



INHERENT RESOLVE

A-10C II EDITION

READ ME INSTRUCTIONS

10 PERCENT TRUE

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Welcome to Inherent Resolve, a DCS A-10C II mission designed by Sedlo for the 10 Percent True Podcast.

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

You **MUST** own the A-10C II module

You **MUST** own UGRA MEDIA's Syria Terrain

This mission is designed for players who are proficient in the DCS A-10C II module and its weapons systems. Examples of challenges facing you include:

- Basic aircraft handling, such as takeoffs and landings
- Use of the various radio and navigation systems.
- Air to Air Refueling.
- Dynamic re-tasking in a fast-paced environment.
- Use of the targeting pod and employment of weapons systems.

We hope that you enjoy the mission!

NOTE

This mission is designed and tested for DCS versions 2.9.3.51706 and later.

It is highly recommended players use latest version of DCS to get the most from this campaign.

BROUGHT TO YOU BY

This mission is brought to you by 10 Percent True and Sedlo Simulations.

10 Percent True is the podcast of veteran aviation journalist Steve Davies. Checkout his website here: <https://www.10percenttrue.com>.

Sedlo is an experienced DCS mission builder whose campaigns and work have met critical acclaim. You can find out more about him here: <https://www.digitalcombatsimulator.com/en/files/filter/user-is-SEDLO/apply/>.

INSTALLATION

Unzip the contents of the download to your folder at **Saved Games\DCS\Missions**

COLD START VS START FROM PUSH

There are two versions of this mission. The first is a "Cold Start" scenario, where you start on ground at the base in a "Cold and Dark" setting.

The other version is the "Start from Push" version, which starts just after the first refueling, ready to receive any tasking.

IMPORTANT: If you choose the "Start from Push" option, you MUST not touch any controls until the startup message goes away. Touching

any control during this time may break the mission.

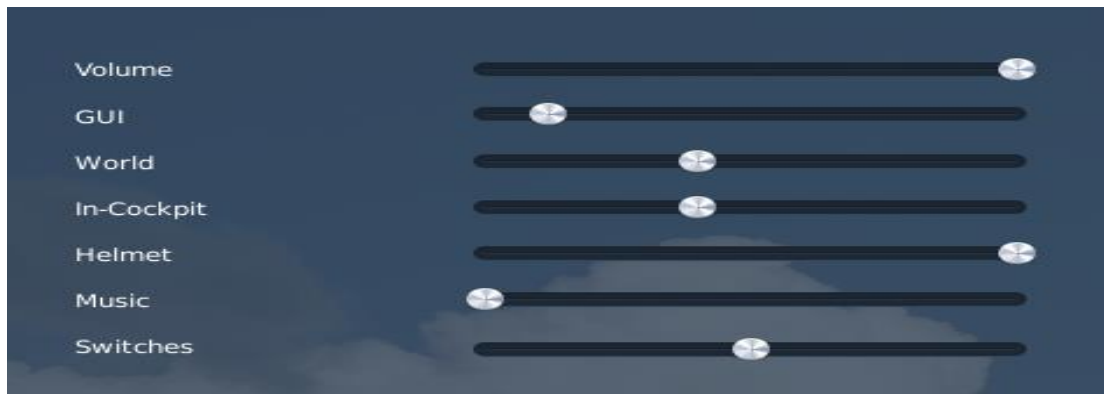
MISSION SETTINGS

The goal in creating this mission was to provide the player with the most realistic combat experience possible within DCS World. To that end, the following options are hard coded and should not be changed. Doing so may break the mission.

- Game Flight Mode: off
- Unlimited Fuel: off
- Unlimited Weapons: off
- Easy Communications: off
- Radio Assists: off
- G-Effects: on
- 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

Recommended sound settings below:



RADIO COMMUNICATIONS

This mission makes extensive use of realistic radio communications procedures, so it is imperative that you know how to operate your aircraft's radios fully.

In the DCS A-10C II your aircraft is equipped with three radios, one of which is the **ARC-210**. This radio covers the VHF and UHF spectrums with multimode capability. This radio is referred to as PRIME in this mission, and will be used to communicate with Air Traffic Control (ATC), Airborne Warning and Control (AWACS) and any external agencies.



The **ARC164** is a UHF (225-400 MHz) AM radio, first fielded in the early 1980's. In this mission, the ARC164 is referred to as AUX, and is used exclusively to communicate with your wingman.



The **ARC186** is an VHF FM only radio, and is **NOT** used in the mission. (Photo for reference only)



In real life, these radios are secure-capable and feature jam-resistant modes (HAVE QUICK), but this is not implemented in DCS at this time.

This mission is set up so that you **MUST** use the correct radio when instructed. If the mission tells you to “Push 10 Prime”, turn your PRIMARY (ARC210) radio to preset channel 10.

An instruction to switch to “282.8 AUX” would be set the AUX (ARC164) radio to 282.8 in the manual mode.

It is also very important that when communicating with your wingman or outside agencies that you use the correct keybind for the radio you are transmitting on. The “\” does not work airborne.

Use the keybind to transmit on the ARC210 is labeled “**HOTAS MIC Switch Forward**” in the controls setup page. The default keybind on the US English keyboard is “**LAlt + Num+**”.

For the ARC164 it is “**HOTAS MIC Switch Down**” and the default keybind on the US English keyboard is “**LAlt + Num-**” .

NOTE: Your kneeboard in-game has a lot of information on various radio frequencies/channels that you may need to know.

Failure to tune the proper radio to the proper channel will cause the mission to stop progressing.

MONITOR GUARD!

In the mission, it's crucial for you to monitor GUARD frequency on both radios. Set the ARC210 to **"TR G"** on the bottom left rotary dial.

For the ARC164, set the bottom left rotary dial to **"BOTH"**.

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 UHF1 (Prime) or UHF2 (AUX) transmit switch to bring up the radio menu and select the response desired.

COMMANDING YOUR WINGMAN

You can give your wingman the standard DCS instructions via the AUX radio at all times, as long as you are tuned to CH.18 (339.125 MHz) AUX.

TIME ACCELERATION FEATURE

It is no secret that the A-10C is a **SLOW** airplane. It is suggested that you use time acceleration mode when transiting to and from the airbase and tanker, and to any other place you might be sent to.

This mission has a feature that will **AUTOMATICALLY** revert the mission to 1x speed when an important radio message is received, so you don't miss it.

FREQUENTLY ASKED QUESTIONS

We have compiled a list of frequently asked questions below to help you fly this mission successfully. Please refer to this before asking questions on the DCS Forums.

Why is this mission only available to the A-10C II? I don't own that.

Get it. It's well worth it, trust me. The other reason is that this mission was written with the ARC210 in mind. **ALL** of the triggers in game rely on that radio being present and used. Using the regular A-10C would require a whole other mission to keep current, and I cannot justify the time it takes to commit to maintaining it.

I switched frequencies in the game and then nothing happened. What's going on?

ALL radio frequency changes in the game will be prompted via a voice over and / or a message on the top right of the screen. That message will stay on the screen until the frequency change is complete. Do not change your radio frequency in game unless prompted!

Real A-10s in OIR used a lot of GPS guided bombs! Why aren't they in this mission?

While that is true, there were also situations when JDAM type munitions were scarce. Often jets were loaded with conventional "dumb" bombs as GPS munitions were in short supply. This mission simulates a situation similar to that. (plus, it's more challenging!)

Why can't I change my weapons loadout?

Two reasons. The first is you often get what you get in real life. Just go with it 😊 The other is that this mission relies heavily on scripting

(the magic stuff that makes this mission really come alive). The scripting requires certain weapons being used at certain times. This is why the loadout is restricted. **DO NOT CHANGE THE WEAPONS**, otherwise **YOU WILL BREAK THE MISSION**.

The TACAN for the tanker isn't working!

Make sure you change the mode from X to Y.

Can I change the weapons loadout?

NO! This mission is designed for the weapon loadout that you are given. Changing the weapons **WILL** break the mission and render it unplayable.

The only thing you can do is add an extra centerline fuel tank to your jet. Beware, this will put your jet over max takeoff weight, so you may encounter problems.

I suck at air-to-air refueling. Do I have to do it?

Yes and no. You should do it, but... If you fly your jet very conservatively you can make it back without doing it. In most cases. If you find yourself wanting a bit more gas, you may load an extra external fuel tank onto the jet at mission start. This is the only modification you are allowed to make to your loadout. Any other modification may break the mission.

NOTE: You do not have to refuel with the tanker in order for the mission to proceed, but you DO have to fly within 15 miles of it and switch over to their frequency when prompted. You can use the radio menu, F10 option then to check out without refueling, although it is highly recommended to refuel.

The AI wingmen are not very good at fuel management in DCS. Regardless if you decide to refuel yourself or not, make sure you send your wingman to the tanker when you approach steerpoint 2.

NOTE: You can adjust the tanker's altitude and speed via the radio menu, F10 option. If you find tanking at 14,000 feet a bit sporty, you can adjust it so the tanker descends to about 9,000ft. Your aircraft will have a bit better performance in this flight regime.

Do I have to fly the flight plan?

YES! Take off and follow your route, or your instructions as given in the game. Failure to do so may result in the mission not progressing. **BUT....** If you are given another task or direction to fly to by ATC or AWACS, then you are free to follow their instructions.

I am new to the jet and feel pressure to hurry. Am I going to fail?

Take your time and go slow. The triggers in the mission are based on your location, not the time. So, take all the time you need to set yourself up for success.

I cannot see my wingman on the Air-to-Air TACAN. What is going on?

There is currently a bug in DCS that breaks the air-to-air TACAN for wingmen within a flight. This has been reported and hopefully will be fixed soon.

I missed writing down a coordinate. What can I do?

In most cases, when a coordinate is given to you, you can open the radio menu, F10 option. There you should find an option to display that coordinate on the screen again.

I'm running out of fuel or weapons and the mission is not complete. What should I do?

This happens in real life too, don't worry. Use the radio menu, F10 option to report that you're running low on fuel (BINGO) or that you're out of weapons (WINCHESTER). The controlling agency will then clear you off. Follow their instructions.

I flew the mission and it was awesome! What now?

This mission was designed with replay-ability in mind. After the initial refueling, there are 4 stories/scenarios that are written into the mission. Let's call them A, B, C and D.

There is a random chance, on any mission, that all 4 scenarios (A, B, C and D) will happen. There is also a random chance that only A and C will happen. A random chance that B and D will happen. A random chance that A, C and D will happen. And so on, and so on.

This means that if you fly the mission once, chances are if you fly it again it will play out differently the next time.

The goal is that you can keep finding enjoyment and new adventures every time you play.

These random scenarios happen after the initial refuel, so once you fly the **COLD START** version, you can fly the **START FROM PUSH** version and likely experience a new aspect of the mission, quickly.

ALSO: Leave comment on the user forums, join us on the **10 Percent True Discord** and tell us about your experience and interact with people who share a passion for DCS (plus subject matter experts from the military aviation community).

Discord link: <https://discord.gg/Feu25ziVxs>