presets are per JTF-1 COMM SOP

AIRFIELDS [ABR]

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AKROTIRI [AKR] – TCN 107X – 28 ILS 109.70 – ATIS 125.000 – TWR 128.000

BASSEL AL-ASSAD [LTK] - VOR 114.800 – 17R ILS 109.10 - ATIS 120.000 – TWR 118.100

INCIRLIK [DAN] – TCN 21X – 23 ILS 111.70 – 05 ILS 109.30 – ATIS 129.750 – TWR 122.100

LARNACA [LCA] – VOR 112.800 – ATIS 126.550 – TWR 121.200

MEGIDDO [MEG] – TCN 38X – ATIS 124.300 – TWR 119.900

NICOSIA [NIC] – TCN 29X - ATIS N/A – UNCONTROLLED

RAMAT DAVID [RMD] – TCN 84X – VOR 113.700 – 33 ILS 111.10 - ATIS 125.800 – TWR 118.600

TANKERS

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Track AR-YE (North)

- SHELL 2-1 [KC-135MPRS-drogue] – TCN 42X, FL220, 317.775 AM (7L)

- TEXACO 2-1 [KC-135-boom] – TCN 52X, FL240, 317.650 AM (16s 6L)

- ARCO 2-1 [KC-130-drogue] – TCN 62X, FL200, 317.550 AM

Track AR-XC (South)

- SHELL 3-1 [KC-135MPRS-drogue] – TCN 120X, FL220, 276.100 AM (8L)

- TEXACO 3-1 [KC-135-boom] – TCN 124X, FL240, 317.750 AM (16s L9)

- ARCO 3-1 [KC-130-drogue] – TCN 122X, FL200, 276.125 AM

Carrier S3-B

- ARCO 1-1 [S3-B] 106Y, 251.500 AM (L 5), FL060

AWACS

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DARKSTAR 1-1 – 344.025 AM

MAGIC 1-1 – 282.025 AM

NAVAL OPERATIONS

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Roosevelt CVN-71 (SC)

- TACAN 71X [RSV]

- ILCS: Channel 1

- Deck/AI Marshall: 274.075 AM

Tarawa LHA-1:

- TACAN 1X

- ILCS Channel 2

- Tower/Paddles: 255.725 AM

FARP

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Paris: 172 Mhz AM

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F10 RADIO MENU

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DSMC

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-- CTLD/CSAR can be found if in a Helo or Hercules as well as the force save option (expect stutters)

DYNAMIC ZONE

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-- “Request Support” can spawn support mission types around dynamic zone locations

-- “Abort Support” will send spawn support units back to base

-- “Syria CAP Options” can spawn extra Redair set to Ace difficulty and also turn off and AI Blueair.

-- “Admin Options” can spawn/despawn Blue captured base spawns in case they duplicate spawn

CLEAR CARRIER DECK OF FIGHTERS

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-- Will clear and AI stuck on carrier deck

BFM/ACM RANGE OPTIONS

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-- “Remove All AI BFM Fighters” will remove all AI fighters still spawn. (Any fighter leaving the zone will be auto despawned)

-- “Spawn BFM Blue AWACS”

-- “Clear BFM Blue AWACS”

-- “Spawn BFM Red AWACS”

-- “Clear BFM Red AWACS”

KILLBOX SPAWNS

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-- “Killbox VF, WF, BA, or BV…” will spawn/despawn SAM threats in the specified Killbox

-- “Deactivate all Killboxes” will remove all units from all 4 killboxes. (use individual menus to clear single Killboxes)

ON THE RANGE

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-- All commands pertaining to the ranges on the North coast of Cyprus

JTAC STAUS

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-- Can change laser codes and smoke color of active JTACs