**The Two-week War README**

-by JMarso

This is a pack of 14 single player missions for the F-14B Tomcat, set in the Persian Gulf in February of 2005, depicting a fictional conflict with Iran. Given the available units in DCS, the makeup of the various naval groups and the air wing is also entirely fictional, with no correlation to ships and squadrons actively deployed to the Gulf during that real-life timeframe.

The missions commence as the CSG is preparing to transit the Strait of Hormuz and begin a regular deployment. The first five missions are relatively uneventful, and useful as training scenarios. Starting around Mission 6 is where the shooting really begins. The player will experience A/A and A/G combat, along with day and night CV operations, along with a couple of opportunities to relish the scenery on the PG map. The action starts off light, then builds in intensity. The final mission is a large-scale battle that may tax your system, depending on specs.

All missions are noob friendly. You almost always start on the catapult; in a few missions you start hot on the ramp / deck and must taxi into position to go. No cold starts in this mission pack.

NOTE:

Originally, these missions were built with the Alerax LSO mod incorporated into them. Given the fact that LSO functionality is starting to show up in the latest updates, the LSO mod was removed. In the briefings, there are certain frequencies designated for Marshall and LSO. These can be ignored now.

Right now, the mission pack requires the U.S. Navy Deck Equipment mod. Later, when the animated deck crews are implemented, this mod will be revised.

In a similar vein, all A/G missions were built using ‘dumb’ weapons due to LANTIRN capability for Jester not existing yet. If you play with the LANTIRN mod, you can conceivably change loadouts in the mission planner and fly some of these missions a little differently than they are designed. In the future, when full LANTIRN capability is available via Jester, at least a couple of the missions will undergo revision.

A few of the missions contain custom voice files. (I’m a mediocre voice actor at best) Most extraneous communications happen via message.

The last mission (14 The Big Event) had some crashing issues in initial testing; I pretty much narrowed this down to trying to pack too much ancillary stuff into the mission to make it epic. I’ve pared it down for stability, but you will see units listed in the brief that don’t show up on the F10 map during play. They are still there in spirit! 😉

**Installation**

Module Requirements:

DCS Open Beta

F-14 Tomcat module by Heatblur

Persian Gulf Map

Required Mods:

U.S. Navy Deck Equipment <https://www.digitalcombatsimulator.com/en/files/3301580/>

Naval MOD collection <https://www.digitalcombatsimulator.com/en/files/3304473/>

Civ Boats V1 <https://www.digitalcombatsimulator.com/en/files/3302670/?sphrase_id=18393017>

Recommended Mods:

F-14 VF-41 Black Aces 1991 V2 <https://www.digitalcombatsimulator.com/en/files/3304338/>

VF-86 Sidewinders Line Bird <https://www.digitalcombatsimulator.com/en/files/3300821/?sphrase_id=18393294>

Tacitcal Call Sign Mod Version 1.0 <https://www.digitalcombatsimulator.com/en/files/3302236/?sphrase_id=18393301>

Recommended mods will make squadrons, liveries, and callsigns match the mission designs and briefs. The missions will still function without them, but portions of the briefs will no longer make sense.

Install:

Download and install the required mods, and the recommended mods if desired.

Unzip “The Two-week War” mod folder to your designated OvGME mod folder, and then activate it. The missions should show up in DCS in your F-14 Single Missions folder.

To manually install the missions in the F-14 mission folder, use the following filepath:

DCS World OpenBeta/Mods/aircraft/F14/missions/single

Alternatively, you can drop the individual mission files into your Saved Games mission folder and play them from there. If you want to alter the missions using the ME, the .miz files should be placed in your Saved Games mission folder.

**Un-Installation**

Either de-active the mod in OvGME, or follow the filepath you used to manually install the missions and delete them from that folder.

**Permissions**

This mod is distributed as freeware. Nobody is permitted to use this content for purposes of obtaining money or any other form of compensation. Anyone wishing to modify these files, use them for a campaign, convert them to MP use, or to use them as part of another freeware mod release is free to do so- credit where due is always appreciated!

**Disclaimers**

As with all mods, install and use at your own risk.

**Mission List / Summary**

01 Deployed to the Gulf:

Fly a CAP mission designed to help the CSG staff map Iranian air defenses in the Gulf of Oman.

02 Liberty Call at Al Minhad:

Lead a division of Tomcats to Al Minhad for a ‘show the flag’ liaison visit with the UAE.

03 Bombcat Demo:

Fly a low-level bombing mission through the UAE mountains and desert to demonstrate the Tomcat’s abilities as a striker to UAE military observers.

04 Dubai by Moonlight:

Return to the strike group on a night hop. The good news is that you get a look at Dubai at night. The bad news is that you’re trapping in the dark.

05 Chosin SAG Transits the Strait:

Fly a CAP mission covering the transit of another U.S. naval group.

06 Early Morning Buzzkill:

An unexpected provocation results in a surprise ready alert launch and an international incident.

07 Maritime Rescue Operations:

Fly CAP over a rescue operation after the Iranians conduct an unprovoked attack on an Allied freighter in the Gulf.

08 Lavan Retaliatory Strike:

Take part in an Alpha Strike on Lavan Island in response to previous Iranian aggression.

09 Lavan Follow-up Strike:

Conduct a runway cratering dawn strike on the airfield at Lavan Island

10 Abu Musa Naval Interdiction:

Participate in an ASUW air-surface action against Iranian naval units and cargo vessels attempting to move forces to Abu Musa Island.

11 SAR Operations:

Fly a combined AAW/ASUW SUCAP over a SAR mission to rescue an aviator downed in Gulf waters.

12 Kill the Kilo:

What? The Tomcat can’t do ASW? Nonsense. Bomb a damaged Iranian submarine surfaced at Tunb Kochak.

13 Night Ready Launch:

Foil a rare Iranian attempt to conduct a night sneak-attack on the battle group.

14 The Big Event:

Participate in a major battle over the Strait of Hormuz as the 5th Fleet forces an Expeditionary Strike Group through the contested choke point.

For mission hints/tips, see the associated file included in the zip package.