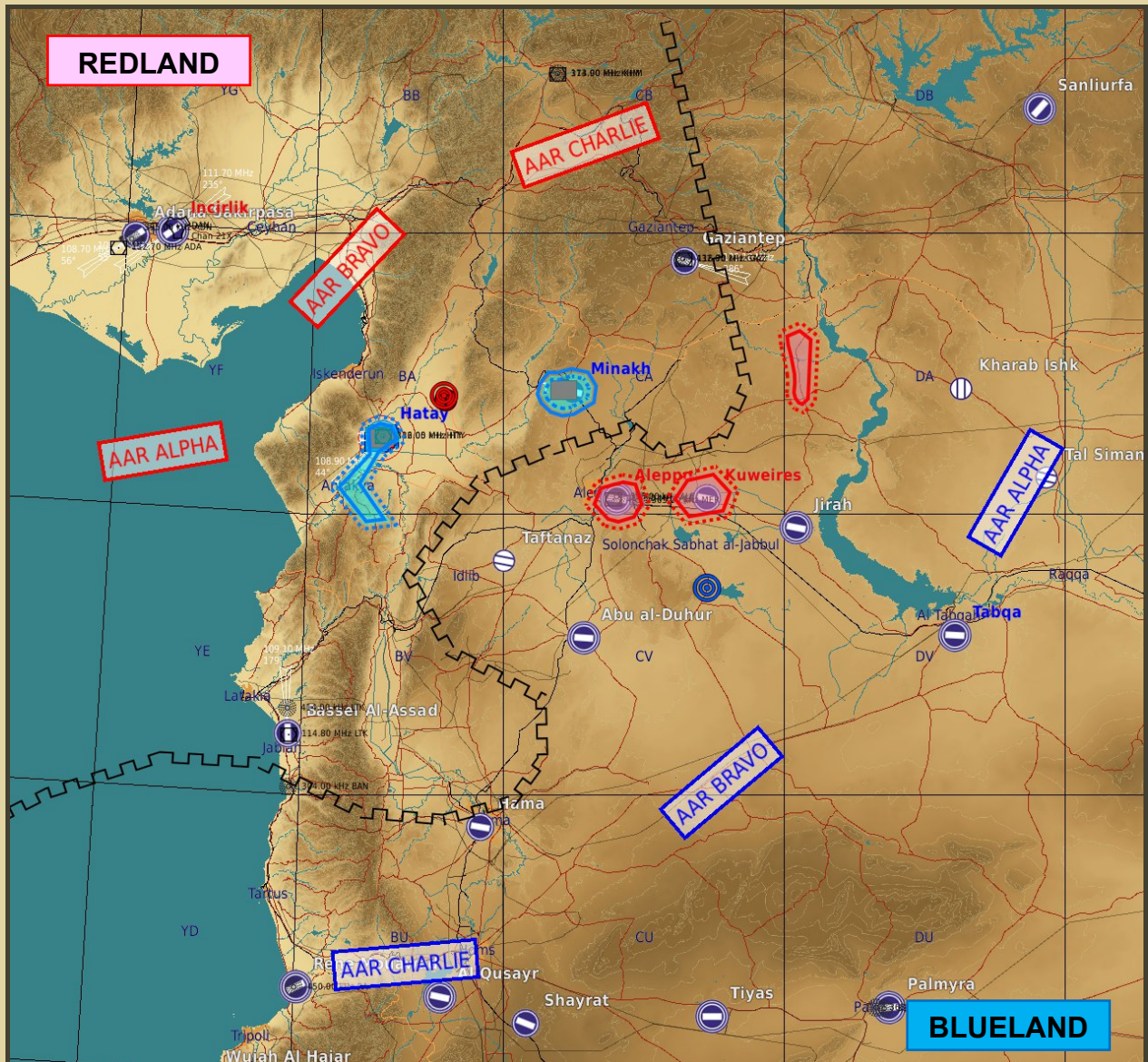




Operation Middle East Shield 2025

by =GR= Panthir

Mission Type: PvP



Many thanks to the following script authors:

Grimes and Speed for Mist http://wiki.hoggit.us/view/Mission_Scripting_Tools_Documentation,

Ciribob for CTLD <http://forums.eagle.ru/showthread.php?t=143107>

=GR=DIMPAH for modifying CTLD, Steggles for the EWRS

<http://forums.eagle.ru/showthread.php?t=158076>

and Christian Franz and cf/x for DML <https://github.com/csofranz/DML>

REDFOR BRIEFING

SITREP

- RED AIRFORCE is operating from INCIRLIK AB and DUBLIN FARP located at BA73. ALEPPO AB is still controlled by a small RED ground armored group.
- Moreover, a friendly ISIS group is currently controlling KUWEIRES AB and an ISIS convoy supported by our forces (currently located at DA06) is moving south, through MANBIJ to reinforce ISIS group at KUWEIRES AB (ETA 40 minutes after mission start).
- KUWEIRES and ALEPPO AB can be used to refuel and rearm with caution (HIGH RISK), as long as they are behind the enemy lines.
- An ISIS convoy, suspected to be supported by the BLUE ARMED FORCES was detected heading north from BV59 to ANTAKYA BA41 (ETA 40min after mission start), to reinforce the ISIS forces occupying HATAY AB.
- ISKENDERUM (H), ANTAKYA (H), GAZIANTEP (H) and BASSEL AL-ASSAD AB are SAR readiness Units available to get SAR slots.

AVAILABLE RED FORCES

- INCIRLIK AB is defended by a Patriot Battery.
- DUBLIN FARP (BA74) is defended by a Hawk Battery.
- CRC Callsign "Badger" located at INCIRLIK (256.00).
- ALEPPO AB is protected by a small SHORAD GROUP.

RED ASSETS - INSTALLATIONS OF HIGH VALUE

- A tanker that is anchored at an Oil Platform located at YE68.
- A nuclear submarine in maintenance at BA46.
- A Chemical Weapon Factory at INCIRLIK industrial area.
- KC135MPRS and KC135 (CB15 – BB32).

PRIMARY MISSIONS

- Capture MINAKH AB by eliminating the remaining BLUE ground forces to enable its usage by the RED AIRFORCE assets. In order to capture it, you will have to transport troops.
- Deny the BLUE ARMED FORCES to maintain HATAY AB occupation by assisting the ISIS controlling forces to be reinforced by destroying an ISIS convoy that was found to move north from BV59 **before it arrives at ANTAKYA BA41** (ETA 40min after mission start). The RED SUPPORT COMMAND is ready to enable RED AIRFORCE capability to operate from HATAY AB, as soon as the convoy doesn't reach its final destination.
- Protect the friendly ISIS convoy that is currently moving to reinforce KUWEIRES AB controlling forces (started from DA06 heading south through MANBIJ – ETA 40 minutes after mission start).
- CTLD logistic is available inside FARP and HATAY main apron (when is liberated). When MINAKH is liberated CTLD logistic and MASH will be available 1.5 NM WEST of RWY 10 thresholds.
- Rescue survived pilots and evacuate them to the closest MASH (Mobile Army Surgical Hospital) and **get 5 points for every rescued pilot.**

TARGET LIST (BLUE ASSETS - INSTALLATIONS OF HIGH VALUE)

- Bridge 1 (8p)

- Bridge 2 (8p)
- ISIS HQ (3p)
- Tanker YD48 (5p)
- Chemical Weapons Factory at TABQA (20p)
- Nuclear Submarine (8p)
- KC135MPRS (15p)
- KC135 (15p)

NAV AIDS

INCIRLIK	21X
HATAY	22X – 32FM – MASH 500khz (Mi-8 R828: CH 3)
MINAKH	23X – 31FM - MASH 600khz (Mi-8 R828: CH 2)
DUBLIN FARP	24X – 30FM - MASH 700khz (Mi-8 R828: CH 1)
SHELL 1-1 (KC-135MPRS)	25X (SHL) - 256.00 – 15K – 0.68M
TEXACO 1-1 (KC-135)	26X (TXC) - 256.00 – 16K – 0.68M

WAYPOINTS

Load Route Tool Preset Middle East RED:

Incirlik - Dublin FARP - Hatay - Minakh - Aleppo - Kuweires – BLUE FARP - Tabqa

BLUEFOR BRIEFING

SITREP

- BLUE AIRFORCE is operating from TABQA AB and LONDON FARP located at CV77. - MINAKH AB is still controlled by a small BLUE ground armored group.
- Moreover, a friendly ISIS group is currently controlling HATAY AB and an ISIS convoy supported by our forces (currently located at BV59) is moving north, through ANTAKYA to reinforce ISIS group at HATAY AB (ETA 40 minutes after mission start).
- MINAKH and HATAY AB can be used to refuel and rearm with caution (HIGH RISK), as long as they are behind the enemy lines.
- An ISIS convoy, suspected to be supported by the RED ARMED FORCES was detected heading south from DA06 to MANBIJ (ETA 40min after mission start), to reinforce the ISIS forces occupying KUWEIRES AB.
- TAFTANAZ, AL QUSAYR, JIRAH and HAMA AB are SAR readiness Units available to get SAR slots.

AVAILABLE BLUE FORCES

- TABQA AB is defended by a Patriot Battery
- DEIR EZ-ZOR
- LONDON FARP (CV77) is defended by a Hawk Battery
- CRC Call sign “Mantis 1” located at TABQA AB (251.00)
- MINAKH AB is protected by a small SHORAD GROUP.

BLUE ASSETS - INSTALLATIONS OF HIGH VALUE

- A tanker that is anchored at an Oil Platform located at YD48.
- A nuclear submarine in maintenance at YD67.
- A Chemical Weapon Factory at Tabqa industrial area.

- KC135MPRS and KC135 (CU25 – DV10).

TARGET LIST (RED ASSETS - INSTALLATIONS OF HIGH VALUE)

- Bridge 1 (8p)
- Bridge 2 (8p)
- ISIS HQ (3p)
- Tanker YE68 (10p)
- Chemical Weapons Factory at INCIRLIK (20p)
- Nuclear Submarine (15p)
- KC135MPRS (15p)
- KC135 (15p)

PRIMARY MISSIONS

- Capture ALEPPO AB by eliminating the remaining RED ground forces to enable its usage by the BLUE AIRFORCE assets. In order to capture it, you will have to transport troops.
- Deny the RED ARMED FORCES to maintain KUWEIRES AB occupation by assisting the ISIS controlling forces to be reinforced by destroying an ISIS convoy that was found to move south from DA06 **before it arrives at MANBIJ DA04** (ETA 40min after mission start). The BLUE SUPPORT COMMAND is ready to enable BLUE AIRFORCE capability to operate from KUWEIRES AB, as soon as the convoy doesn't reach its final destination.
- Protect the friendly ISIS convoy that is currently moving to reinforce HATAY AB controlling forces (currently located at BV59 heading south through ANTAKYA – ETA 40 minutes after mission start).
- Rescue survived pilots and evacuate them to the closest MASH (Mobile Army Surgical Hospital) and **get 5 points for every rescued pilot**.
- CTLD logistic is available inside FARP and KUWEIRES main apron (when is liberated). When ALEPPO is liberated CTLD logistic and MASH will be available 0.75 NM WEST of RWY 09 threshold.

NAVAIDS

TABQA	11X
KUWEIRES	12X – 42 FM – MASH 550khz (Mi-8 R828: CH 3)
ALEPPO	13X - 41 FM – MASH 650khz (Mi-8 R828: CH 2)
LONDON FARP	14X – 40 FM – MASH 750khz (Mi-8 R828: CH 1)
TEXACO (KC-135MPRS)	15X (TXC) – 251.00 - 15K – 0.68M
ARCO (KC-135)	16X (ARC) – 251.00 - 16K – 0.68M

WAYPOINTS

Load Route Tool Preset Middle East BLUE:

Tabqa - London FARP - Kuweires - Aleppo - Minakh - Hatay – RED FARP - Incirlik

COMMON BRIEFING

- Teams are recommended to assign a Leader, responsible for keeping ROE and coordinate to define the winner. The Team Leaders will coordinate via chat for the mission start.
- PvP will last only two and a half hours. Remaining time can be seen via **F10 Menu – Remaining time** for 15 seconds.

- Each team has available only 2 Squadrons, except F-15s and JF17 Sqns that have 8 aircrafts, the rest have 24 aircrafts of each aircraft type at INCIRLIK and TABQA and 8 HELO of each type at FARP and secondary and SAR airbases. Attack HELO and Attack Aircrafts can be spawned only at ALEPPO and MINAKH when occupied.
- When landed all assets will be set under maintenance and the client will automatically forced to leave the slot. For Fighter Aircrafts and Attack HELO the delay time is 20sec. For CARGO HELO the delay time is 60 seconds in order to perform CTLD unpacking actions.
- All assets set under maintenance will be available after the set maintenance time passes. For Fighters and HELO the maintenance time is set to 15 and 8 minutes respectively. The player can get another slot, if available. The per base maintenance status can be checked via F-10 menu.
- Unlimited spawns are permitted per player. All assets are cold and unarmed. A slot change can be made then, as long as, all players are permitted to fly all assets.
- All targets are depicted on the MAP with a red F10 mark with description (pop up targets as well). When a target is destroyed the relevant F10 Mark disappears.
- Is not allowed to strike Airbase AMMO and FUEL depots and MASHs. It is allowed to attack Runways, parking areas, shelters and landed or taxing assets and FARP installations.
- Any destroyed visible A/C – HELO slot will be automatically deactivated for the rest of the mission.
- Fighters can spawn only at INCIRLIK and TABQA. At ALEPPO, KUWEIRES, HATAY and MINAKH AB HELO there are available only HELO slots.
- AAR is available on demand via **F10 menu – Others**. After AAR is airborne, you can order AAR to move to one of the three AAR areas, via **F-10 Menu - Others**
- CTLD is available for all HELOs with CARGO suffix in order to transport Troops to occupy airfields and improve air defense or setup a JTAC units.
- CSAR is available via F-10 Menu – Other for all UH-1H, Mi-8MT, Mi-24P and CH-47F. You get vectoring and NDB info for all ejected pilots, friends and enemies. Friendly pilots will give you vectoring information when at 1500m and they will pop up a flare. Enemy pilots will start shooting you when in range. In order to capture an enemy pilot land at least 1000m from his position. You can load onboard more than one enemy and friendly pilots on board. Rescue them and transport them to the nearest AFB, FARP or Forward MASH. Get vectoring for the nearest one via F-10 menu – other – CSAR – Direction to the nearest safe zone.

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Auto
3. Main. Other. CSAR Missions
F1. List active CSAR requests
F2. Status of rescued crew aboard
F3. Unload one evacuee here (rescue later)
F4. Direction to nearest safe zone

F11. Previous Menu
F12. Exit

```

- CSAR HELOs are available to several AB.
- It is not allowed to move ground units.

- An automatic system will award each player with score, only after landing, as follows:
 - Aircraft kill: + 2 point
 - Helo, Ground unit kill: + 1 point
 - Landing: +0 point
 - Aircraft, helo lost: - 1 point
 - Pop Up Target: 5 points
 - Rescued Pilot: 10 points
 - Arrest Enemy Pilot: 30 points
 - Friendly kill: - 10 points
 - Destroy Enemy Convoy: 20 points
 - Protect Friendly Convoy: 15 points
- The total player score is currently available through the **F10 menu** and is saved by the end of mission. The Coalition Score will be counted after the end of mission.