Welcome to JTF-1 Syria Project

NEW FEATURE:

CAS MISSIONS

This area was made with the Apache in mind, however all helicopters and most fixed wing aircraft are available and triggers work for all of them.

If you have trouble hearing the voice lines, increase "In Helmet" in the audio options. Pen and paper are recommended, so you can write down the information passed to you. Bearing/distance from your waypoint will also be available in your comms F10 menu (except range 4).

Helos stationed at Taftanaz and from here you can proceed to one of five areas. Once you enter the area you will receive an F10 radio option with which you can trigger tasks in the area you are in. There are 20 to 30 tasks per area assigned to you in a random order. In order to skip a task simply report ready for tasking again.

The Waypoints provided are the respective RP/BP.

1. Jisr Ash-Shuhur (Medium difficulty) 248° 46km

The 16th Infantry Regiment is in charge of the area around this regional capital. Insurgent forces are holding the wooded hills west of the town and even managed to take control of some parts of the eastern plains. The ground troops need all the help they can get in a variety of COIN tasks. FARB London is available 2km East of the city center.

2. Antakya (Easy difficulty) 297° 63km

The region around the town of Antakya has seen heavy fighting and the 34th Armor Regiment in charge of the area often have to fight street to street and house to house. They are happy about all the CAS they can get and are not shy about putting some smoke on the deck. FARB Dallas is available for rearming and refuelling at 045° 6,5km from the city center.

3. Aleppo (Hard difficulty) 055° 42km

German advisors are supporting the local forces trying to hold on to Aleppo but they are being pushed back by numerical superior insurgent forces. They are desperately trying to prevent encirclement, while civilians are fleeing the city. The JTACS are well trained and give you proper 5-Lines for your targets, which you will need since sticking your head too far over roof height will certainly attract the attention of MANPADS and Zeus AAA.

4. Abu al-Duhur (Realistic) 133° 39km

The 4th Cavalry Regiment is in charge of the area at the edge of the desert around Abu al-Duhur. The airport is just east of the city and serves as one of our supply bases. The COIN operations in this area vary wildly from mundane route recon to high-intensity Spec Ops raids. Navigating this featureless landscape and hitting your WPs on time will test your navigational abilities, while always having to be mindful of MANPADS.

5. Southern Plains (Very Hard / Medium difficulty) 185° 20km

Remnants of the old regime have reformed two armored battalions. Advisors of the 70th Armor Regiment are helping the newly formed army to establish defensive positions 20km south of here, but they need our fire-support, to buy them time and be able to hold off the enemy armor.

(Difficulty can be turned down from very hard to medium with an F10 radio option)

This map is split into sections:

Cyprus – Akrotiri Airport (home base) and Weapons Ranges

SE – Dynamic Zone

N & NE – CAS Missions & F10 Spawnable Killboxes

NW – Carrier Intercept Spawn Box

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 42 X/Y, FL220, 317.775 AM (7L)

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

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

Track AR-XC (South)

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

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

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

Carrier S3-Bs

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

- Forrestal ARCO 4-1 [S3-B] 107 X/Y, 251.750 AM, FL060

AWACS

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DARKSTAR 1-1 – 344.025 AM

MAGIC 1-1 – 282.025 AM

NAVAL OPERATIONS

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CVN-71 Roosevelt (SC)

- TACAN 71X [RSV]

- ILCS: Channel 1

- Deck/AI Marshall: 274.075 AM

CV-59 Forrestal

- TACAN 59X [FOR]

- ILCS: Channel 9

- Deck/AI Marshall: 127.500 AM

Tarawa LHA-1:

- TACAN 1X

- ILCS Channel 2

- Tower/Paddles: 255.725 AM

FARP

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Paris: 172 Mhz AM

Rome: 173 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 on save)

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