

Characters

Wizard 1-1 (Actual) Colonel John “Heavy” Lightfoot

Detachment Commander, 19th Expeditionary Operations Group, Kobuleti Air Base, Georgia

Colonel Lightfoot is a twenty-five year Air Force veteran and career F-16 pilot and squadron commander with over 1500 hours in the F-16. Colonel Lightfoot is a graduate Maryland State University and the USAF Fighter Weapons School. He received his commission through Reserve Officer Training Corps in 1991 and has had assignments to Ramstein AB, Ger, Osan AB, South Korea, Eglin AFB, Florida, Shaw AFB, SC, and Incirlik AB, Turkey.

Colonel Lightfoot is also a veteran of Operations Reforger, Team Spirit, Bright Star, and Desert Storm and Desert Shield. Prior to his selection to activate the 19th Expeditionary Operations Group, Colonel Lightfoot was Deputy Director, Plans and Programs at Headquarters, US Air Forces, Europe.

Pig 1-1 - Major Lucian "Took" Key

A-10C Flight Lead

Major Key is a 2002 graduate of the Citadel where he received a BS in Political Science. He is a 14-year veteran of the U.S. Air Force and a 2015 graduate of USAF Fighter Weapons School.

Following Undergraduate Pilot Training, Major Key completed A-10C training and was then assigned to 25th Fighter Squadron, Osan Air Base, Korea. In 2007, he was assigned to 354th Fighter Squadron, Davis Monthan Air Force Base, AZ as an A-10C Instructor Pilot and in 2012 he was reassigned to the 74th Fighter Squadron, Moody Air Force Base, GA as an A-10C Flight Leader and Instructor Pilot and Chief, Standardization and Evaluation Section.

Major Key is a Command Pilot with over 1100 hours in the A-6, T-38 and A-10C aircraft. Major Key recently completed a deployment to Operation Inherent Resolve (Incirlik Air Base, Turkey) as well as two to Operation Enduring Freedom (Kandahar and Bagram).

A native of Connecticut, Major Took Key grew up near Bradley International Airport and frequently watched the A-10's of the 118th Fighter Squadron which motivated him to pursue a career as an Air Force Fighter Pilot.

Pig 1-2 - Captain Gayle “Gaylord” Foster

A-10C Pilot

Captain Foster is a native of Grand Falls, West Virginia and is six-year veteran of the US Air Force. In 2008, she graduated from Wesleyan University with a BA in Woman's Studies. In 2010, she enlisted in the USAF as a Weapons Loader and was subsequently commissioned in 2012 through the Commissioning for Exceptional Airmen Program.

In 2013, Captain Foster was accepted for Flight Training and then A-10C training. Following her flight training, she was assigned to 47th Fighter Squadron, Davis Monthan Air Force Base, AZ as an A-10C Pilot. In 2014, she was then assigned to 74th Fighter Squadron, Moody Air Force Base, GA. Captain Foster is a veteran of Operation Enduring Freedom (Kandahar

Credits

Wizard 1-1 (Actual) - Colonel John "Heavy" Lightfoot	Nick Eriksen	(via Casting Call)
Pig 1-1 - Major Lucien "Took" Key	- Matt Surges	(via Casting Call)
Pig 1-2 - Captain Gayle "Gaylord" Foster	- Nhea Durousseau	(via Casting Call)
Pig 3 and Various Players	- John Schiller (CombatKing)	

Acknowledgements

First, I must credit retired A-10 Fighter Pilot Buck Wyndham and his book *Hogs in the Sand* which greatly motivated me to undertake this endeavor: Facebook @HogsInTheSand. It's a great read.

Baltic Dragon for his candid feedback and constructive advice on how to progress with this project.

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Lobo's DCS A-10C Checklist & Quick Reference Handbook V8d, (14 January 2012) - a beautifully crafted no-nonsense checklist series which bears an uncanny resemblance to actual USAF checklists I've used (and authored) in the U.S. Air Force.

WarriorX - CDU Offset Tutorial v.1 (04/14/2011) -

WarriorX - JTAC 9-Line UTM Coordinate Entry Procedure v.1 (03/08/2011) -

Minty's A-10C and A-10C II Kneeboard Suite v1.2 (27 May 2021) – created by Dmitriy Kozyrev. Thank you, Minty. I appreciate it.

I also must give credit to Grimes for the invaluable MIST script as well as the Hoggit Wiki and also Ciribob for the great CTLD Autolase script file as well.

To everyone in the ED Forums who patiently answered my seemingly endless questions on how to get things done. My heartfelt thanks.

To the numerous coders and software engineers of the Eagle Dynamics team for creating and continuously updating this incredible piece of software.

And finally, to my beautiful wife Shiu-yu for putting up with the endlessly long nights and "I'm almost done be there in a minute..."

About Me

My love of flying started when I enrolled in flight training in High School and earned my Private Pilots rating at age 17. Unfortunately, I was never able to progress beyond a few hundred hours as I had to, ironically, give up flying when I enlisted in the U.S. Air Force in 1980. Training, deployments (the first of many), and cost prevented me from maintaining proficiency during those early years of my Air Force career.

As the years progressed, I satiated my desire for flight with my frequent military flight duties as well as the new digital flight simulators which started appearing in the late 1980's and early 1990's. Microsoft Flight Simulator, Microsoft Combat Flight Simulator, and Falcon 3.0 all provided many hours of enjoyment and were cutting edge, for the time, but never really satisfied my need for flight.

Professional responsibilities dominated my time in the late 1990's through 9/11 and especially thereafter so I didn't have much time for gaming until my retirement from the Air Force in 2013. Since then, I grew tired of the limitations of Microsoft Flight Simulator X (FSX) which is when I stumbled on DCS in 2015.

Initially, the sheer magnitude of DCS proved far too intimidating so I shelved it until 2020 when I decided to bite the bullet, read the manual, and learn the A-10C. Being a retired CSAR medic, I have several friends who were A-10 pilots which I've have been able to turn to for questions and suggestions. Currently, I spend most of my free-time planning and developing the missions which you've graciously decided to partake.

Thank you for taking a chance in purchasing my first set of missions and you should know that several scenarios you will play have had their origins in real-life USAF scenarios.