

Don Rudi's



FAC playground

Introduction

The FAC Playground provides a quick mission for fans of the free OV-10A Bronco mod.

The player can fly around, identify targets and request an air strike to engage the target.

The mission is based on my FAC Script, which will be released for download separately.

The mission

The player is airborne south of Maykop airbase. In addition, four jet groups and one helicopter group are orbiting in the area of operations.

The player can request any of these groups to attack a target he marked.

The ground units are not hidden on the map.

Request a strike

If the player identified a valid target (AI ground units or a map object), he needs to do the following steps:

- Open communication menu
- Select F10 – Other
- Select “Request strike”
- Select one of the available strike groups
- Select the type of ordnance he wants to be dropped on the target.
(currently iron bombs, cluster bombs or rockets can be selected.)
- Select the amount of ordnance to be dropped.
(For bombs: Single, pair, half, all. For Rockets: half, all)

Once these selections were made, the dialogue between FAC and striker will start and the task is set.

The dialogue will now prompt the player to fire a marker rocket at his desired target, which the attackers will engage with the selected options from strike menu.

As an option the player can select an attack heading, from the F10 – Other -> Strike options menu.

Note: the attack heading must be set before the player fires the marker rocket.

Player aircraft

The player aircraft is set as the free OV-10A Bronco mod.

The load out consists of ZUNI HE rockets on the outer fuselage stations and WP marker rockets on the inner fuselage stations. So do not waste precious Zunis, to mark a target!

Adaptability

Any/helicopter aircraft that can carry (smoke-)rockets can be used as the player aircraft. The player aircraft unit name “PLAYER” MUST not be changed.

The player aircraft can be set to ground start at Maykop air base.

The player may add ground units to his liking.

Known problems

In the current 1.0.0 version the Bronco does not support the kneeboard yet. A kneeboard pages is implemented in the mission and should work, as soon as the Bronco mod allows it. If the player chooses a different FAC aircraft, the kneeboard will work instantly.

Imprint

CG-OV10_FAC_Playground_1_4.miz version 1.4

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Appendix A

TACAN

Maykop Air Base:
Channel 41X 'MAY'

Available attackers:

Name: A-4 North
Callsign: LOBO 4-1
Type: 1x A-4
Weapons: 6x Iron bombs

Name: A-4 South
Callsign: DOGGO 2-1
Type: 1x A-4
Weapons: 4x Cluster bombs, rockets

Name: F-5 East
Callsign: TIGER 3-2
Type: 1x F-5
Weapons: 2x Iron bombs (Mk83), 2x cluster bombs

Name: F-4 West
Callsign: WEASEL 6-1
Type: 1x F-4
Weapons: 6x Iron bombs

Name: Helo Center
Callsign: HORSEMAN 6
Type: 2x UH-1
Weapons: Rockets