

Operation Steppenwolf



Operation Steppenwolf is a dynamic multiplayer mission that scales with the number and type of participant client aircraft. For that reason it can also be played in single player. Both sides are flyable. Mission goal is the complete elimination of enemy armored vehicles.

Background

Russian forces are pitted against a coalition of US and French forces. Blue forces are holed in near the western seashore of Georgia, and are under attack from all sides by Russian armored divisions. The primary locations of these attacks are near Senaki, Kutaisi and Gali. Both sides rely heavily both on helicopter forces and airpower. Blue has their Carrier Battle Group near the Turkish border, and Red's carrier is near Gudauta. All airfields within the theater of operation are active, and both sides will launch fighters and bombers from their airfields throughout the mission. All players should monitor airfields for enemy activity. Ground attack aircraft should closely coordinate with fighter protection.

Because of the condensed nature of the theater, this mission is particularly suited for helicopter operations. Helicopters are tasked with troop transport, sling-loading and CSAR.

Theater of operation:

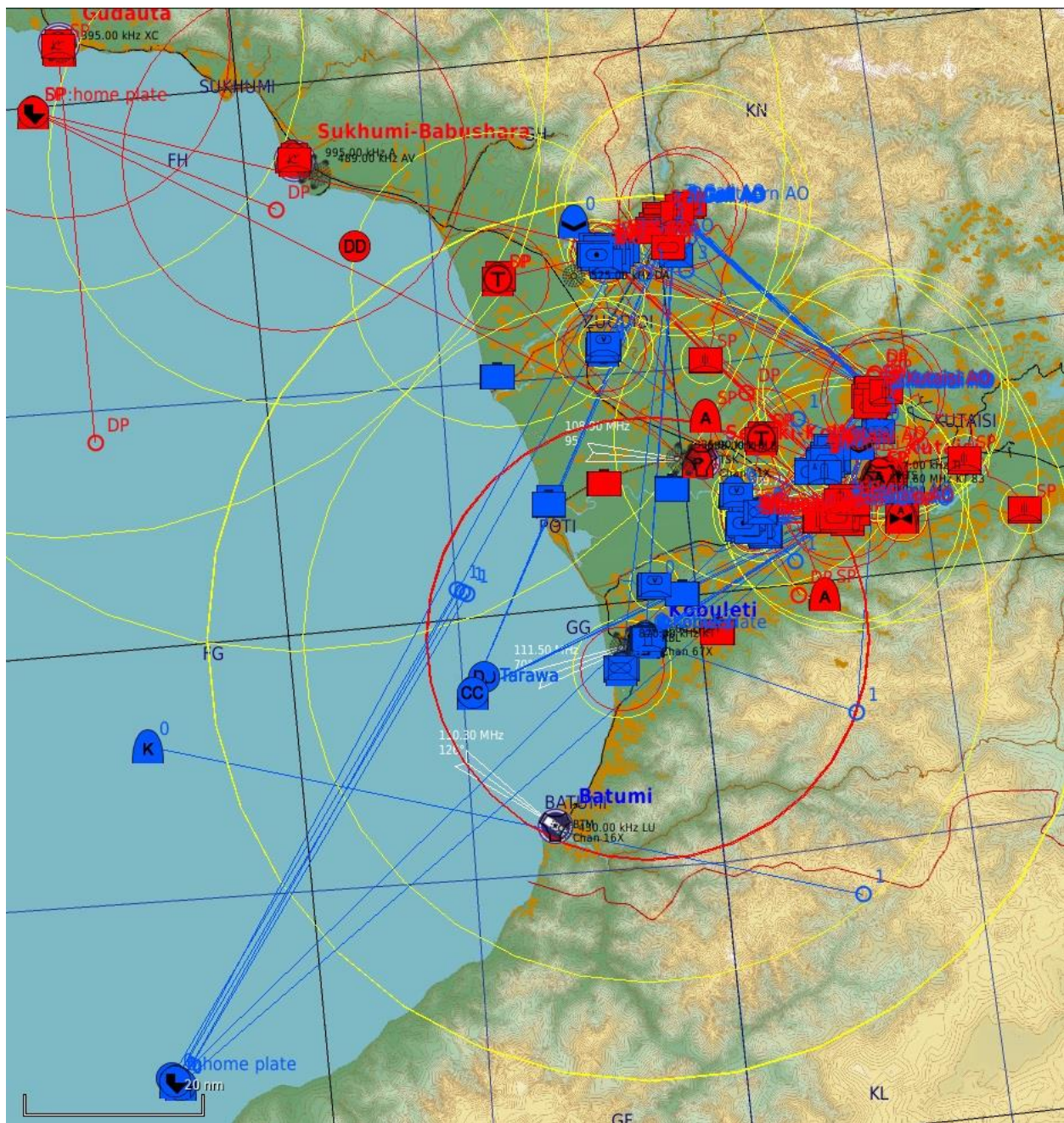


Fig. 1: Overview over the theater of operation.

Ground operations:

The primary locations of the ground war take place near Senaki, Kutaisi and Gali. You are to support friendly forces and attack enemy forces in these three AOs.

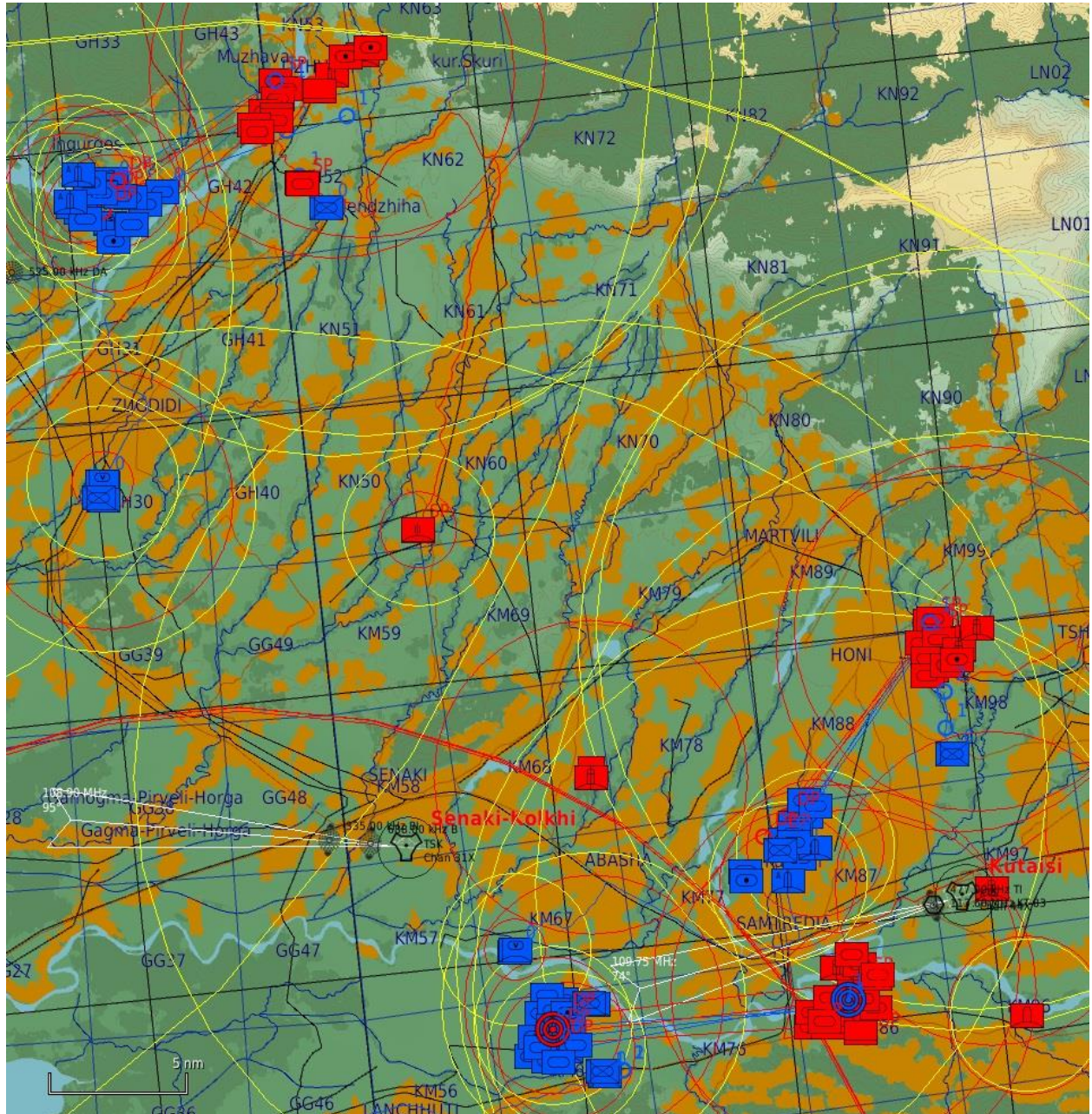


Fig. 2 Ground operations

Gali AO: JTAC Warrior, 33 MHz FM, AFAC Uzi 128 MHz AM

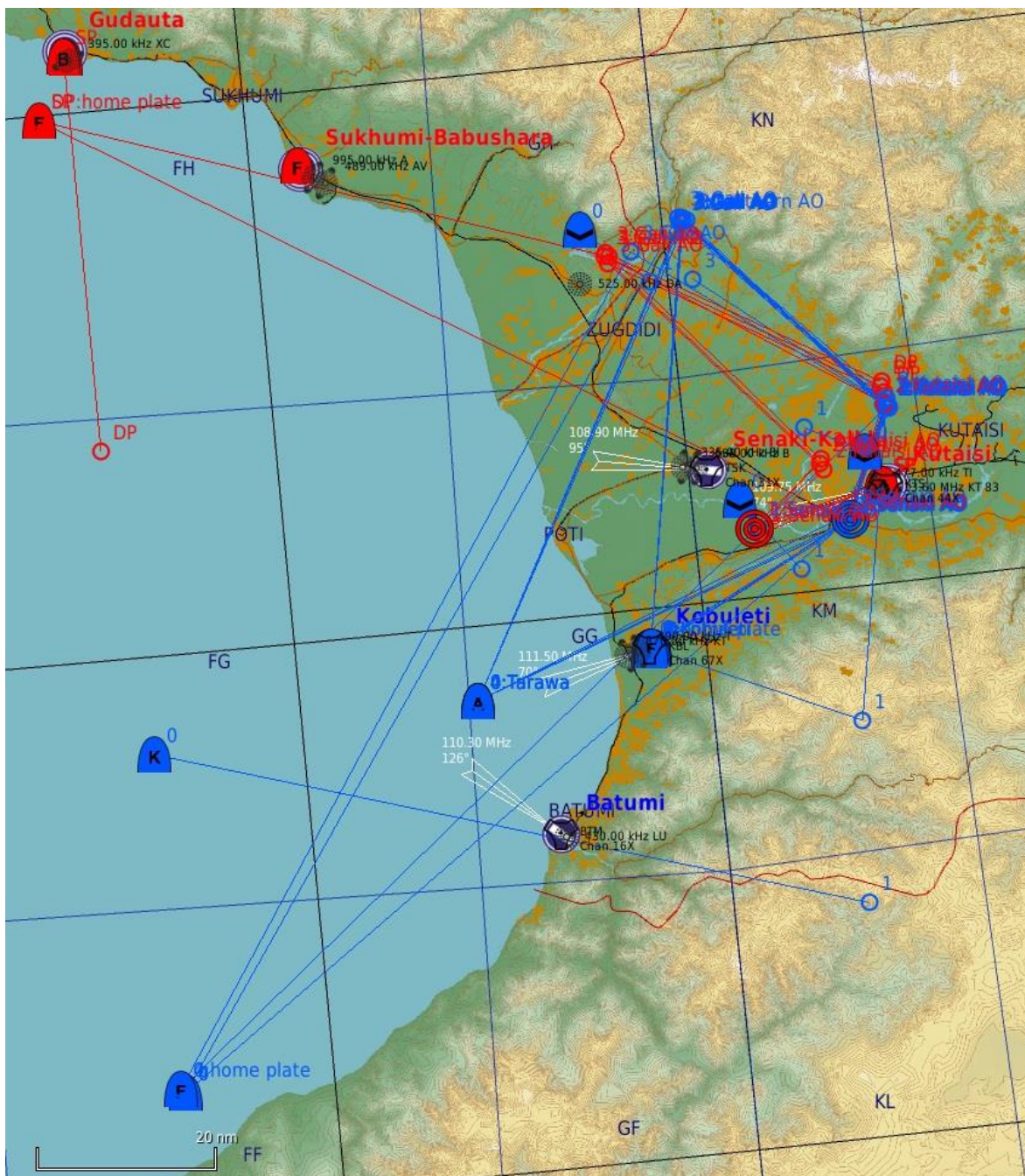


Fig. 3: Fixed wing operations

Attack aircraft have an F-10 other menu option available to them for auto-lase: When selected, the nearest JTAC to the requesting aircraft will pick a suitable target and lase it for 90 seconds. JTAC will vector you to the target and count down the remaining lase time. If lasing time is not sufficient to locate, lock and guide missile until impact, select auto lase feature again from F-10 menu for an added 90s of lase time.

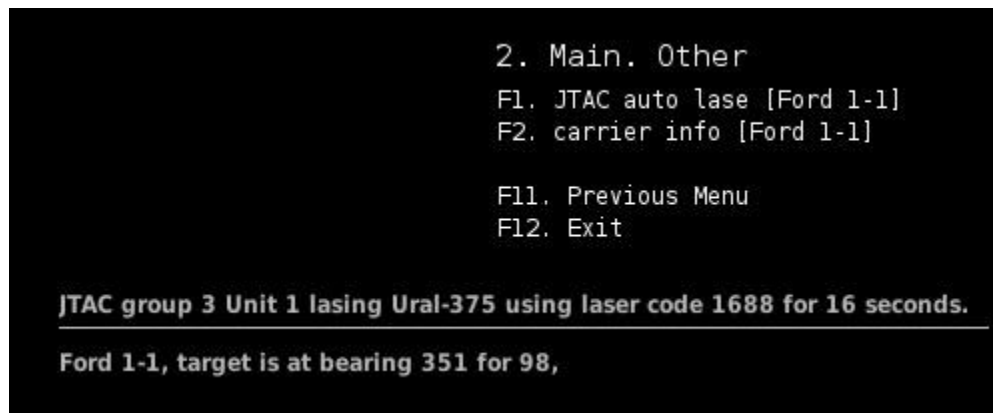


Fig. 4: auto lase F-10 menu item.

Mig-29A, Su-27 and Su-33 flights:

Provide air cover for the CAS flights, and eliminate all enemy fighters in the area. Expected blue aircraft are F-14s, F-15s, F-16s, F-18s, M-2000Cs, AV-8Bs and A-10As.

red flights are on 128.5 AM

AWACS 999 is on 127.5 MHz AM

F-15, F/A-18 and M-2000C flights:

Provide air cover for the CAS flights, and eliminate all enemy fighters in the area. Expected red aircraft are Mig-29As, Su-27s and Su-25s.

blue flights are on 125 AM

AWACS Overlord is on 124 MHz AM

Bullseye is on WP1 for FA-18 flights

Carrier capable aircraft have an F-10 Other menu item available to them that lists relevant carrier information, such as BRC, ATC, TACAN and ILS frequencies.

F-14B flights:

Intercept anti-ship bombers inbound from Gudauta. Use ARC-182 preset 1 to contact ATC, and preset 2 to contact Vinson.

Helicopter operations:

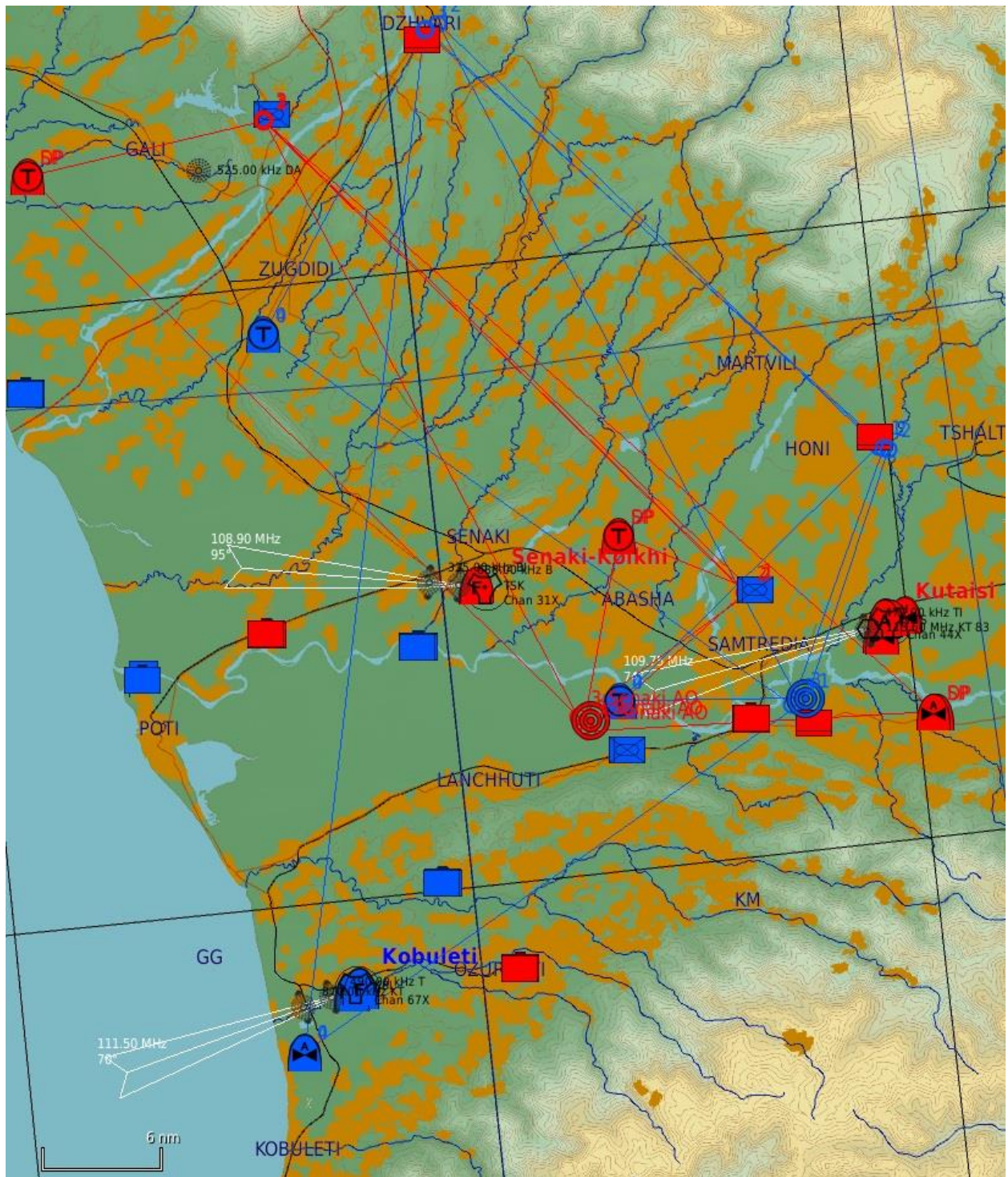


Fig. 5: Helicopter operations

Mi-8MT flights and UH-1H flights:

You are tasked with CSAR [use F10 menu to see CSAR list]. Rescue a pilot by flying to its location (an infantry soldier is used as a stand-in) and land within 100 m. If pilot ejected over water, you won't see the stand-in (he is on the sea floor), use flare marker (F10 menu) instead. If landing is not possible, e.g. in a heavily wooded area or over water, hover over downed pilot for 10s at 35 - 50 m AGL. Return the rescued pilots to an active MASH. You may also be called upon to rescue sailors from vessels in distress.

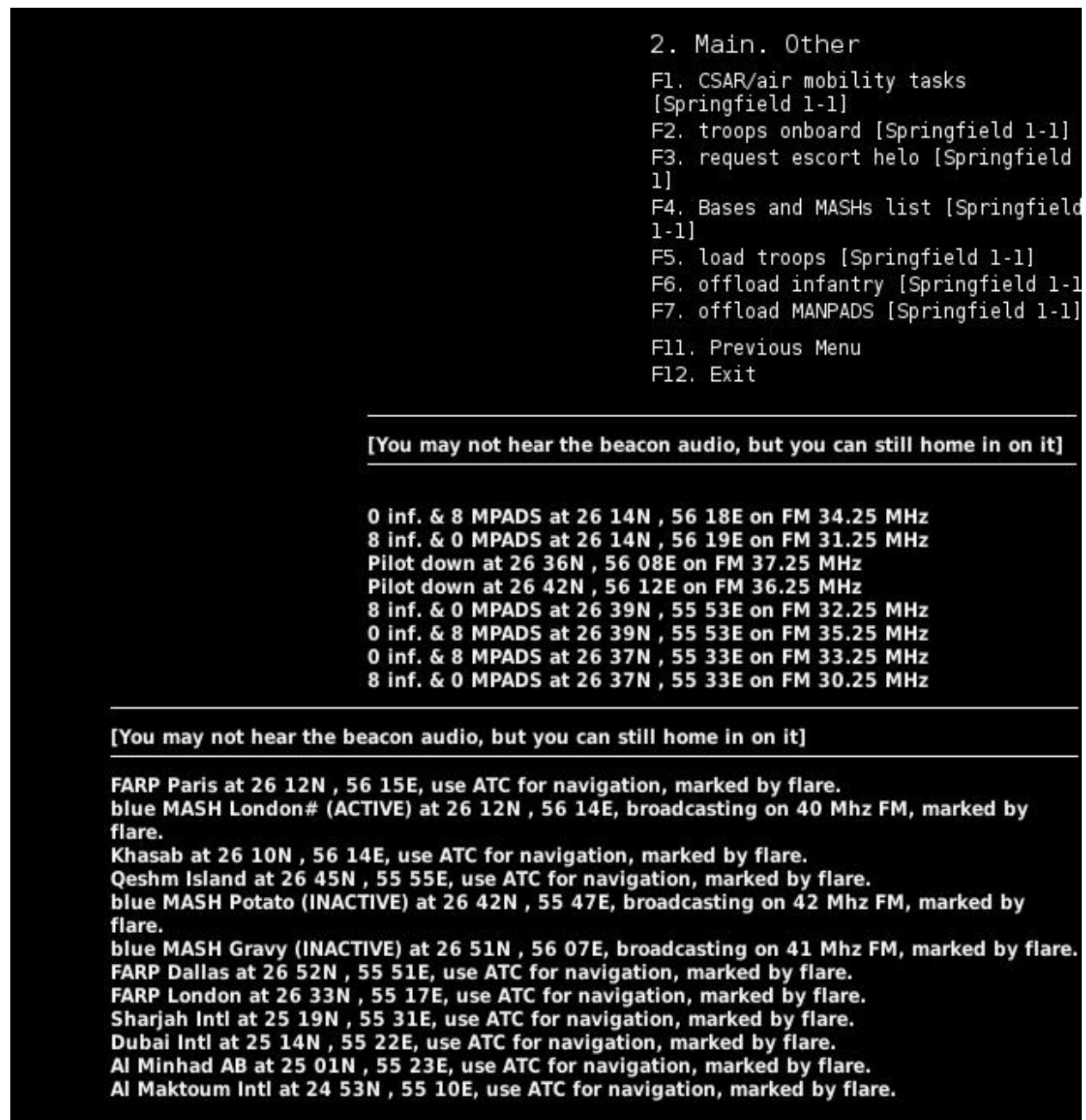


Fig. 6: Example F-10 Other menu items available to Mi-8 and UH-1 flights

You are also tasked with air assault. Load soldiers using the F10 menu. The objective is to capture enemy bases. This is done by eliminating all enemy forces from the base, and landing our troops there (use F10 to offload troops). You can request a heavily armed escort helicopter (F-10 menu) to assist you in this task, also your wingman is configured as a gunship. Red escorts (once requested) are on 127.5 AM, blue escorts are on 125 AM.

You can also drop troops to engage enemy infantry or air defenses, and drop MANPADS. Use F-10 menu 'CSAR air mobility tasks' for further info.

There are active and inactive MASHs in the mission. Drop rescued pilots at an active MASH. You can turn inactive MASHs into active ones by supplying them by sling load. One enemy armored group per AO has run out of materiel and is being resupplied by truck convoy before it can rejoin the battle. Eliminate enemy truck convoys. You can also resupply friendly units by sling-load. Inactive FARPS can also be activated by sling load. A list of sling-load tasks is automatically displayed every 2 minutes.

Red FARPS are on 127.5 MHz.

Blue FARPS are on 124 MHz.

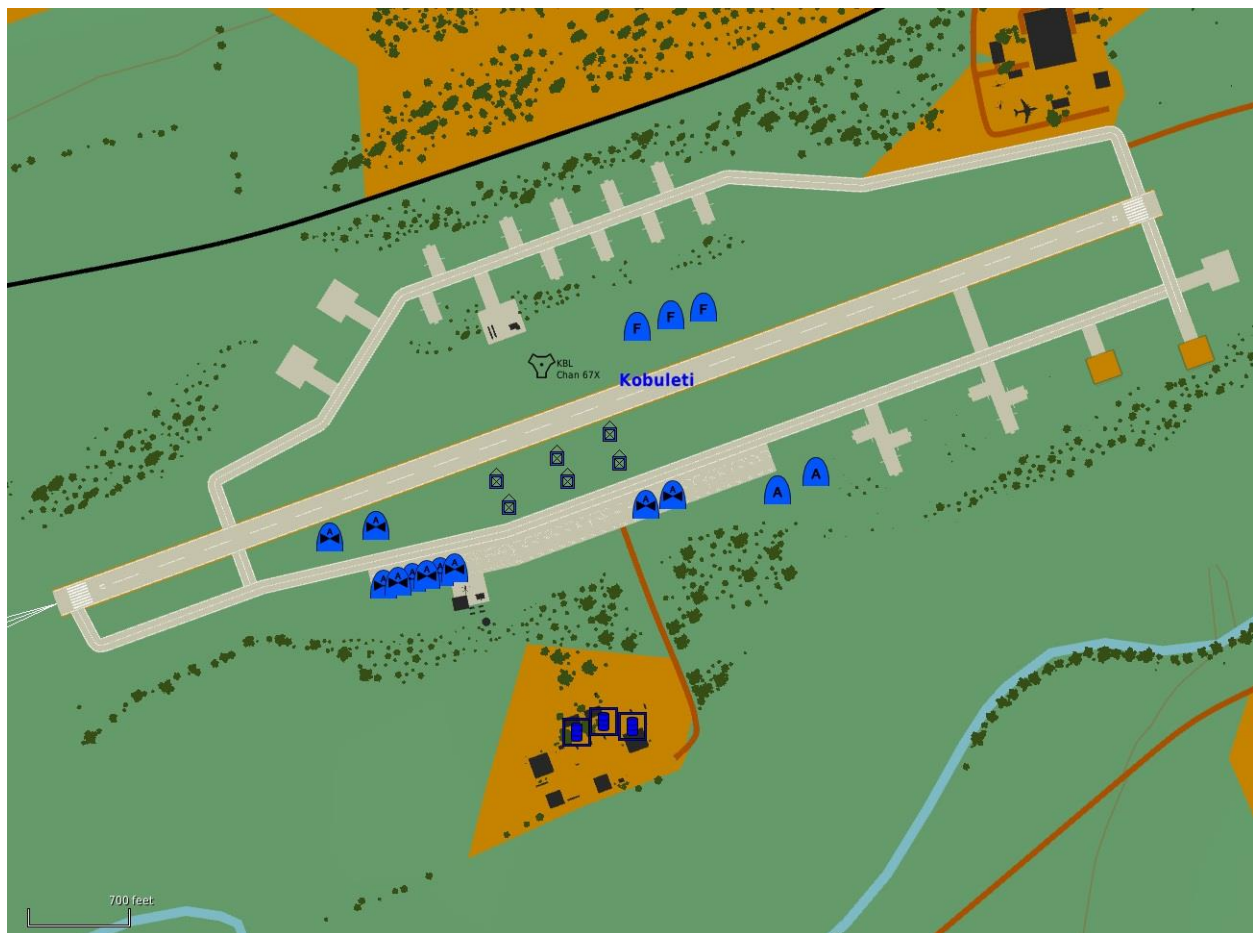


Fig. 7: Location of blue sling loads



Fig. 8: Location of red sling loads