SEDLO PRESENTS

BOLD CHEETAH

F/A-18C
CAMPAIGN
FOR DCS WORLD

Welcome to **Bold Cheetah**, a realistic and challenging 13 mission campaign for the DCS F/A-18 Hornet that will test both your and your aircraft to the limits.

Before we get into the details, there are some requirements that you need to be aware of before downloading and flying this campaign.

- You MUST own the DCS F/A-18C Hornet Module

- You MUST own the DCS Persian Gulf Map

- OPTIONAL: Supercarrier Module

- OPTIONAL: For realistic Iranian F-14 markings, download this amazing skin (https://www.digitalcombatsimulator.com/en/files/3304485/) by sadjad_vosoul on the DCS User Files section.

Bold Cheetah is designed for a player who is proficient in the use of the DCS F/A-18C Hornet module and its weapons systems. You will also require knowledge of US Carrier operations and how to conduct operations off both aircraft carriers and land bases.

Examples of challenges you will need to be able to perform include:

1. Case 1 and Case 3 operations, day and night

2. Ability to meet time over target requirements

3. Dynamic re-tasking in a fast-paced combat environment

4. Advanced targeting pod and weapon system employment

5. Formation flying.

In addition, familiarity with US military terms and abbreviations is helpful to understand what is happening once in flight. A glossary of useful terms is located at the end of this guide to help you out.

I truly hope that you enjoy this campaign. I have literally spent thousands of hours over the last 3 years pouring my heart and soul into this.

I think you'll like it.

Sedlo

INSTALLATION

This campaign is designed and tested for DCS versions 2.8.0.32066 and later. I will endeavour to keep it updated as new Open Beta versions are released. I highly recommend players use the Open Beta version of DCS to get the most from this campaign. ***This means it will not work well on the DCS Stable until that version is updated to 2.8.0.32066.***

Unzip the contents of the download to your C:\Users\YOURNAMEHERE\Saved Games\DCS.openbeta\Missions\Campaigns\en folder.

Since there is not currently an Iranian F-14 skin in game, I have used the amazing IRIAF Blue-Grey skin by Sadjad_Vosoul, which can be downloaded here:

https://www.digitalcombatsimulator.com/en/files/3304485/

Download and extract that file into your **C:\Users\YOURNAMEHERE\Saved Games\DCS.openbeta\Liveries\F-14B** folder. If you do not have a folder named F-14B, then you can create one in that location, then extract the contents.

If you do not do this, the Iranian F-14 in-game will visually appear to be an American Tomcat.

Once you download and install the campaign and skin, you will find it in the "My Campaigns" section listed as **F/A-18C – Bold Cheetah**. Mission and campaign documents are located in the same folder.

HMCS Protecteur, the Canadian Navy supply ship attacked by Iranian forces in the Persian Gulf last week, was towed into Fujairah today amidst growing concern about a possible international military response.

The Canadian and US representatives to NATO are scheduled to make their case to invoke Article 5 of the North Atlantic Treaty, which would authorize the organization to deploy combat forces into the region.

"It is time for the Iranian regime to cease its military expansion in the Strait of Hormuz", US Defense Secretary Lawrence Barrett stated at a White House press conference. "The increase in Iranian navy attacks on shipping and the covert support for the UAE insurgency has got to be stopped".

The Canadian Minister of Foreign Affairs Patricia Chandler called on the government in Tehran to cooperative fully with the investigation into the attack against their naval ship, which resulted in the deaths of 11 crewmembers.

"We will accept nothing less than full participation by the Iranian government and military into our inquiry", Chandler said. "All of our diplomatic, economic and even military options are on the table".

For its part, the Iranian government repeated their assertion that the Canadian ship had crossed into territorial waters near Bandar Abbas and was in the process of firing artillery at Iranian civilian shipping, a charge which Canada has vehemently denied.

Meanwhile, the US Navy is sending a nuclear carrier task force into the region in hopes of strengthen its position, and stave off any further Iranian military hostilities.
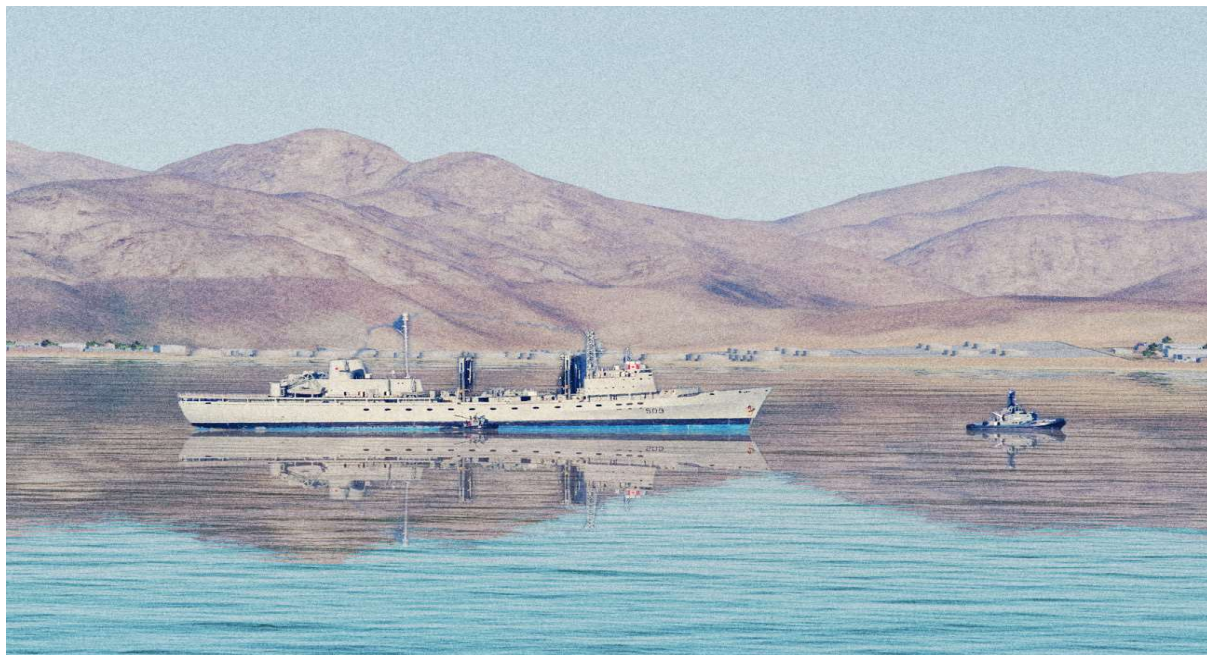
SITUATION UPDATE JUNE 1, 2013

The USS John C. Stennis and its task group have taken up station in the Gulf of Oman, and will soon commence air operations in support of the invocation of Article 5. The objective of our presence is to deter the Iranians from any military expansion in the region, and to show our allies that we are here for them.

Our goal is to provide support to the UAE governments in fighting the growing insurgency on the peninsula. US, British, Canadian and French special forces are now on the ground, helping advise the UAE military in counter insurgency strategy. The air wing will provide assistance to this effort, including Close Air Support over and on UAE territory, and air defense of UAE and Saudi Arabian airspace.

At this time, we will not be commencing any military action against any regular Iranian military force, nor will we violate the 12-mile Iranian territorial waters or 12-mile airspace boundary. However, we will be ready to strike, if and when called upon.

It is hoped that once the regime in Tehran gets a taste of our presence in the region, cooler heads will prevail and they will de-escalate.

BOLD CHEETAH PLAYER'S GUIDE

My goal in creating Bold Cheetah was to provide the player with the most realistic combat experience possible within DCS World. To that end, the following options are hard coded into the campaign and cannot be changed.

- **Game Flight Mode:** off

- **Game Avionic Mode:** off

- **Immortal:** off

- **Unlimited Fuel:** off

- **Unlimited Weapons:** off

- **Easy Communication:** off

- **Radio Assists:** off

- **G-Effects:** Simulation

- **Civilian Traffic:** Off

In addition, it is recommended to set your in-game audio to include "Hear like in Helmet", otherwise you may miss some radio transmissions.
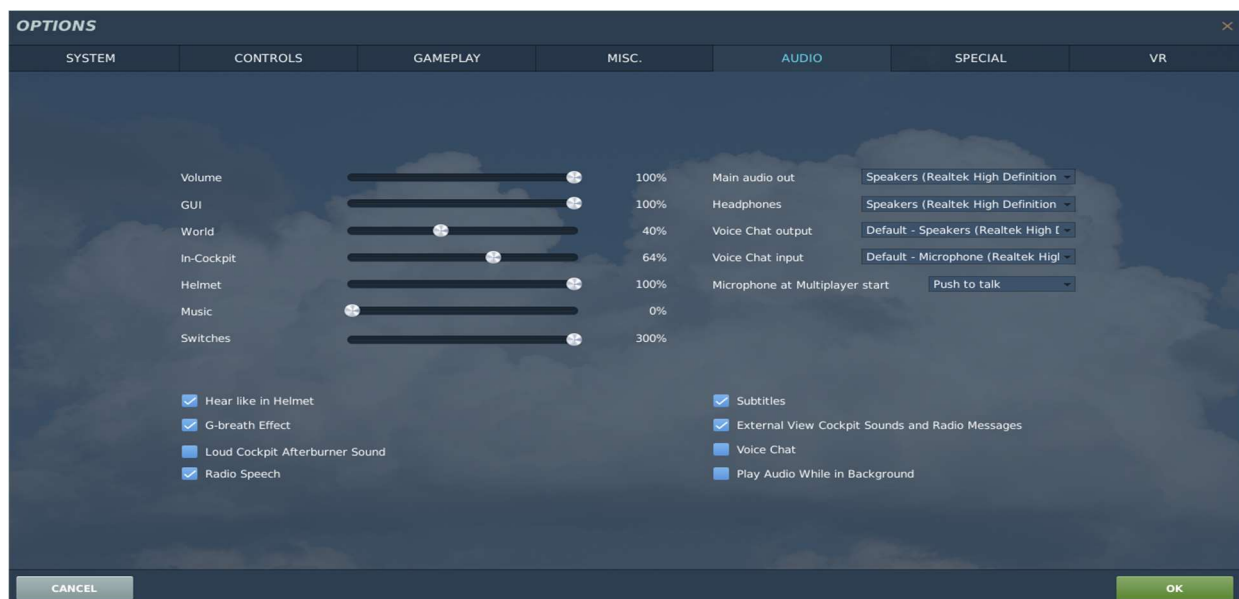
CAMPAIGN OVERVIEW

You are assigned as a pilot to VFA-131 Wildcats squadron aboard the USS John C. Stennis, and in each mission of the campaign you will fly with the callsign UZI 11.

Every mission has an associated mission briefing package – make sure you read it and understand the mission and your role in it. Inside each package are charts, diagrams and kneeboards that include useful information to note such as push times, radio frequencies and callsigns. Once you are in-game, the kneeboards can be brought up using the default commands.

HELP WITH FRAME RATES

As you start each mission you will be given an option to adjust the number of static aircraft on the deck of the carrier in order to help with any frame rate issues. For the first two minutes of the game, you can use the Radio Menu F10 option to either reduce/eliminate the number of static aircraft, or replace the statics with lower resolution models.

STARTUP

When you press fly, you may get a brief message telling your that your flight is delayed. This is a normal part of some missions, and your jet will spawn within 3-5 seconds of mission start.

Each mission you will find yourself in a "Cold and Dark" cockpit. Once you are in game, you are cleared to start the jet immediately.

As you go through the startup procedure and your left engine gets to at least 65%, you will get a message in the upper left corner of the screen to switch one of your radios to contact STRIKE. It is advisable to switch to STRIKE only after you have the aircraft started and configured for taxi.

SKIP TO PUSH

Each Bold Cheetah mission offers the player and option to bypass the normal start up, launch and rendezvous and skip right to the action. To do this, use the radio menu, F10 option from any time after you spawn into the cockpit up until the push time itself.

This can be useful for situations where you have already flown most of the mission, only to crash or eject. Utilizing the Skip to Push option can shave off anywhere from 15 minutes to an hour off the regular mission time, getting you back into the action sooner.

If you do find yourself getting restless, on your kneeboard in game you will find examples of emergency checklists. You can pass the time and read those to learn more about the F/A-18 and what to do if things go wrong.

FORCE A WIN (WORKAROUND/CHEAT)

There are times, when playing a campaign, that you may not be able to achieve a win on a certain mission. This may be due to several factors, possibly external to the campaign itself (i.e., un-announced changes to the core program).

There is a workaround that is included in the campaign that will allow you to force an automatic win situation which will enable you to progress to the next stage of the campaign, without having to meet the usual "mission win" criteria.

In order to do this, you need to get into the "Skip to Push" (airborne start) version of the particular mission you are having issues with (see above).

Once loaded into that mission you will find a radio menu item in the F10 option that states "Force Win for Mission". Answering affirmative to his will automatically give you enough mission "points" to ensure you will advance to the next stage of the campaign.

After answering affirmative to the question, you may end the mission at any time and you will be automatically advanced to the next stage of the campaign.

RADIOS/COMMUNIATIONS

BOLD CHEETAH makes extensive use of realistic radio communications and procedures, so it is imperative that you know how to operate your aircraft radios fully, including your key binds for COMM1 and COMM2 transmit (the "\" does not work airborne).

In this campaign, your two radios are referred to as either the left or right radios. These correspond to the location of the volume/power knobs on the UFC.

For example, you may get an instruction to "Push 5 Left". That instruction indicates that you must turn your left radio to preset channel 5. Once your radio is set correctly, the next trigger in the mission will fire and you can proceed.

You may also get an instruction to switch your radio to a specific frequency that is not in your radio's preset memory. In that case, turn your preset dial until the letter "M" is displayed (this indicates you are in a slot dedicated to entering a Manual frequency).

One M is displayed, enter the frequency into the UFC and press enter.

Remember: You must use the specific radio (left or right) that is mentioned in your instruction or voice over in order for the next trigger to fire.

- **CAUTION –** *If you type in a manual frequency into a preset other than the M preset, you will overwrite the original frequency. If this is the case, and you are called to switch your radio to the original frequency, you may have to refer to your kneeboard and enter it in manually.*

MONITOR GUARD!

It is also critically important that you monitor GUARD on both of your radios every time you are flying in this campaign. GUARD is set of internationally recognized emergency frequencies that all aircraft are encouraged to monitor. For civilian aircraft, the frequency is 121.5 while for military aircraft it is 243.0.

In order to monitor GUARD push or pull the channel select knob on the individual radio until the radio options come up on the UFC. Next to the GRCV, click the button until a ":" appears. ":" in the GRCV field indicates that you are actively monitoring GUARD on that specific radio, even though your radio is tuned to another frequency/channel.

- **PRO TIP –** *It is recommended to monitor guard on both the LEFT and RIGHT radios.*

THE RADIO MENU / F10 OPTION

You will also find yourself in situations where you will have to use the Radio Menu F10 Option. To access this feature, press the Comm1 or Comm 2 transmit switch to bring up the radio menu and select the response desired.

COMMANDING YOUR WINGMAN

Instructions to your wingman will always be on radio #2 (right radio). Use the appropriate transmit switch.

HOLD POINT / PUSH POINT

In most missions, you will have waypoints listed as HOLD and PUSH. The goal of most strikes is to be at the push point waypoint at the specified push time, configured and ready to go into combat.

The best method of getting to this point is to fly to the HOLD point and orbit between HOLD and PUSH, until it's time to push. You should vary your speed or orbit as to ensure you're at the PUSH point waypoint at the required time. Use the time in the hold to configure you weapons, countermeasures and systems.

NOTE: it's a good idea to plan your hold as to make your turns furthest from the anticipated enemy action.
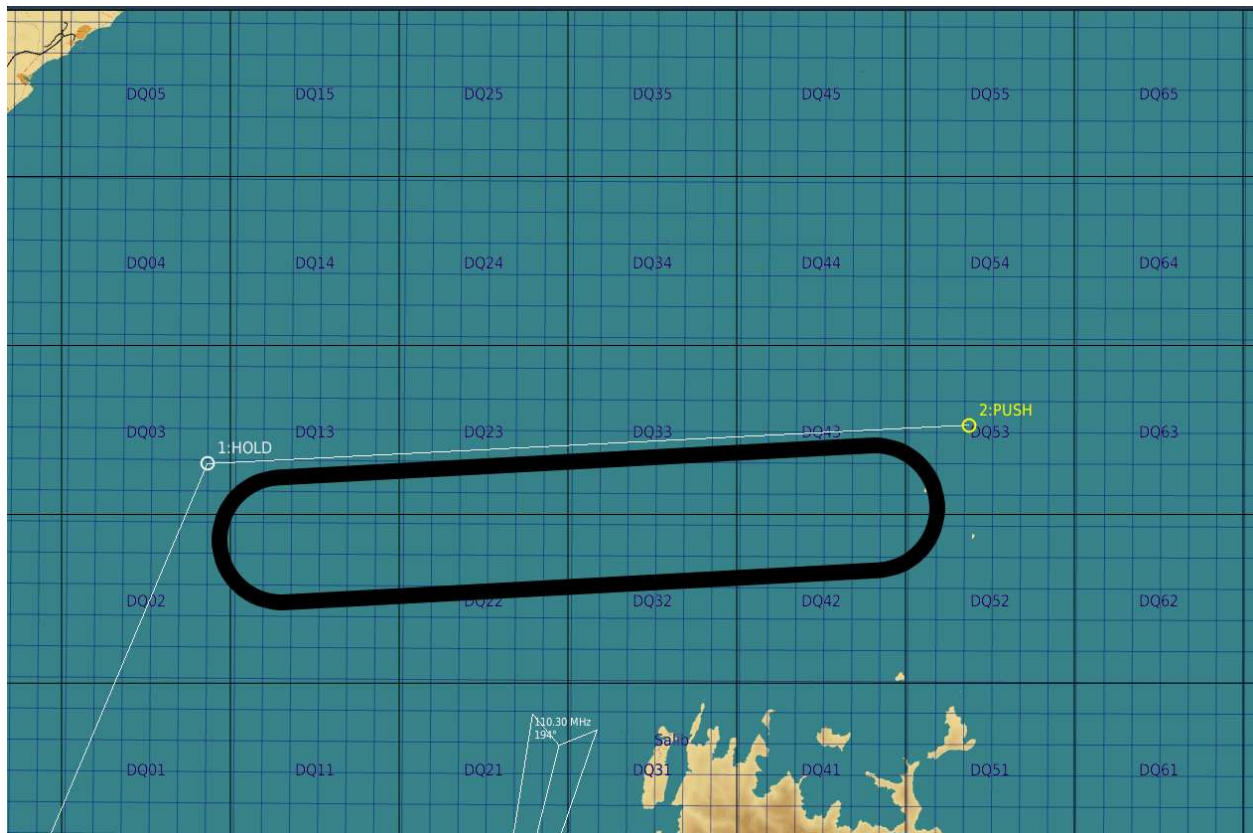
FREQEUNTLY ASKED QUESTIONS

Below are some answers to some common questions

- **Is this a multiplayer mission? NO!** This mission is designed for single player operation only. The triggers and scripts are complex and will not work in a multiplayer environment.

- **Can I change my weapons loadout? NO!** Certain triggers inside the mission require that only certain weapons be used. Do not change any weapons loadouts or you may break the mission and campaign.

- **How do I fly a Case I or Case III departure in Bold Cheetah?** I have recorded some short tutorial videos to help you with this. [Click here for the Case I video](). For the Case III video, [click here]().

- **Do I have to fly the routes in the flight plan?** Yes (and no). You are expected to fly to the waypoints you are assigned, unless you cleared to do something else, are engaged with enemy forces or you are running late for a push time. For example, you are off the deck late and cleared to waypoint 1, but your push time from waypoint 2 is fast approaching. You can, in this case, fly direct to waypoint 2 to make your push time.

- **Aerial Refueling… Do I need to?** Not exactly. The missions are designed so that you SHOULD do air to air refueling when prompted to or are required to. However, I have flown each and every mission without refueling, and it will just barely work out. There is only 1 mission where you vectored automatically to refuel (Mission 1). All you need to do in this case is fly to the tanker, switch your frequency when pushed and then fly in close formation with the refueler. Once you are within 300 ft or so, you will be given the option to check out using the Radio Menu / F10 option. You can then check out this way, without having to do any aerial refueling. *BE WARNED, that even if you have enough fuel to complete the mission without tanking, your wingman may not (they're dumb). Consider sending them to refuel, even though you may choose not to yourself.*

Glossary

AAA	Anti-Aircraft Artillery
AAR	Air to Air Refueling
ADIZ	Air Defense Identification Zone - Area OUTSIDE sovereign airspace in which a country asserts its right to identify/track/intercept any air asset
ATC	Air Traffic Control
ATC	Automatic Throttle Control - Mode of flight in F/A-18C
BDA	Battle Damage Assessment
BINGO	Fuel state where an aircraft is required to return to home plate OR an order to immediately divert to home plate
CSAR	Combat Search and Rescue
IFR	Instrument Flight Rules
IP	Initial Point - Last waypoint prior to target
JOKER	Pre-defined state above BINGO - When reaching JOKER, consider returning to home plate
JOLLY	Common callsign for Rescue Helicopters
LZ	Landing Zone - Typically in reference to helicopters
MARSA	Military Assumes Responsibility of Separation of Aircraft - Military takes over traffic deconfliction from ATC
SAM	Surface to Air Missile
SANDY	Common callsign for airborne CSAR commander / attack assets
UAS	Unmanned Aerial System (drone)
UAV	Unmanned Aerial Vehicle (drone)
VFR	Visual Flight Rules

Suggested Reading / Viewing

There are many resources for DCS, flight sim, or military aviation content available. These are just a few that I find indispensable.

Flight Sim

- [Stormbirds Blog](#) – Flightsim review and editorials. My number 1 place to go for all the flightsim news and events.

- [Chuck's Guides](#) – Chuck produces these amazing and free "aftermarket" manuals for DCS modules. Clearly written and incredibly detailed, these guides are a must-have for any DCS player.

- [RedKite's Youtube Channel](#) – Redkite's tutorials will teach you everything you need to know about a DCS module, mission or procedure, and delivers it in an easy to understand and effective way. Highly recommended.

- [Tricker's Youtube Channel](#) – Tutorials, missions, reviews and just a lot of fun. Let Tricker's cool, soothing baritone voice guide you on a PC simulating experience that you will not easily forget.

- [The Air Warfare Group Youtube Channel](#) – Tutorials, news, tactics and missions, the AWG puts out quality videos that can help you become a better DCS pilot.

- [DCS Sport's Youtube Channel](#) – Great tutorials from an great instructor. Sport will get you smart in every subject that he teaches.

- [Spudknocker's Youtube](#) Channel – Spudknocker puts out a lot of good multiplayer content, as well as DCS tutorials. He often hosts a big DCS multiplayer mission almost every week, and folks can sign up as they wish. It's a good way to fly in a big, organized DCS mission without being in a dedicated squadron.

- Air Combat Sim Podcast – DCS 3rd Party developers get together with others in the industry and real-world aviation to discuss a variety of things. Mainly focused on DCS, this podcast delivers.

Real World Aviation

10 Percent True – Tales from the Cockpit. Steve Davies is author of many great military aviation books, including Eagles Engaged, The World's Most Successful Jet Fighter and Red Eagles – America's Secret MiGs. The 10 Percent True podcast combines Steve's vast knowledge of military aviation with his amazing interviewing skills to get the absolute most from his interesting, and often entertaining, guests. 10/10.

Aircrew Interview – One of the most popular military aviation podcasts around, Mike delivers great interviews with top-notch guests, all done in a clear and concise format. And don't worry, you'll know about how the guest's aircraft performed in DACT ☺

The Afterburn Podcast – Join Rain Waters, a former USAF fighter pilot as he talks with people involved in military aviation. Detailed, interesting and sometimes quite funny, Rain interviews diverse guests to talk about their experiences.

The Low-Level Hell Podcast – Casmo, a former OH-58 KW and AH-64 pilot, brings a rotary wing perspective to the podcast universe. A bunch of great, in-depth interviews, it will give you a unique perspective on helicopters in military aviation.

Cold War Conversations – Not strictly aviation focused (but with some great aviation content), Cold War Conversations has detailed first person accounts of the Cold War, from both sides of the Iron Curtain. This is a fascinating podcast, and one that is well worth spending some time with.

Acknowledgments

I would like to thank everyone who has helped me with this campaign. From mission making advice to voice overs to beta testers, I couldn't have done this without any of you. If I've missed anyone, please let me know.

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Nigel	Darrell	Spudknocker
ScopeDope	Juan	SM
CC	Baltic Dragon	Reflected Simulations
Ground Pounder Sims	SorelRo	Badger 633

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I would like to thank specifically my wife, who put up with me being so distracted with this campaign. I couldn't have done it without her, her understanding and support.

Thank you!