

# Operation „DAVID’S TRIDENT“

## Setting

During the 2006 Lebanon war Hezbollah launched rocket attacks against the Israeli town of Hadera on 4 August 2006. This attack marked the southernmost rocket attack into Israel during the campaign. In retaliation, Israel launched a commando operation to eliminate Hezbollah leaders allegedly responsible for the attack, meeting in an apartment building in the South Lebanese city of Tyre. A group of Shayetet-13 navy commandos were sent, with the cover of helicopter gunships.

Operation “*David’s Trident*” is loosely based on these events.

## The operation

At 0030 local time, a flight of two UH-60 helicopters, callsign *Yanshuf* will prepare for their departure at Rosh Pina airfield in Northern Israel. They will each insert a group of commando soldiers into Tyre, who will try to eliminate the enemy leaders in an apartment building. For an initial attack they will laze the building, i.e. the room where the meeting is taking place, so the helicopter gunships can fire a Hellfire at this location. The commandos will then search the building and once done, return to the LZ to be picked up again by *Yanshuf* flight. During the ground operations, the UH-60s will hold in a pattern south of the town.

In support of the mission, a flight of two F-16s from Ramat David is in the air and can be called in to assist by the F10 menu.

## Task

You will escort the UH-60s with your AH-64D Apache. Stay with the transport helicopters, until you receive instructions to detach from the formation.

Hold your fire, until instructed otherwise – your first shot will be a remote Hellfire shot at the target building. Make sure to set a TSD point for the building!

While the commandos are on ground, cover their operation and subsequent extraction from the air. Any military vehicles in the area can be assumed hostile.

Once the Commandos (callsign *Trident*) are extracted, escort the UH-60s back to Israel.

## Relevant coordinates

| Type | Ident | Coord        | Comment         |
|------|-------|--------------|-----------------|
| CM   | BP    | YB 1169 8370 | Battle point    |
| CM   | LZ    | YB 0726 8336 | LZ Alpha        |
| CM   | LZ    | YB 0642 8349 | LZ Bravo        |
| CM   | AG    | XB 9139 3232 | Haifa Airport   |
| CM   | EM    | YB 0472 8375 | Tyre barracks   |
| TG   | TG    | YB 0658 8367 | Target building |

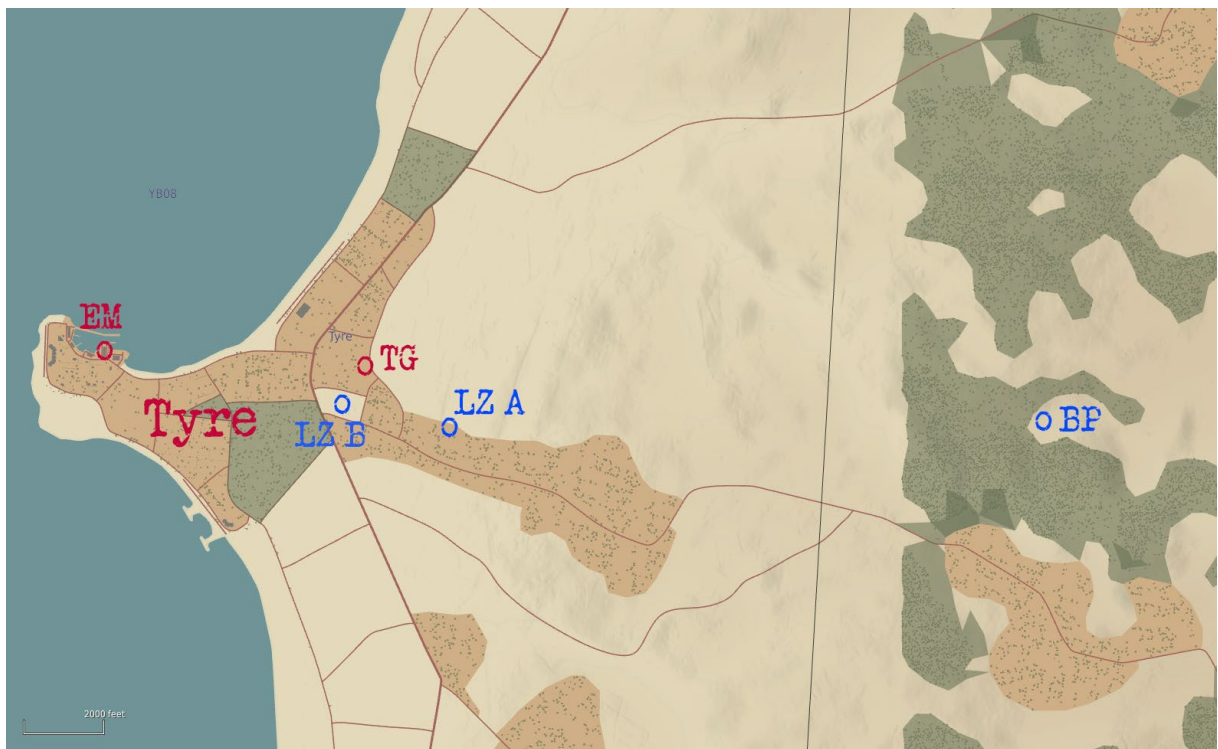
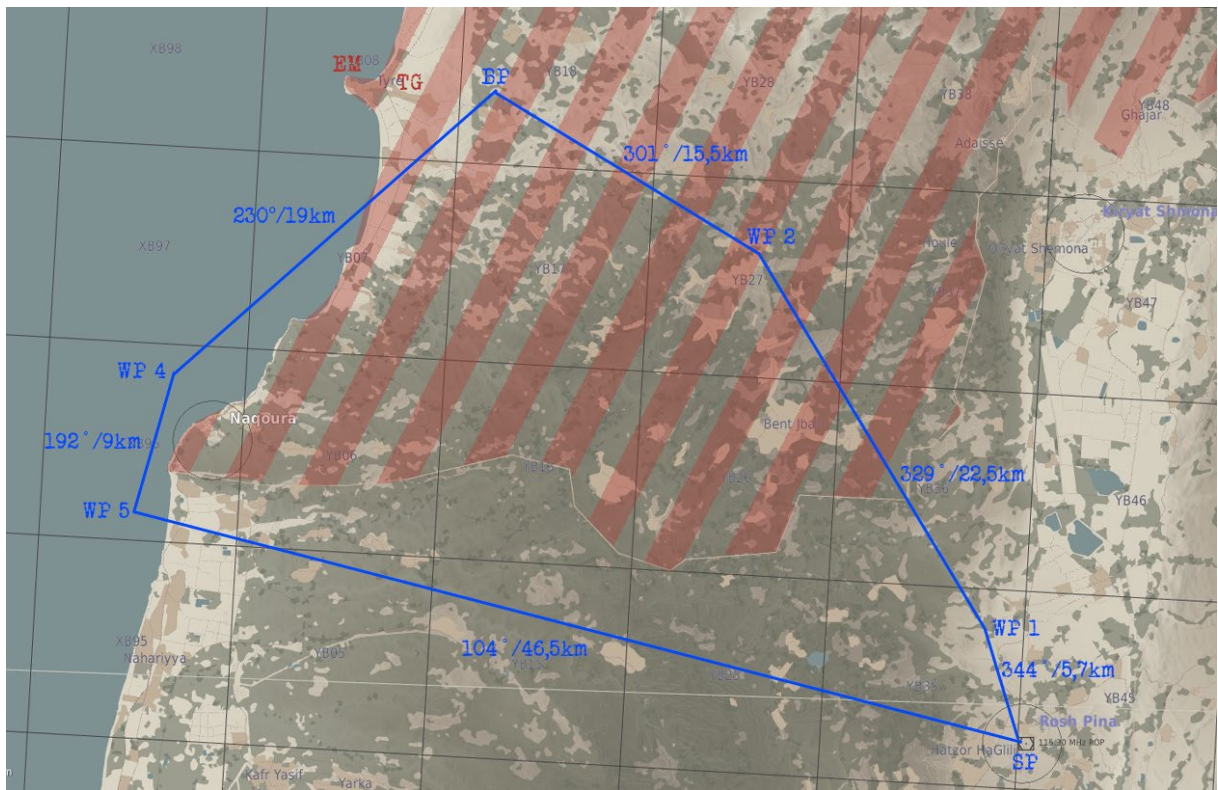
## Relevant Frequencies

|   | RED     | GREEN   | BLUE   |
|---|---------|---------|--------|
| 1 | 241.000 | 118.450 | 32.500 |
| 2 | 242.500 | 118.600 | 34.250 |
| 3 | 250.150 | 127.800 | 35.000 |
| 4 | 251.250 |         |        |
| 5 | 251.500 |         |        |

You will communicate on the common mission frequency channel **RED 2**.

The Commandos will use channel **BLUE 1**, while on the ground.

## Maps





## Mission options

The zip file contains two versions of the mission:

*CG\_AH-64\_Operation\_Davids\_Trident\_day\_1\_2.miz*

and

*CG\_AH-64\_Operation\_Davids\_Trident\_night\_1\_2.miz*

The night mission has a starting time of 00:30, to resemble the real event.

The day mission is set to a starting time of 06:30 for the users that prefer day time operations.

Mission includes slots for two client AH-64Ds, so you can fly it with one to four players.

*Note: as the triggers are bound to unit and group names, please do not rename any units or groups, as this will cause the mission not to work as designed.*

## Skin

I strongly recommend to download and use ZedTank's excellent IAF skin for the AH-64D

<https://www.digitalcombatsimulator.com/en/files/3321097/>

For the correct UH-60 skins, please use Cowboy's UH-60A skin pack

<https://www.digitalcombatsimulator.com/en/files/3314233/>

## **Version history**

|        |  |
|--------|--|
| V 1.0  | initial release  |
| V 1.1. | adjusted some timings, added instructions to provide cover and when to return home |
| V 1.2  | UH-60s did not wait for the player - fixed   |

## **Imprint**

Version 1.2 / April 2022

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