

Convoy Escort - Pink Team

A cooperative mission for two helicopters
with event randomisation for replayability.



These notes include:

- Background to the mission
- Description of the mission goals, area of operations and likely threats
- Explanation of the flight parameters required to advance some events
- Description of the logistics of the mission, including options to rearm/refuel
- Discussion of possible tactics and team coordination
- Explanation of how to modify the mission, such as changing helicopters

There are no mods or assets required to run this mission. However, you will need to own:

- *The Syria map*
- *The SA342 Gazelle*
- *The Mi-24P Hind*

The Pink Team Concept

The pink team concept originated in the Vietnam war, when a scout helicopter (white team) was paired with a helicopter gunship (red team) to form a white + red = pink team. The combination of a light, fast, scout helicopter with a more heavily armed gunship proved an effective combination, although their specific tactics evolved over time to counter different threats. The pink team concept is still used in the modern era, such as in the pairing of a Kiowa scout helicopter with an Apache gunship.

Mission overview

This mission is designed for two players flying as a pink team, with one player in a scout helicopter and the other in a gunship (or more players, if you multi-crew the helicopters). Your role will be to protect a convoy against a variety of threats that have been chosen to challenge your scout flying and team coordination.

In general, the pink team tactic is for the scout to fly low to identify targets, while the gunship keeps overwatch on the scout. The scout may need to do a fast pass to draw enemy fire, or a slow pass to investigate suspicious activity. The gunship should keep the scout in view at all times and watch for enemy activity. The gunship should be in position to roll in and suppress the enemy within 10s of the scout identifying a target. The faster the gunship can eliminate the threat, the less likely the scout will take enemy fire.

Initially, the scout is a minigun-armed Gazelle, while the gunship is a Mi-24P Hind armed with missiles, rockets, and a door gunner. Armaments can be changed via the ground crew menu during the mission, see the logistics section in the mission briefing.

Communication with the convoy is via the F10 radio menu and all messages are sent to the coalition, so you do not need to worry about being on a specific radio frequency.

The mission assumes that you will take the cold and dark Gazelle (White-1) and Hind (Red-1). Feel free to use the autostart if required. There is also a hot start version of each helicopter (White-2 and Red-2) that you can use to respawn quickly if you get shot down.

For the triggers to work, you must fly ONE AND ONLY ONE of White-1 or White-2.

If you want to add further helicopters, change the helicopter types, or otherwise modify the mission, please read the mission editor notes at the end of the document.

Mission Briefing

Situation

You are part of a multinational security force assisting with the distribution of aid and border protection in this long contested region. Tensions have increased greatly in the past 72 hours. Political discussions have descended into chaos and insurgent activity has ramped up across the whole area.

With the increased risk to the aid agencies and the task force, orders have been given to withdraw from the interior and gather at various sites on the coast with a view to regrouping or evacuation if needed.

This will be one of the last convoys to leave the area. Using the Main Supply Route (MSR) that runs north/south through this area, people, supplies and equipment have been gathering at Forward Operating Base (FOB) PARIS to form a single convoy heading to the coast where Forward Arming Refuelling Point (FARP) LONDON has been hastily set up to support these missions.

Two days ago a Mil Mi-8 helicopter was swarmed and captured by the insurgent forces, it is unknown if they have access to aircrew, but it is likely that it will be used if possible.

Goal

We need to escort a convoy, callsign Ranger 2-4, from our FOB at MGRS [37 S BV 32983 52276], callsign Paris, to our evacuation point on the coast at MGRS [36 S YE 55141 71186], FARP London. The convoy will depart on your signal and we expect the transit time to be 90 mins. There is a variable enemy presence in the area, so we need to be alert to any possible threats.

The mission is complete when the convoy reaches their final checkpoint and you have landed safely at FARP London.

The Convoy, callsign Ranger 2-4

The convoy comprises 8 trucks, supported by 3 scout HMMWV. You can give limited instructions to the convoy via the F10 radio menu.

At the start of the mission, use the F10 radio menu to instruct the convoy to roll out.

During the mission, you can use the F10 menu at any time to start or stop the convoy. If you are investigating or clearing an area, it may be useful to stop the convoy before they reach the danger zone.

The convoy will report their progress along the route by reporting when they pass each of the checkpoints listed below. The route is loaded into your navigation system and also shown on your kneeboard.

The roads in the A0 are often obscured by trees. If you cannot locate the convoy visually, you can use the F10 menu to request they send up a green flare.

Pink Team**White**

- White-1 is a Gazelle scout with a minigun. It is cold and dark at FOB Paris.
- White-2 is a QRF hot start version of White-1, but located at FARP London.

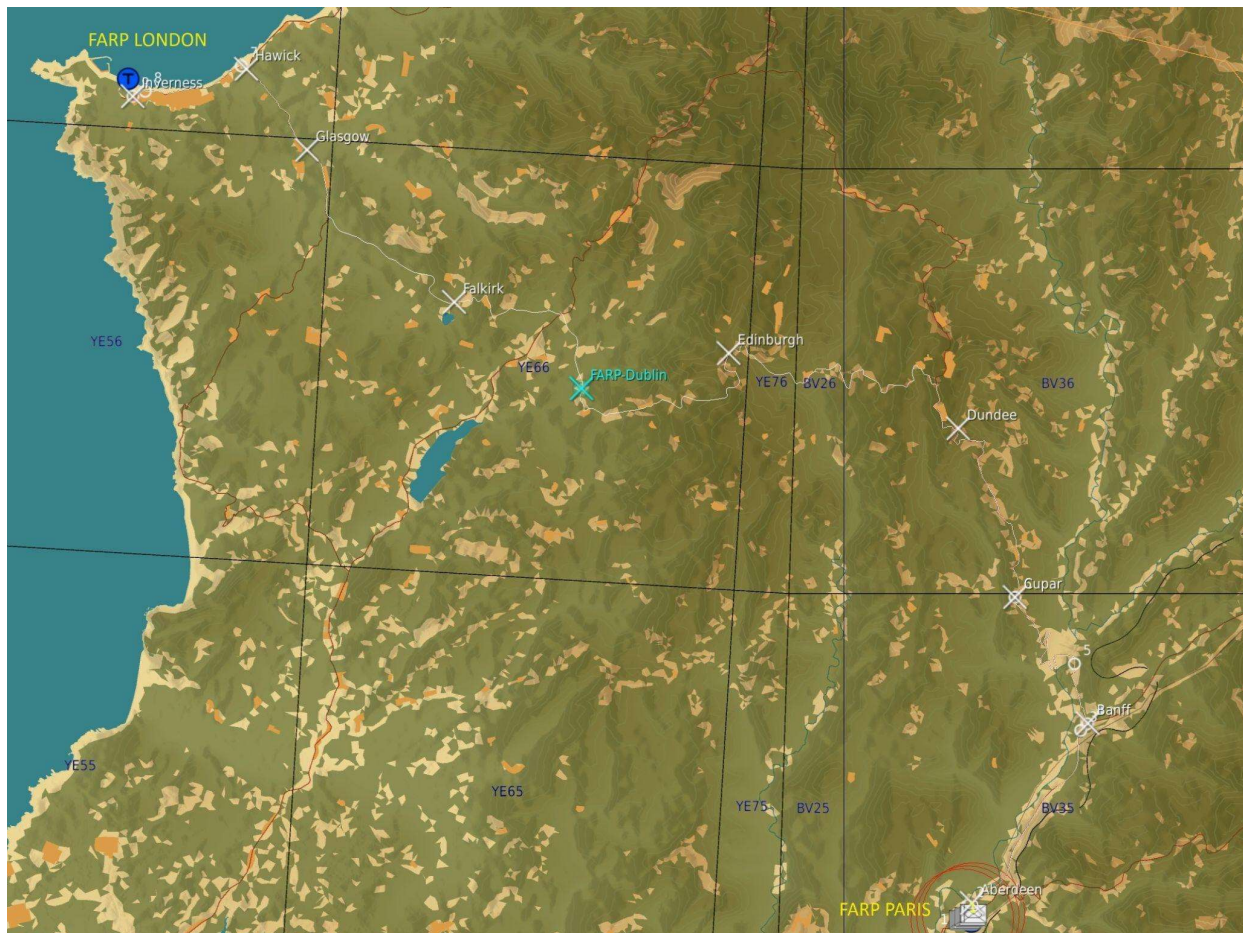
Red

- Red-1 is a Hind gunship with Shturm missiles, S-8KOM rockets and a KORD door gunner. It is cold and dark at FOB Paris.
- Red-2 is a QRF hot start version of Red-1, but located at FARP London, as per White-2.

Mission Summary

- Escort the convoy from FOB Paris to FARP London on the coast.
- Check the route for threats, including IEDs.
- Investigate any suspicious activity and eliminate any identified hostile troops.

The Area of Operations (AO) and convoy route, Route Andrew.



This is the overview of route **Andrew**.
See next pages for images of route sections.
Detailed versions are included in your kneeboards.

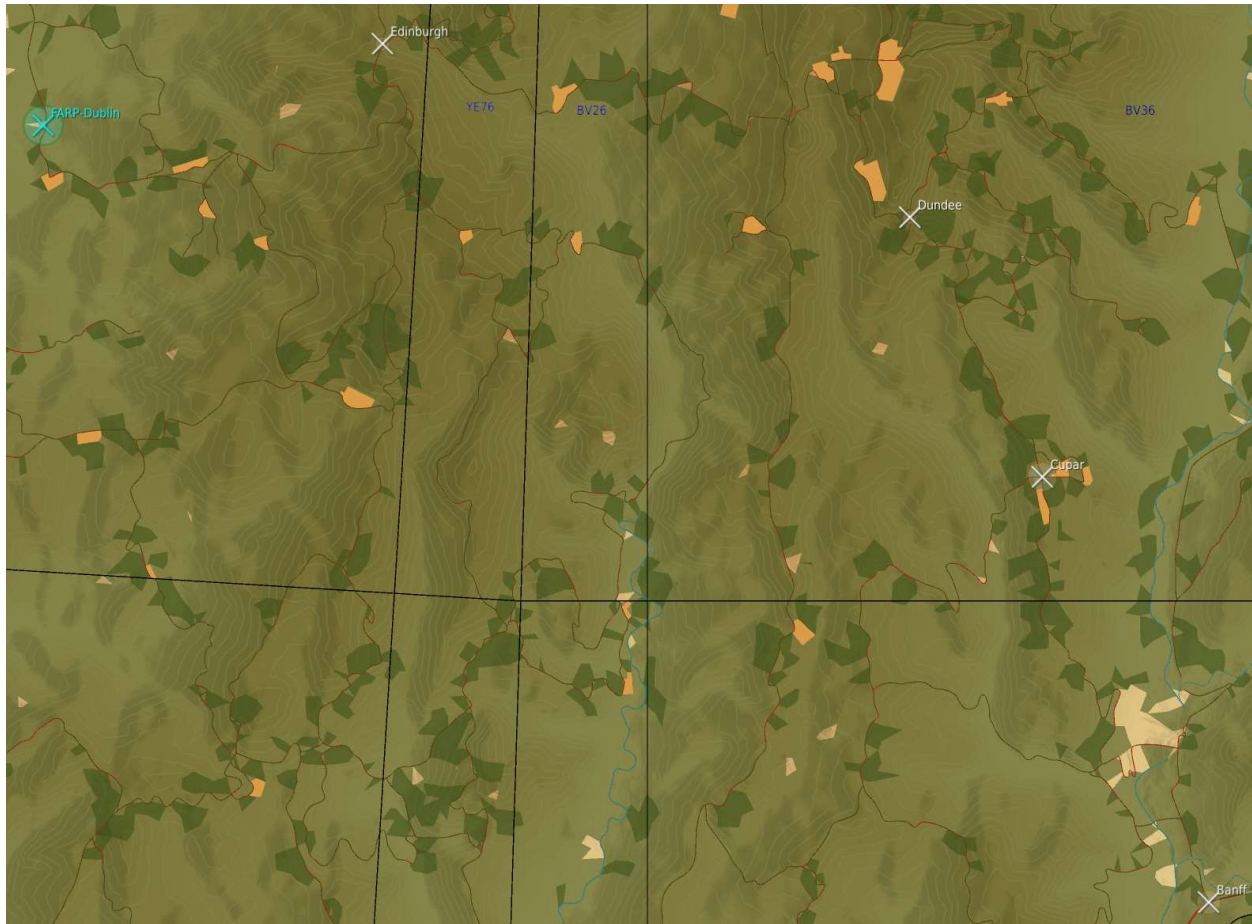
PARIS - Aberdeen - BanffFOB Paris

The mission starts at FOB Paris at 0650. Paris will be active throughout the mission, so you can rearm/refuel here if needed. Contact the ground crew if you want to change your loadout before you start the mission, but pay attention to your takeoff/hover weight.

When you are ready to depart, use the F10 radio menu to instruct the convoy to roll out. On takeoff, watch out for the trees and power lines around the FOB.

The first part of the route is a short transit on the main road. We are not expecting any threats this early in the mission, but keep your eyes open. Be aware of the power lines along the road.



Banff - Cupar - Dundee - Edinburgh - DUBLIN

Banff is the first major checkpoint and marks where the convoy leaves the main road and enters the maze of roads that cross the hills. Expect increased enemy presence from here, see threats.

Cupar is at a crossroads between two small settlements.

Dundee is a roundabout where the convoy will turn West.

Edinburgh is a T-junction on a ridge line, where the convoy turns South briefly.

FARP Dublin

We have identified this location as an option for refuelling/rearming along the convoy route.



We have a Fat Cow Chinook, call-sign LongHorn 3-3 on standby at FARP London. When requested, they will fly to Dublin and provide ground crew support for 30 mins. Make sure that there is no enemy presence in the area around Dublin, or the Chinook may not be able to land.

Use the F10 radio menu to request the Fat Cow if you need it. Note that it will take about 10 mins for the Chinook to reach Dublin and establish the FARP.

The Fat Cow will automatically RTB a few minutes after the convoy passes Dublin, so stop the convoy before (or level with) the FARP.

It might be worth keeping an eye on the Chinook as they RTB. They will be overflying the final checkpoints, so they may spot or reveal enemy forces towards the end of the route.

If the ground near Dublin is uneven, you can land on the road for refuelling/rearming.

DUBLIN - Falkirk - Glasgow - Hawick - Inverness - LONDON

Falkirk is the next checkpoint beyond FARP Dublin, just North of a small lake.

Glasgow is the last major settlement before the convoy reaches the coast. Be extra cautious around this area. It can be identified by a large mosque and several colourful buildings.

Hawick is the junction at the beach where the convoy turns West along the coast road to London. This is a good location for pink team to cover both the coast road to the North East and the sea; make sure you can recognise it from the air.

Inverness is the final checkpoint for the convoy.

FARP London

FARP London is your final destination. You can also land here for re-arming and refuelling during the mission if this is easier than returning to Paris or calling for the Fat Cow. When you receive the "mission complete" message, you can land at London and manually end the mission when you are ready.

Known Threats

Insurgent infantry

The most common threat is infantry armed with rifles, sometimes supported by truck-mounted heavy machine guns. They could be hiding anywhere along the convoy route, although they are often in settlements. The best tactic is for the scout to draw fire by flying a fast pass over a suspected enemy location, so the gunship can target the enemy fire with rockets or guns.

Enemy column

Our intelligence suggests that an enemy column may be passing through our AO and crossing our route. We do not believe they are actively hunting our convoy, but they will engage the convoy if they find it. They have heavy weapons and also truck-mounted AAA, so they present a significant threat. Use your Shturm missiles as necessary. Remember that your primary mission is to protect our convoy. Deal with any threat, but do not waste ammunition on their trucks.

Enemy helicopter

The enemy forces have acquired a Mi-8 transport helicopter, armed with door-mounted heavy machine guns. It may be operating in our AO, so keep your eyes open. If it is a threat to our convoy, eliminate it, but don't chase it and get drawn away from our convoy. You don't have any dedicated air-to-air missiles, but the Shturm missile is effective against an aerial target.

IEDs

The insurgents have been known to use IEDs to attack our convoys, launching an ambush when the convoy stops, so treat any vehicles parked along our route as suspicious. However, you must investigate any suspicious vehicles before you engage them - we don't want to shoot a civilian vehicle by mistake.

To investigate a suspected IED, the scout should hover close to the vehicle for a visual identification (VID). *You need to hover within 100m of the target for roughly 10s to carry out a VID; your copilot will report that you are in the VID zone and they are carrying out the identification. If you leave the VID zone, your copilot will inform you that you need to start again.*

NOTE - It is recommended to order the minigun to hold fire whilst investigating as, if they open up on a confirmed IED with the Scout directly above it, you are likely to take significant damage. Your gunship is there to cover you.

Your copilot will inform you if the vehicle is safe or an IED. They will automatically mark an IED with red smoke.

Once an IED has been identified, the scout has a short window to exit the danger zone before any enemy troops spring their ambush. If the gunship is well positioned, they should be able to engage and eliminate the threat before they can target the scout.

Damaging the IED should cause it to detonate, clearing the way for the convoy. Make sure you are clear of the area when the IED explodes.

It is a good idea to stop the convoy while you investigate anything suspicious.

Investigating other threats

There may be other threats along the route, so use your skills and judgement. If you need to investigate reported suspicious activity, follow any instructions to hover (under 5 kts) or fly a slow pass (under 15 kts) through the appropriate area.

Tips

- Stay close to the convoy and keep track of their progress
- Gunship, keep the scout in view at all times
- Communicate your plans so that the gunship is in place to roll in quickly
- Think carefully about your ammunition and when you need to rearm
- Use your CPG and door gunner(s) to help find targets, but note that Petrovich may lose targets amongst the trees. Increase your altitude if he cannot see the targets.

Radios

Radios frequencies are preset as follows:

Unit/Group	Frequency	Hind R863 Channel Preset
Pink Team	124.00 MHz	0
FOB Paris	125.00 MHz	1
FARP London	127.00 MHz	2
FARP Dublin	129.00 MHz	3

For in-flight communication, you can use DCS coalition communications or more realistic radios.

NOTE: the mission has not been tested with SRS. However, the frequencies have been chosen so that both aircraft can tune to the same frequency ranges.

There is no requirement to communicate with the FOB/FARP, other than for rearming/refuelling using the ground crew intercom.

QRF

If you get shot down, you can respawn in a hot-start aircraft at FARP London. If you use the hot-start aircraft, remember to check that your systems are configured correctly. For example, you may want to turn off the Hind yaw autopilot channel and then reactivate it so that it does not start saturated.

Mission editor notes

The triggers are designed to work with units White-1 or White-2. You must take ONLY ONE of these when you fly the mission. You can edit these units, but do not delete them.

Scout armament

You can change the scout armament and livery via the rearm/refuel menu or the mission editor.

Scout type

You can change White-1 and White-2 to any type of helicopter in the mission editor and the triggers will still work. You can also change the unit name, pilot name, tail number, etc. as long as you don't delete the unit.

For example, you could change the scout to a gunship and create a red team. However, the triggers will still only work for the original units called White-1 or White-2, so make sure you know who is in which role.

Gunship armament

You can change the gunship armament and livery via the rearm menu or the mission editor.

Gunship type

The triggers do not depend on the gunship, so you can change the Hind into anything you like, such as an Apache. (If you take an Apache, perhaps stick to rockets and the gun, with no FCR.)

If you change the Hind to a Gazelle you can create a white team. However, you may find yourself outgunned...

Additional helicopters

You can add extra helicopters of any type through the mission editor. You can clone an existing helicopter, or add your own. Make sure you set up your navigation and waypoints as desired. Check your parking spot to avoid conflicts with other assets, such as the Chinook.

However, remember that the triggers will only work with the original White-1 or White-2.

Credits

Inspiration for this mission came from the following sources:

- "I love this job" DCS Mission by Presidium
- "Convoy escort" DCS Mission by Ogmia
- The "Angels of the ..." SAR and CSAR missions by CFrag
- Books
 - Low Level Hell - Hugh L Mills
 - Snake Pilot - Randy Zahn
 - Gunship Pilot - Robert F. Hartley
 - Scout's Out! - Ryan Robicheaux
 - Danger Close - Amber Smith
- Low Level Hell Podcast - Brian "Casmio" Harris