

A-10A Caucasus Intervention

A 2nd A-10A training mission for beginners, now for the Caucasus map. It includes take-off, intercept and destroy, attacking ground and air defenses, and returning to base. It is assumed that you know the basics of flight, simple navigation, firing guns and rocket, and dropping bombs. The mission is simple for advanced players but can be challenging for newbies. Mission duration should be under 40 minutes. Read the included PDF briefing as it will guide you as to what you should do. You will be able to practice the use of Sidewinders, Maverick Missiles, rockets and using the cannon. The story line is not based on real events, but imaginary. Feedback is welcomed.

Briefing:

On an early winter morning in December 2011, a cargo ship docks at a ferry terminal close to Chushka on the western sea border of Russia with the Ukraine. A well-armed insurgent force emerges and is on their way to rescue one of their commanders held captive in Zaporozhskaya to the NE of Chushka. The insurgents must use the road following the thin peninsula northwards, before turning east to Zaporozhskaya. Their force will be supplemented with a paratroop drop, and Intel has it that the drop will take place from a stolen An-26, that is getting air-born from Krymsk, about 100 nm to the East. You are based at Anapa-Vityazevo, roughly between the insurgent aircraft departure and the insurgent landing and have been called to immediate action. Intercept the An-26, destroy it and then halt the insurgents before they reach their target. The cargo ship has taken a run to safety, and it must be destroyed before it is out of reach.

Objectives:

1. Intercept and destroy the An-65 before it can make the paratroop drop.
2. After destroying the An-65, destroy the insurgent convoy which consists of a number of vehicles, including troop carriers and armored vehicles, a mobile command center, and AA vehicles in front and rear of the convoy.
3. Intercept and destroy the cargo ship.
4. Return to Anapa-Vityazevo and land. Instruct your wing man to return to base.

Image 1: Overview of mission



Image 2: Detail of convoy strike area

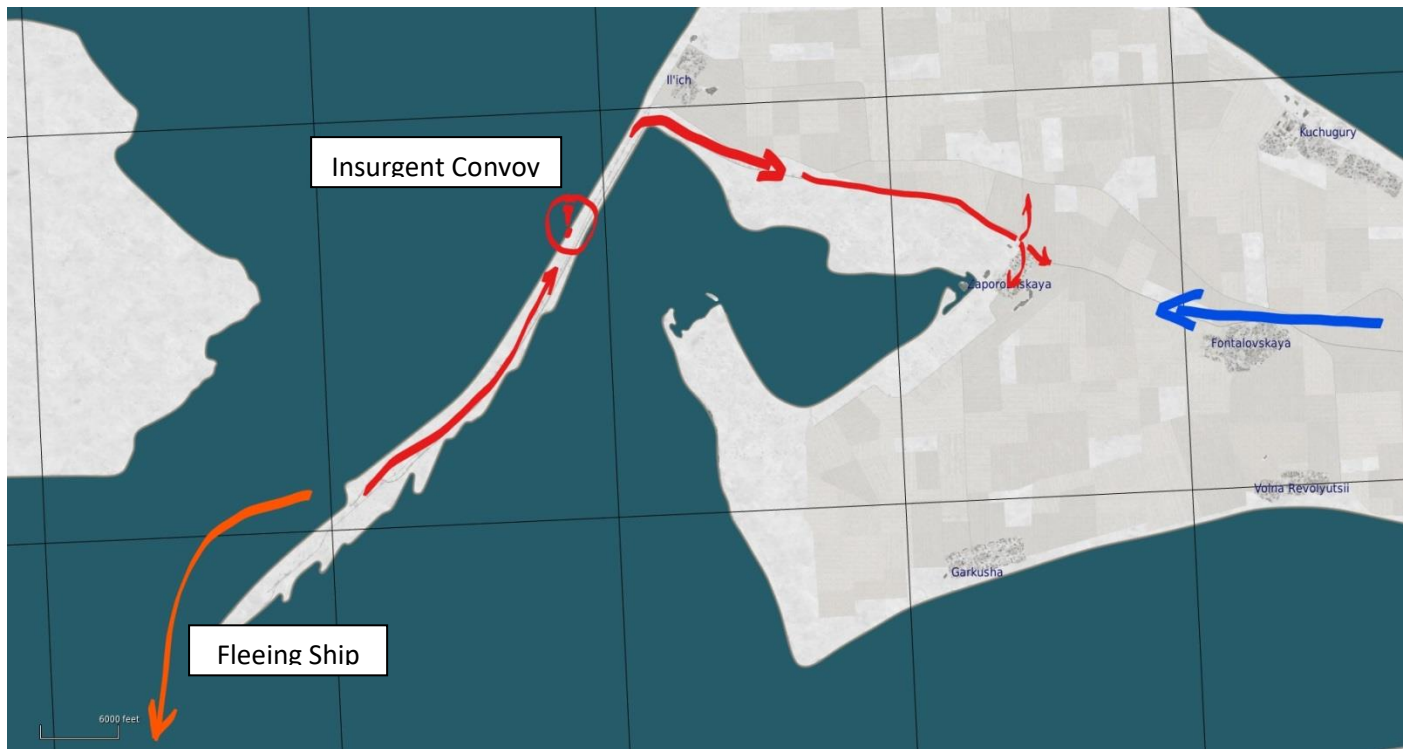
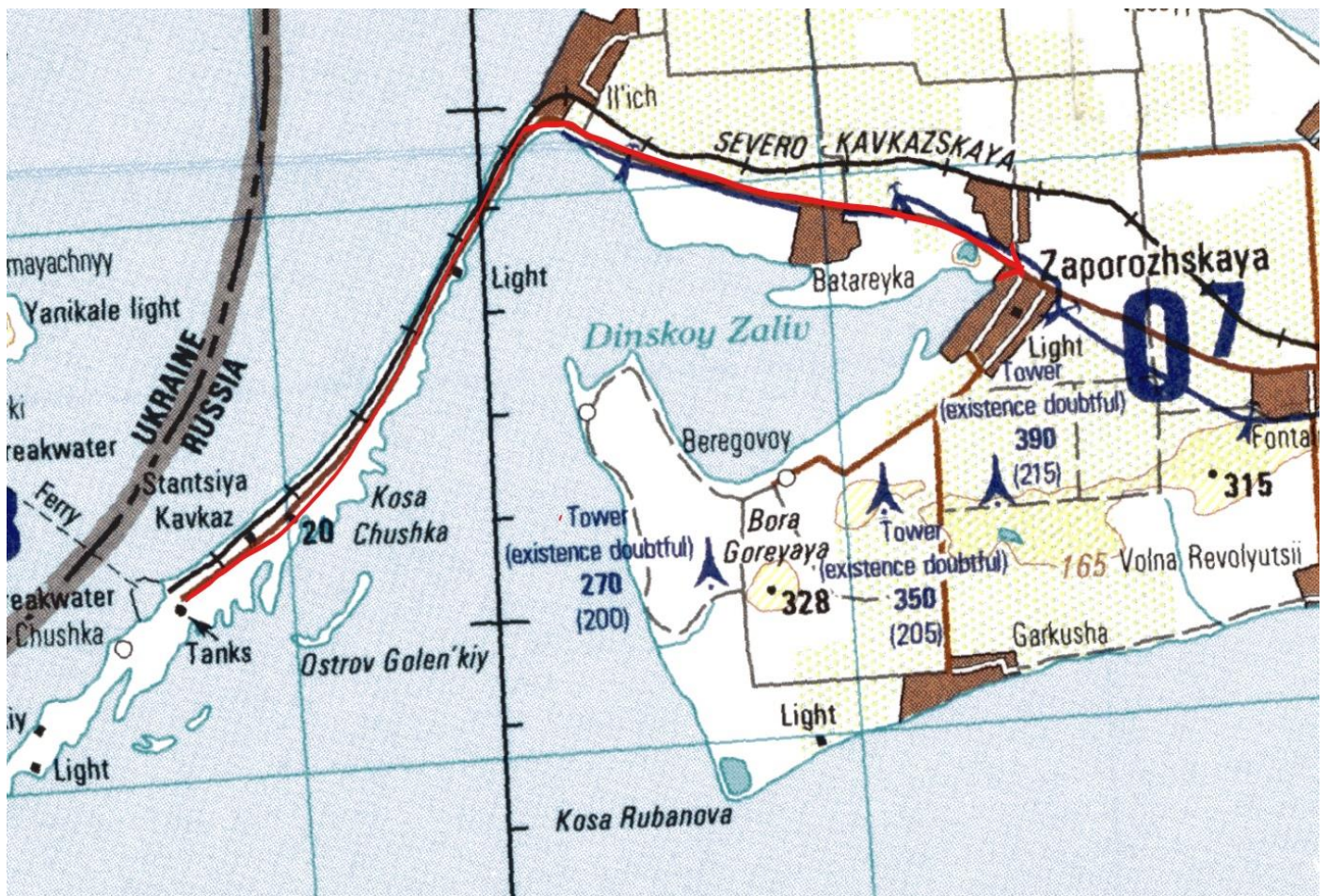


Image 3: Political map of strike area



Notes:

You have four waypoints:

1. You are taking off in a SW direction, so turn left or right overhead the field to the first waypoint to intercept the An-65. It can be hard to spot, especially if you turn off "labelling". If you miss the An-65, it will be hard to catch up as it flies at about the same speed as the A-10A. Initially, aim to arrive high and dive in for the kill. If you miss it, give chase as best you can.
2. Fly to the second waypoint to find and kill the convoy. Watch out for the mobile air defences. The wingman can help out.
3. Waypoint three is towards the fleeing cargo ship in case you do not spot it.
4. Waypoint four takes you back to Anapa-Vityazevo, where you and the wingman must land. You may also just look at the map and follow the coastline back.
5. You have unlimited ammo, and a full (but not unlimited) tank of fuel.
6. You have a wingman so that you can practice basic instructions.
- 7. NB: There are no trigger zones in the mission, and everyone starts moving once you have logged into the mission.**

Installation:

To install, place the "Caucasus Intercept.miz" file in: C:\Users\"your user name"\Saved Games\DCS\Missions

Open DCS World, click on "Missions" (RH Panel) > "My Missions" (On the left) and look for "Nevada Intercept". Click OK and Play.

Enjoy!

Stoned.