



Khufu's Flail: Operation Zeus

Story by Tipek

For use with the eponymous campaign

CLASSIFIED

Installation instructions:

Drop the contents of "Khufus Flail Operation Zeus Main Folder" directly into your "Saved Games\DCS" or "Saved Games\DCS.openbeta" folder.

If done correctly, in "Saved Games\DCS" or "Saved Games\DCS.openbeta", you should see a Datacartridges folder and a Missions folder.

The campaign is located in the "Missions\Campaigns\MultiLang\Khufus Flail Operation Zeus" folder. DO NOT DELETE the Datacartridges folder, it is needed for some missions. To access the campaign in game, click on "CAMPAIGN" in the main menu, then on "My campaigns". "Khufu's Flail: Operation Zeus" should appear there.

Fictional history:

This chapter aims to clarify the backstory and the world this campaign is taking place in.

Since 1993, the Middle-East has been growing less and less stable. Several governments have been reverting to less inclusive laws, as well as canceling trade agreements with Western countries. This in turn has created tensions between the Middle-Eastern countries who want close relationships with the United States and their allies, and the ones that would rather cut any ties to what they call "the Western world". In 1997, those tensions culminated when Lebanon was attacked by Iraq for letting NATO forces operate from their airspace. While the short lived conflict had little effect on Lebanese politics thanks to NATO support, the Iraqi government collapsed and a new, less oppressive one took its place.

As time passed, more and more Middle-Eastern people protested against their governments, and by 2003, most countries were again open to trading with their Western neighbors. However, some groups were vehemently against such openness, warning their peers that "the so-called globalization was harboring the end of their world as they knew it".

One of the most extremist of those groups has been conducting terrorist attacks globally since 2001 in the hope of scaring away westerners, but the inverse effect happened: NATO has been conducting more and more military operations in the region, trying to hunt down the leaders of that group and put an end to their horrors.

On November 20th 2003, one of these terrorist leaders was captured. Not much information was obtained, but we now know they call themselves "Khufu's Flail", a name taken from the Egyptian pharaoh.

In February 2004, NATO forces were invited to the Mariana Islands, where they will participate in "Operation Zeus", a several weeks long special joint training where the best pilots of the participating nations will hone in their skills in CAS, low level insertion, strike, and dogfighting. The goal is to create better coordination between those countries, as well as seeing how each operates, and learn to better work together.

You are Julien Chevalier, a French pilot training with foreign operators for the first time. Your flight leader, Grégory Jacques, whom you've been flying with as a wingman for 2 years, is here with you. Your training program will include formation flying, aerial refueling, INS update, CCPL PI bomb delivery, dogfighting, as well as a combined sortie where several of your skills will be tested.

Important notes:

This chapter contains important information regarding the campaign and the missions.

This short campaign consists of 5 missions. The first mission will allow you to familiarize yourself with the airbase as well as the training range where you'll spend the rest of the mini campaign. None of the missions are meant to be realistic, the idea of this campaign is to have a series of missions allowing for specific training with some added dialogue for entertainment. With that in mind, please note the following:

- Some missions require you to do a cold start. In those cases, your aircraft will only be loaded with waypoints to the nearby airfields. To get your mission waypoints, load the **MIP** listed in your kneeboard.
- The missions are fully voice acted. For that reason, only change radio frequency when instructed to. Some objectives will require you to be on the correct frequency to respond.
- The standard DCS ATC is **not** used for this campaign. Instead, you will use a custom ATC with pre-recorded dialogue.
- The top right part of your screen will display current objectives when necessary.
- Your aircraft will come pre-equipped with valid loadouts for your missions. If you expend all your weapons without successfully completing an objective, you can land and rearm at a nearby airfield. **However**, note that only the weapons for the valid missions loadout are available.
- UHF frequencies can be tuned to with either the green or red radio. VHF frequencies are only available on the green radio.
- Some missions feature **save points**. This will allow you to start those missions over from that save point, or to play these missions individually from a specific objective.

These missions are **not** meant as a tutorial. They will not hold your hand or tell you what button to press. The briefings and kneeboard will have all the mission critical information, such as MIP name, important waypoints, important frequencies, and objectives.

The missions are also not foolproof, and will not prevent you from flying away, or not fulfilling your objectives. For the best experience, listen to the dialogue, and follow the listed objectives.

Savepoints:

This chapter explains how to use the savepoint feature.

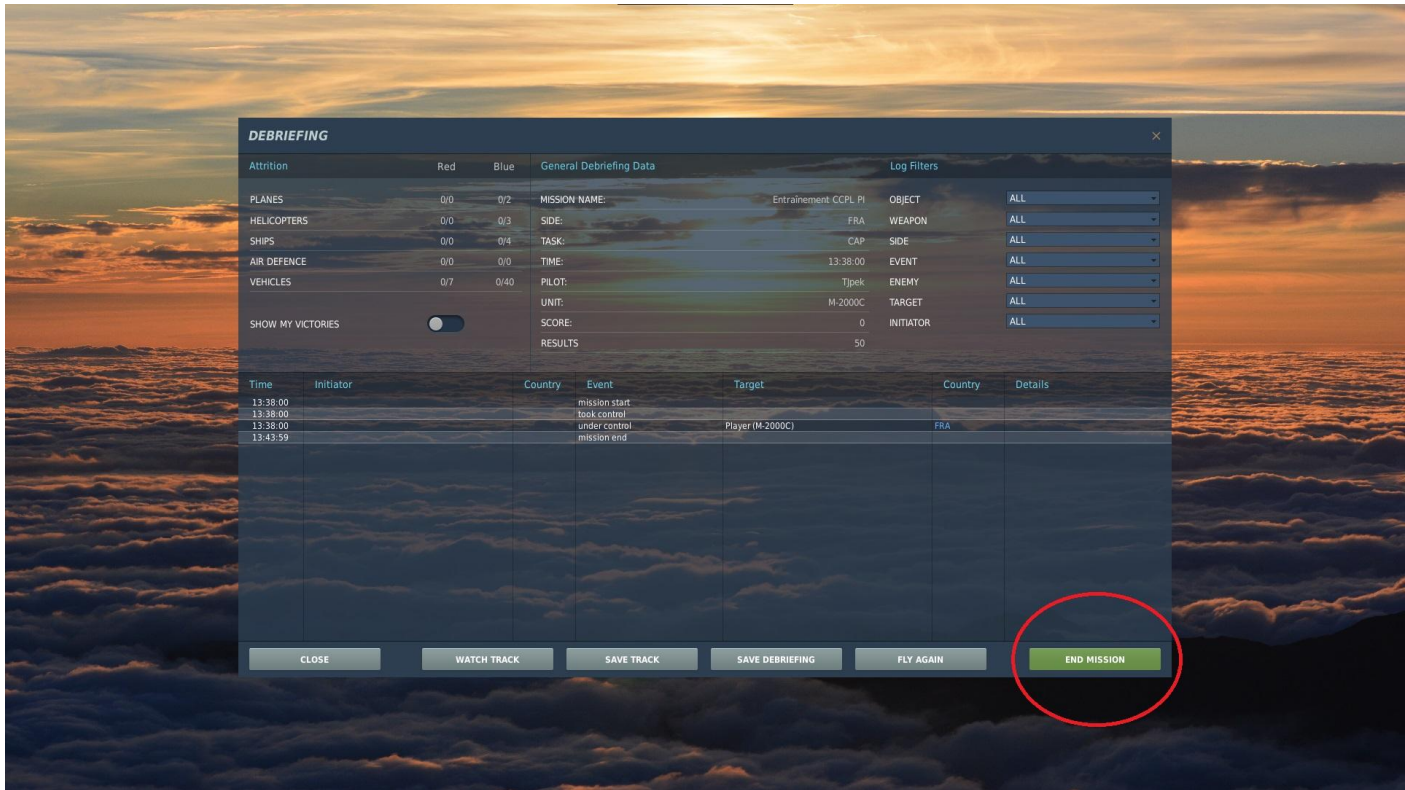
When you reach a savepoint in one of the missions, you'll see a little pop-up message in the top right of your screen telling you so:



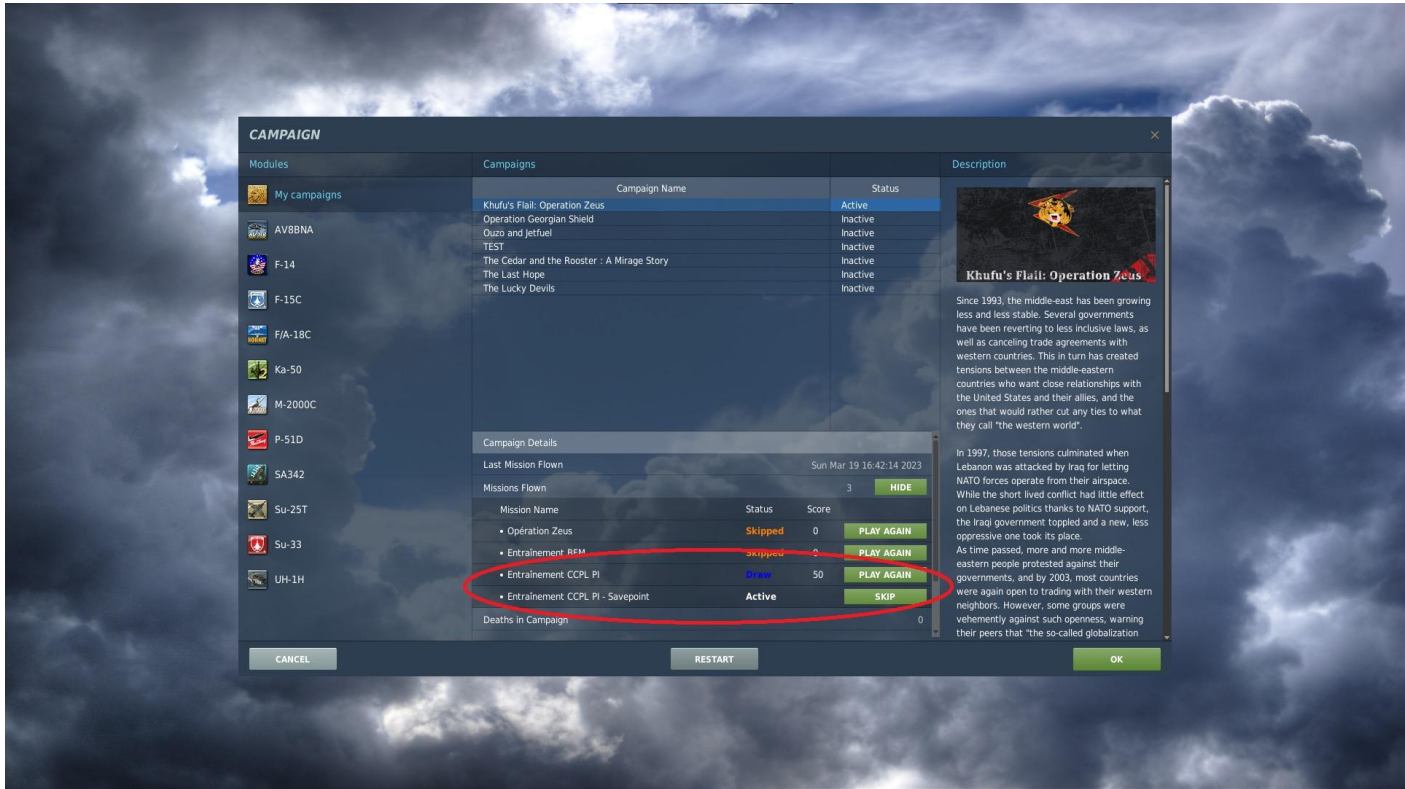
Once you have reached such a savepoint, you can safely exit the mission by hitting escape and then clicking on "exit":



This will bring you to the end of mission screen, here you should press the green “END MISSION” button on the bottom right of the screen:



The game has now listed this mission as ending in a “draw”, which means that next time you come back to the campaign screen, you will be met with the ability to load the “savepoint” version of that mission, which will put you back roughly at the spot where the “savepoint” was triggered:



MIP:

This chapter contains information on the MIP, the Mirage 2000C's version of a DTC

The M2000C is one of the few modules to currently have a working DTC in DCS world. In order to use them, you will need to create a "Datacartridges" folder in your saved games, where you will drop the .miz or .dtc files. This campaign contains two MIPs, which should be installed in the "Datacartridges" folder if you followed the installation instructions correctly.

To insert a MIP, you will first want to startup your aircraft and align your INS. Once that is done, you should right click the MIP insertion port located here:



You can then use your scroll wheel to select the correct MIP:



Once you have reached the desired MIP, you can left click on it twice to insert it into the port as such:



The plane will then load the waypoint data from the MIP into the INS. Once the process is complete, the MIP will be automatically ejected and the port closed.

Mission briefings:

This chapter contains the briefings for each mission.

Mission 1: Opération Zeus

Due to escalating tensions in the Middle-East, NATO allies perform a joint training operation in the Mariana Islands. You and your flight leader have flown all the way from France in one go thanks to several air-to-air refueling sessions with tankers.

Your objective is to stay in formation with your leader until you are given the all clear. After receiving the signal, you are free to fly around the map. When you are ready, head to Andersen AFB and contact the tower to request landing. Your kneeboard contains additional information, so don't hesitate to go through it.

Note: These missions do not use the default DCS ATC, instead you will use spacebar to proceed with the mission objectives when prompted. The dialogue will be subtitled on the top left part of your screen, while the objectives or prompts will appear on the top right part of your screen.

Mission 2: Entraînement BFM

You will be in constant contact with the tower to request startup and taxi instructions until you are in the air. Once airborne, head towards the radio tower where you can try different INS fix methods. When you are satisfied, contact your mission controller (codenamed Mercury) and follow their instructions, they will take you to your designated BFM training area. Upon reaching the training area, you will use your TAF to locate and engage the aggressor. You won't know what plane you're facing until you're at the merge, so be ready for anything. Once the BFM training is complete you will head back to Andersen AFB, and don't forget to contact the tower before landing.

Note1 : This mission contains a save point: after reaching the A/A training area, you can exit the mission and load into the savepoint from the campaign menu: this will allow you to get straight back into the action without having to go through the start-up again, and you will be re-rolling the dice making another type of enemy appear (there are 10 possible encounters)

Note 2: For the A/A part, you will have to shoot the enemy. I currently do not have a way to track simulated shots

Mission 3: Entraînement CCPL PI

You will first head to the tanker and proceed with some air-to-air refueling practice. Once that is done, follow your mission coordinator's instructions to contact the training range before entering its airspace. After getting the all clear, you will enter CCPL PI mode by selecting your weapon and PI on the PCA, and you will perform your INS fix on the radio tower before dropping your bombs on the assigned target. Once the objective is destroyed, you will head back to Andersen AFB.

Note: You can land at the nearby airstrip to load new bombs if you need. Alternatively, you can exit the mission and load the savepoint instead which will allow you to bypass the refueling portion of the mission.

Mission 4: Vol en formation

After rejoining with your flight lead (codeman Jupiter 1-1), you will follow him through a short patrol around the islands, practicing formation flying through turns and altitude changes. You will be issued a warning every time you get too far from your leader, so try to stay on top of what is happening. Once the flight is done, you will contact Andersen AFB before landing.

Note: There is no point deduction for failing to stay in formation, but try to fly as best as you can as it is good training.

Mission 5: Opération simulée

You will stay in contact with the tower until told otherwise. Once your startup is complete and you are ready to taxi, contact Jupiter 1-1. Fly in formation with your flight lead until you reach the training range, then follow the instructions to perform a CCPI strike on your designated targets. Once you have dropped all your bombs, contact your mission controller and head to your air-to-air training area where you will engage in BFM practice with Jupiter 1-1. Once you have completed all your training objectives, head back to Andersen AFB and contact the tower to land.

Note 1: This mission features a save point after the A/G training has been completed. You can leave and come back later to complete the A/A training part.

Note 2: You can land at the airstrip near the A/G range to get more bombs if you need them

Note 3: For the A/A part, you will have to shoot the enemy. I currently do not have a way to track simulated shots