**The Two-week War Mission Hints/ Tips**

**01 Deployed to the Gulf:**

The Iranians are going to come look you over on this mission. The key thing is not to get into a shooting match if you don’t need to. First, don’t listen to Jester- he thinks this is all for real. Second, stop your wingman from provoking the Iranians into shooting. Have him turn his radar off so he doesn’t lock up Iranian aircraft, no ECM, and keep him to seaward of you on station so he doesn’t break the 12-mile limit. On that note, be careful not to break it yourself. If you do, fight’s on.

**02 Liberty Call at Al Minhad:**

No real hints or tips required on this one. Best enjoyed with the Walkman. Use it to practice point to point navigation and managing a formation of fighters.

**03 Bombcat Demo:**

Remember to put the wing-sweep in bombing mode before the drop. Also, the MK-84’s are big bombs. Be careful not to frag yourself. If you fly in VR and/or without labels turned on, the target can be hard to spot. Notice the placement of the IP and ST points- they line up with that roadway. Use it as a guide.

**04 Dubai by Moonlight:**

At the end of the flight, you’ll be executing a night approach and trap. In order to help yourself out later, take care of as much ‘switchology’ as you can on the ground before you even taxi off the ramp. If you plan on using the ACLS system, make sure you’re set up properly and not groping for switches at 2000 FT and 10 miles behind the ship.

Your wingman tends to be slow to taxi out behind you on airfields. Recommend getting airborne, then flying a slow lap around the field to give him time to get airborne and join up. Otherwise, he’s going to be in a stern chase in burner and run himself out of fuel quickly.

**05 Chosin SAG Transits the Strait:**

Like Mission 01, the goal here is not to shoot or get shot at. Follow the guidelines in the brief and you should be okay. Be careful about running your wingman out of gas- something easy to do in DCS. As a fun aside, the two F-5E’s that show up are simply repositioning to an island airfield. If you don’t initiate combat, they won’t either. You can even form up on them and keep up foreign relations. (You know, giving them the bird… the finger? I hate it when it does that…)

**06 Early Morning Buzzkill:**

In all the excitement, the single biggest ‘gotcha’ in this mission is not pressing those missile prep switches on the ACM panel BEFORE you take off in hot pursuit. Even so, it’s gonna take a minute or two for your missiles to come up ready to fire. In this scenario, minutes and seconds count.

If the bandit gets out ahead of you, be careful about chasing him across the 12-mile limit and into a SAM envelope. Plus, if you break the territorial limit, well, Iran has ready alert fighters too. Remember that this all goes down before first cycle launch for the day- you’ve got no AWACS support on this one.

**07 Maritime Rescue Operations:**

Plan your CAP pattern and engagements to stay out of the Lavan Island SAM envelopes. You’re already going to be outnumbered before it’s all over; losing your wingman to a SAM or having to dodge them while being engaged A/A is not a path to victory.

**08 Lavan Retaliatory Strike:**

Be careful about being drawn feet-dry over Iran. The fight gets a lot stickier if this happens. Try to keep it over water to the extent that you can. Maybe a good mission to experiment with varying A/A loadouts.

**09 Lavan Follow-up Strike:**

No real hints or tips on this. Fairly straight forward mission.

**10 Abu Musa Naval Interdiction:**

You’ll notice shortly after join-up that your path diverges from the SEAD package- that’s by design, to let them get their licks in before you show up. If there are still one or two OSAs in the fight after the hornets are done, you probably want to deal with them before going after the cargo ships. They pose a dangerous SAM threat if left unattended.

As for the cargo ships, you may arrive to find one already hit and sinking. The battle group let loose a couple of Harpoons as well- you’re welcome.

If you linger over the target area too long, start keeping an eye out for A/A threats.

**11 SAR Operations:**

This mission can get a little sticky. Right about the time you’re setting up to bomb/strafe, expect a visit from enemy air. Your wingman is a crappy bomber, but he can really save your bacon in the A/A arena if used properly here.

**12 Kill the Kilo:**

Your best bet here is to make sure you follow the line from the IP to the target- it lines you up bow to stern with the docked sub. You’ve got a stick of 4 big bombs, and there are handheld SAMs waiting for you on the island. Set up your weapon drop for ‘one pass and haul ass.’ Don’t forget the hard-learned lessons of Vietnam. This would be a superlative mission for LANTIRN use, if you use that mod.

**13 Night Ready Launch:**

Arguably the hardest mission in the pack. The F-15’s helping you out are a long way off at the start of the mission. The two high groups of F-5E’s are designed to sucker you in and soak up your missiles, so the two groups of low-flying F-4E’s can get in and take their shots at the battle group. Of course, by the time they show up you’re just about sandwiched between the two. Depending on how fast you are on the draw, you are going to find yourself critically short of missiles in a night environment, and HEAVILY outnumbered, even with Alert-15 hornets coming off the deck behind you.

When you get into trouble (and you will) and it’s time to bug out, race to the SSE back towards the CVGB and into the covering fire of those Alert-15 Hornets.

Then, when it’s all over, there’s a night trap waiting. Enjoy it! (The moon is out when the mission starts, but it’s getting close to setting. The sooner you take care of bidness and get back, the easier that trap will be!) Oh, and no tankers on this one, either. Sucks to be you.

**14 The Big Event:**

Taking off from the carrier as a 4-ship, it’s VERY easy to kill your second section on fuel before you even get to the battle area. Once you launch, make a wide, slow orbit of the group to facilitate joinup before you go zorching off for your CAP station. Remember, use a slightly reduced power setting for climb and cruise- your wingmen need a little extra to work with on their end. If you climb and transit in full mil, they’ll be constantly tapping burner to get and stay in position. YOU ARE GOING TO NEED THOSE WINGMEN AND ALL THAT GAS LATER, BELIEVE ME.

ENJOY THE MISSIONS!