

DIGITAL COMBAT SIMULATOR

Afghan War **SZATAN ARBA**

MANUAL

Free Campaign from YoYo

Mi-24P
HIND
DCS

FREE CAMPAIGN
BY



Introduction



Thank you for downloading this campaign. I hope you like the idea and implementation and that you will spend many unforgettable moments with it as a Mi-24P virtual pilot during the Cold War period and the Soviet military intervention in Afghanistan, which took place in 1979-89.

The campaign was created during 4 months of quite hard work and this is my debut in this field. If you like the project, who knows, maybe it will be another point of interest for me in the future. I encourage you to share your opinion.

I would also like to add that English is not my native language, although I have done my best in this regard.

The campaign has also been enriched with AI voices, which have pros and cons, but it's a kind of revolution in the times we live in. I hope you like the voice over too. I realize that it is not perfect and it certainly will not replace the real voice of a person speaking in their native language (I see some issues myself), but there is some kind of compromise to immerse yourself in the ambience of those days and that period.

You can discuss the campaign on the ED Forum in the topic [HERE](#).

YoYo, 2023

Main features

- Over dozen single player missions (18, lasting from 45 minutes to 2 hours gameplay of each),
- realistic, detailed scenarios,
- story driven campaign,
- proceeding the campaigns as a pilot-commander (no knowledge of the co-pilot / gunner position is required, apart from issuing orders)
- full voice package in Russian (almost a thousand voice overs), even Petrovich received his role (!),
- briefings/subtitles in English,
- various types of missions, including night ones,
- dedicated skins from period of Afghan war,
- as real as it gets - cold starts only, you also need to return to the airport after the mission,
- prepared briefings (description of the situation and tasks), full documentation, graphics and photos
- most important data in the pilot's kneeboard,
- summary (including tips and tricks) in the readme file, check it before the flight ;)!
- FPS friendly (tested in VR too),
- JSGME & OVGME ready,
- the campaign "Afghan War: Szatan Arba" is free for owners of Mi-24P and DCS users.

FAQ and installation

What I need to know before to play this campaign?

- the basis is knowledge of Hind systems and radios/radio navigations (R-863, R-828, R-852),
- operating the DISS-15 Doppler System,
- knowledge how to use all weapons used by Mi-24P from the pilot station,
- communication management with the flight/wingman (by DCS radio com),
- management and giving orders Petrovich (by CPG menu),
- ability to land in random terrain,
- run-up using the airplane method, vertical take-offs and landings skills,
- you need to have DCS: Persian Gulf map and Mi-24P module.

What do you recommend learning before starting a campaign?

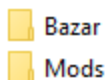
- Chuck's guide for Mi-24P is very ok for this (+ training missions in DCS).

How to install it?

Download the campaign (you have it!) and repaints for DCS Mi-24P & IL-76MD (necessarily!). The name of file with repaints is: „Mi-24P Afghan War skin (for campaign Szatan Arba)” and you can download it from link [HERE](#). Unfortunately, the ED webpage with „user files” has a maximum limit size of 300Mb, but the total size of the Szatan Arba is about 500Mb, which means that the campaign had to be divided into a campaign and downloadable skins.

If you want to use it as JSGME/OVGME (the best method):

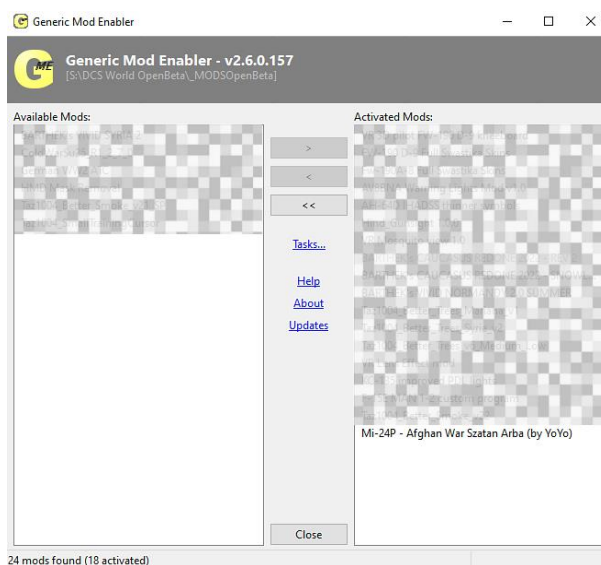
create the new and empty folder (for example on your Desktop), for example with the name „ Mi-24P - Afghan War Szatan Arba (by YoYo) ” or you can unzip the 7z file and just leave the root name. Move all the contents from the 7z files to this folder and skins (if you haven't installed the liveries before) from the separate file, it should look inside like this :



FAQ and installation

Next, place the entire folder in your JSGME/OVGME mods folder and activate the campaign via program. Done!

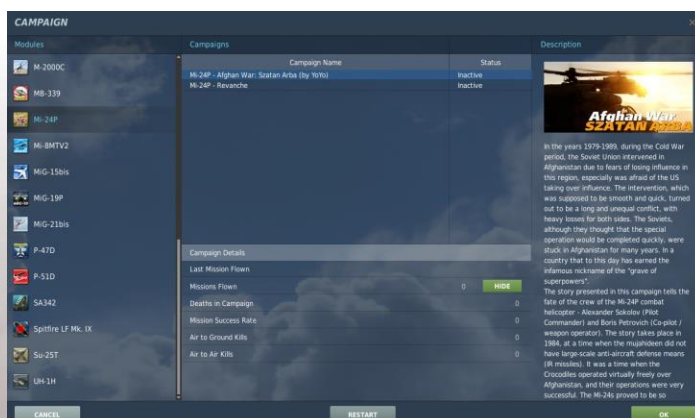
It should look like this:



If you want to install it direct to the DCS:

just unpack both 7z files. Next, keeping the structure the same as in both unpacked 7z files, place individual folders and files in DCS with the same path. If you don't have such a folder, create it yourself or move the entire folder to DCS. Remember to also install repaints, keeping the same structure like in 7z file.

If you did everything correctly, the campaign should be available for you under the DCS Mi-24P module as a new campaign:



Tips and tricks



- If you have a mission with a wingman (or group), wait for him near the airport (“waiting area”), don't fly alone. The Mi-24 has quite a limited number of quantity of combat payloads, so each additional helicopter means more firepower and a higher probability of survival. The presence of a wingman is sometimes needed to complete the mission.
- If you have to take off from FARP in the mission or if you have such order or advice, take off vertically, if you start from the air force base (Jalalabad/Kerman), use rolling take off from the runway (also note that rolling take off is required in real life at this height and with a full load).
- Manage your wingman, give them orders, including formation (suggested positioning in a column/trail), combat operations and return to base, sometimes they're not very smart ;). If he does not respond and says "unable", repeat the command closer to the target.
- The parking place is large, so if by some miracle your AI lands in your spot, you'll easily fit next to it, it's also a good idea to give them RTB orders when you are very close to the base or even during landing proces (unfortunately, it is a bug in DCS that even if you designate a parking space for the wingman, it may land in a different place). So use the RTB command at the very end (unless instructed otherwise).
- Read and follow orders and advice (in particular from the command and from Petrovich).
- You can rearm yourself in additional outposts or at AFB although the missions are designed so that the weapons you have are appropriately matched to the mission and in the appropriate quantity. I do not recommend changing weapons, although this option is not disabled. You always have the right weapons and enough fuel.
- Reserve more time, the missions may not be very difficult but they take time, the standard is 1:15 hour or more. The exception are missions marked as „video”.
- Only cold & dark start, the same at the end (check orders during missions), you always have to finish the mission at the designated point by turning off the engine and avionics. Only then will the mission be completed.
- Fly missions in real time only, don't speed them up if you don't have to do, because it negatively affects the AI and you also spoil your immersion of the mission.

Tips and tricks



- The fact that you don't have flares is a intended action. You don't have to add them manually.
- Always, if possible, attack from a distance first with 9M114 Kokon missiles (remember about wingman too) using the Petrovich menu, and only then approach the target.
- The Mujahideen are light infantry equipped mainly with 7.62 mm rifles, but sometimes they used KORD or DSzK machine guns, especially against flying units. However, don't be surprised if they are sometimes better equipped during the campaign. The mujahideen also took over Soviet equipment during the war and used it against the Soviets.
- The Hind is basically completely immune to 7.62 mm caliber gunfire and is quite good at taking hits from 12.7mm. However, avoid hits from the ZU-23-2 (23 mm caliber), these are deadly for you, eliminate them from a distance first.
- Use zoom to identify targets. This is especially necessary when attacking enemy infantry (to see their location).
- The missions and characters are, of course, fictional, but the campaign is based on real events, typical missions, motives for military operations and problems faced by the Soviet army in Afghanistan in 1979-89.



Для русскоязычных пользователей кампании:

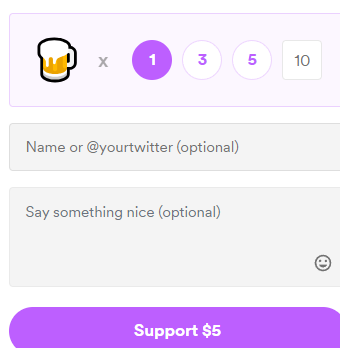
контент на русский язык тоже переведен с помощью ИИ, насколько я знаю этот язык, знаю, что иногда бывают лингвистические ошибки, но думаю, что кампанию можно пройти целиком, прослушав только тексты.

Если вы хотите присоединиться к тестам следующей кампании или использовать свой голос, дайте мне знать.

Afterword

Although the campaign is totally free, I spent a lot of time on it and I hope it does not differ much from paid campaigns in the official DCS store. So if you liked it and you would like to support me in some way and thank me for this many months of work you can buy me just ... a beer 🍺👍, I also offer this option if you want, click on the picture (btw. „Buy Me a Coffee” webpage is the best way for creators and artists to accept support from their users, is a proven and international support option for authors):

Buy YOYO a beer



The widget shows a beer icon, a multiplier 'x', and buttons for 1, 3, 5, and 10. Below are input fields for a name or Twitter handle and a message, and a purple 'Support \$5' button.

I will be very pleased and I will definitely drink to your health! 🍷 Thank You!

Best regards, YoYo!



The campaign contains many sound files that were either created by me or come from free sources, are covers, reworked songs or have copyright free status.

I would also like to say BIG thank my beta testers for their testing help and ideas too! 🙌

If you would like to join the tests for the next campaign (in the future) or use your voice, please let me know 😊.