The Kerman Campaign

GROUND POUNDER SIMS

PLAYER GUIDE

Welcome to FOB Juliet and The Kerman Campaign by Ground Pounder Sims, this campaign aims to offer you an immersive and thrilling experience as you step into the shoes of a Marine aviator during *Operation Rapid Eagle*, a standalone story set within the fictional *Operation Persian Freedom* campaign storyline.


Prior knowledge of the events of the A-10C Operation Persian Freedom campaign are not necessary, although those that have already played through this campaign may spot various easter eggs and references throughout.

Please note that all the events that take place are fictional and are not intended to represent or replicate the actions of any specific operation, nation, organisation, company or individual.

Included with the campaign documentation is a 'theatre briefing' that while not required reading, will offer additional background knowledge, flesh out the scenario and offer technical details on the threat systems you will face.
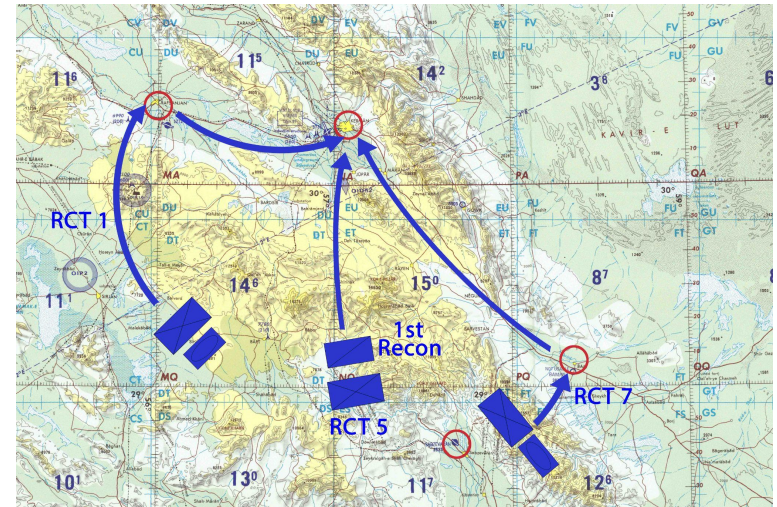
This campaign drives not for a level of strict realism, but strives for maximum immersion. It is not intended to be a strict recreation of military operations, the challenge as always is to balance realism with gameplay and create something that appeals to the hardcore simmer and less experienced player alike. So with that said there are 'artistic liberties' taken here and there, some intentional, and no doubt, some that weren't. I'm always happy to take constructive feedback on these points.
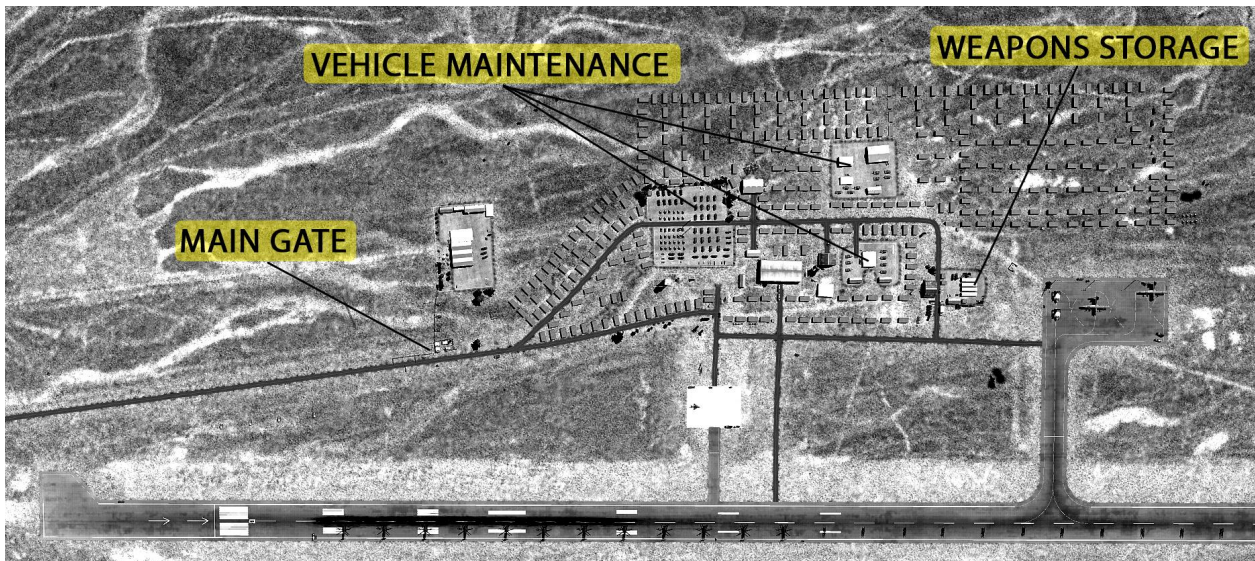
The campaign documents also include detailed SPINS (SPecial INStructions) for the scenario, it is worth taking the time to read these, they are not for show - all the details found within have relevance to the campaign and to achieve maximum mission scores (and to stay safe) the procedures outlined will need to be followed. The SPINS are also available inside every mission within your kneeboards.

This campaign features a custom built air traffic control system at your home base, FOB Juliet. This ATC system requires the player to correctly set radio frequencies, communicate with the controlling agencies and to then follow the instructions specified by ATC. The first mission will provide clear guidance on how to do this and details can also be found within the SPINS. It is worth noting that the mission score is tied into the ATC system, so to achieve the maximum score of 100 the procedures and instructions will need to be followed, however it is not compulsory for mission completion. Built into the ATC system is the option for the player to choose either a short or vertical landing, this will be your decision on every mission (weight/altitude allowing).

OPERATION RAPID EAGLE 12/11/12

Radio Plan:

Channel	Comm 1	Freq	Comm 2	Freq
1	Juliet Ground	141.0	Juliet Ground	141.0
2	Juliet Tower	141.5	Hellcat 1	260.0
3	Juliet Departure	142.25	Reaper 2-2	284.4
4	Juliet Arrival	142.6	Wolf 5-1	267.0
5	Juliet Emergency	143.1	Sandman 1	301.2
6	Chieftain	291.5	Sandman 5	310.1
7	Steel Rain	131.6	Sandman 7-1	226.4
8	Iceman	185.7	Sandman 7-2	229.0
9	Fixer	189.0	Sandman 7-3	234.2
10	Madman 6	193.2	Black	329.8
11	Madman 1	194.6	White	266.8
12	Madman 2	197.9	Red	312.0
13	Madman 3	198.6	Orange	355.2
14	Cyclops 1	271.7	Yellow	231.4
15	Cyclops 2	305.2	Green	388.7
16	Spartan 2-1	372.0	Blue	251.5
17	Reaper 3-1	381.7	Indigo	363.4
18	Hunter 1	157.2	Violet	200.6
19	Reaper 5-3	312.7	Magenta	391.1
20	Reaper 4-2	313.2	Grey	241.3
21	Reaper 6-4	319.1	SPARE	--
22	SPARE	--	SPARE	--
23	SPARE	--	SPARE	--
24	SPARE	--	SPARE	--
25	SPARE	--	SPARE	--
26	SPARE	--	SPARE	--

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Please also note that all radio frequencies are customised and are set out in the mission documentation and kneeboards, do not use the frequencies found in the F10 map or in-game briefing screen. Almost all radio communications in this campaign will be made through the F10 radio menu, **do not use the regular communications menu (F2, F5, F7 etc) options to talk to your flight, ATC etc - it will not work**. The exception to this is the need to use the F8 ground crew menu to remove your wheel chocks. Please also make sure easy comms is disabled in your DCS settings.

FOB Juliet has an emergency frequency, which if set during the landing phase of the mission will allow you to contact Juliet Emergency using the F10 menu and bypass the ATC system for an immediate landing, ideal if you have a fuel emergency or are damaged. Using this option will lose mission score however.

The missions in The Kerman Campaign have been designed to be as immersive as possible. For me the most important part of immersion is not the level of realism but actually covers the way the mission interacts with the player, allowing a level of freedom and avoiding jarring you back into reality by restricting your actions too much.

Missions however, will have many scripted moments, and although the player will generally be required to be in vaguely the right place and do the right thing at the right time, every effort has been made to pre-empt a wide variety of outcomes and whatever action you take the mission should react accordingly. There will be lots of opportunity to make decisions and as far as is reasonably possible the missions will react to your decisions and performance in an immersive and interactive way. The decisions you make and the level of your performance early in a mission may well affect the experiences you have later in that mission.

All mission tasks have different success states, the failure of a task will not fail the mission, but will instead result in lost points on your mission score and likely, a damaged ego. Almost all tasks throughout the campaign can also be aborted so if you run out of fuel or ammo then just abort and head for home...although your CO may have some choice words for you.

During the campaign the AI will carry out many tasks for you. To safeguard against any rogue AI unit behaviour, all AI unit tasks always have failsafe triggers built in. Should you find yourself wondering if an AI unit has gone AWOL then please just wait. The backup trigger should fire, typically within around 5 minutes, and progress the mission.

All missions have a range of achievable scores out of 100 points (the first 50 points are awarded on mission start). Up to 25 points are usually available for following full ATC procedures and making it home - to achieve full marks in this area you will need to comply with the correct departure, approach, arrival and landing instructions as well as complying with any restricted flight areas. The remaining 25 points will be awarded for mission performance. Achieving 100 points in a mission can be a real challenge!

Please do not change the aircraft loadouts for any of the missions, many trigger conditions are tied to specific weapons and changing the loadout may break the mission. I appreciate some players do like the freedom to alter their loadouts, but due to the highly complex nature of these missions this will not be possible.

The Kerman Campaign

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I very much hope you have a fantastic experience with The Kerman Campaign and I want to thank you for purchasing this campaign.

For feedback, queries, bug reporting and news you'll find me as **ChillNG** on the ED forums :

https://forums.eagle.ru/forum/842-ground-pounder-sims/

You'll also find me at:

Discord https://discord.gg/F6x7G4buJk

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Thank you and I hope you enjoy the campaign!

Chris,
Ground Pounder Sims

Credits

As ever I would like to express my deepest gratitude to the play testers and voice actors that have been an essential part of this campaign's development, your efforts are truly appreciated.

The Ground Pounder Testing Team:

Snakedoc

Chucky

Fangs Out

Gucci

Thanatos 31

Voice Actors:

Player (Mike-Mike) - Chucky
Ein-Stein - Gucci
Chief - Thanatos 31
Noble - Mrs. ChillNG
Mother - Spectre
Baz - Sonorous / tswordz13
Chieftain - Yoda
Juliet Arrival - Mrs. ChillNG
Sandman 3-1 (mission 2) - EPOLTA
Wolf 1-5 / Sandman 5-1 - Matt Armstrong https://thev-eh.com/
Madman 6-5 / Steel Rain / Wolf 4-2 (M8) / Sandman 5-3 (M10) - 476th Amy
Sandman 1-2 (M9) - Fangs Out
Fixer 3-1 - tswordz13