

Pirate Voyage Mission 6 – Bellamy's Heroes

Updated 6th Nov 2021 – updated carrier loadouts

Installation:

Download the zip file, use 7zip or similar to unpack it, copy the .miz file to your DCS Missions folder:

C:\Users\User's name\Saved Games\DCS.openbeta (if you're using the DCS OpenBeta)\Missions

If you've got loads of missions, you might want to save it to a sub folder marked 'Harrier' or similar so you can find it more easily.

SHORT BRIEFING:

Iranian government forces have landed in the north – get airborne and go stop 'em!

FULL BRIEFING:

Situation

It's a couple of days after you helped MFR Barbossa safely back to FOB Tortuga and there was much rejoicing.

Last night was quiet. The weather is closing in a little, but still safe for flying this morning.

Unfortunately, it's also been a fine night for the Iranian government to land armour in the north of the island.

Rebels in the port town of Dargahan on the north coast are reporting that cargo ships have docked in the night and quietly unloaded a force of armoured vehicles under cover of darkness.

We're assuming that they're planning on asserting their authority on the rebels, and strategically, the airport is the sensible place to head for so they can fly in reinforcements and hinder our ops.

There are two ways they could get here, along the coast road and then turn south, or a shorter route along the centre of the island, which we think is much more likely as there's more cover from towns along the way.

Objectives

Marines from Tortuga are executing a hasty ambush in open country between the towns of Tourian and Giahdan - point Bellamy.

Hills either side of the road should allow their ATGMs to outrange the government armour.

Cobras and Harriers from Tortuga will support the ground forces and hopefully we'll remove the threat before they get close to the airport.

An FAC team – callsign Shaba - will fly in with the marine infantry to advise targets in the area – listen out for their radio calls.

SAM batteries on the mainland could add a bit of menace, so 2 flights – Pontiac - will take off from the Black Pearl (Tarawa) to deal with them:

Pontiac 1 - SA2 at Havadarya.

Pontiac 2 - SA6 at Bandar Abbas.

That should give unlimited access to CAP support from the UAE and make attacking the armour much easier too.

Both flights will then return to the Black Pearl or Tortuga, re-arm and support the ambush at Bellamy.





Friendly forces in the area:

Flights:

Dodge flight (flyable)

Type: 2x AV8B

Freq: 243MHz

Task: Assist the ambush at Bellamy (WP1)

Primary targets: Iranian government armour

Secondary targets: Any other hostile forces attempting to assault the airport

Ordnance:

Waypoints:

1. Ambush point Bellamy - between villages inland
2. Dargahan harbour – starting point for hostile forces
3. FOB Tortuga at Qeshm airport
4. Alt landing – Black Pearl (The Tarawa group)

Pontiac flight 1 (flyable)

Type: 2x AV8B

Freq: 243MHz

Primary task: SEAD – SA2 battery at Havadarya

Secondary targets: SA6 battery, plus any other air defences and hostile forces attempting to assault the airport

Ordnance:

2xAGM122, 2xAIM9M, 2xAGM65F, ECM pod

Waypoints:

1. Take off and assemble west of Black Pearl
2. Hills west of Havadarya
3. Primary target – SA2 battery at Havadarya airbase
4. Secondary target – DA6 battery at Bandar Abbas airport
5. Secondary target – AAA and any other air defences at Dargahan port
6. Secondary target – support ambush at point Bellamy
7. FOB Tortuga at Qeshm airport
8. Landing – vicinity of Black Pearl (Tarawa)

Pontiac flight 2

Type: 2x AV8B

Freq: 243MHz

Primary task: SEAD – SA6 battery at Bandar Abbas

Enfield flight

Type: 2x AH1W

Freq: 266MHz

Task: CAS - Assist the ambush at Bellamy

Springfield flight

Type: 3x UH1

Freq: 266MHz

Task: Transport Marine infantry team Dalma and FAC team Shaba to ambush point Bellamy.

Colt flight

Type: 2x UAE Mirage 2000

Freq: 251MHz

Task: CAP

Ford flight

Type: 2x UAE Mirage 2000

Freq: 251MHz

Task: CAP

Darkstar

Type: E3A Sentry

Freq: 257MHz

Task: AWACS

Ground forces:

FAC team Shaba

Type: Infantry FAC

Freq: 133MHz

Task: FAC around ambush area Bellamy

Dalma – 2x Marine infantry and MANPAD platoons

Bootstrap - Marine Light armour 2xATGM / 2xcannon armed Stryker IFVs

Norrington - Marine 4xATGM Humvee team

