PLAYER NOTES

Welcome to Operation Persian Freedom. This campaign has been designed to provide hours of flying enjoyment in the A-10C Warthog and A-10C II Tank Killer and I hope you have as much fun flying it as I have writing and building it.

Please take the time to read through the following notes for valuable advice on the mechanics of the campaign to aid your enjoyment and hopefully avoid any frustrations.

Whilst this campaign has been put together with some regard for realism it is not intended to be 100% accurate to real life. There were no subject matter experts advising me, just what I've learnt from the many books I've read, documentaries I've watched and inspiration gained from other mission builders. No doubt there will be some that spot glaring errors in my interpretation of the procedures and language used and I'll be delighted to take constructive feedback and endeavor to correct for future projects.

The Persian Freedom campaign puts you in the shoes of RAF Flight Lieutenant David 'Steep' Hill. Steep, a GR-9 Harrier pilot is on an exchange tour with the USAF and has recently qualified in the A-10 and been assigned to the 74th Fighter Squadron 'The Flying Tigers'. The campaign has been inspired by a number of real life operations, primarily Desert Storm, Iraqi Freedom and Enduring Freedom and the well read pilot will no doubt see elements of all of these make their way into the campaign. The hope was to transport all these combat scenarios into the Iranian theatre and write a scenario that would fit, every effort has been made to tell a plausible and compelling story throughout the campaign and I hope you enjoy it.

So on to the 'rules' of the campaign. Each mission will come with a detailed briefing pack and kneeboards, take the time to study these and fully understand the mission, the details often matter. If you see potential MANPADS in the threat assessment then it means just that, they might be there...or they might not be. But you better be ready in case they are! The 'in-game' mission briefing is a condensed version of the full PDF so I strongly advise using the included PDFs for all missions.

The player must be competent (but not expert) with all the A-10 systems, and a reasonable understanding of the CDU, weapons systems and radios will be required. The ability to follow a 9-line and to put ordinance on target as instructed, following the correct headings etc. will also be important.

To keep the pilot voice consistent throughout there is no use of the standard radio system *at all*. All comms will be handled via the F10 radio menu, however all three radios will always need to be set correctly and the relevant frequencies used as instructed. **Do not use easy comms**, it will break the mission.

This means all ATC comms with the airfield tower will be handled this way, the tower must be contacted for **engine start, taxi, takeoff and landing**. Failing to do so will result in mission failure. Upon requesting taxi the tower will assign a route to the designated runway and you are expected to follow this route. If you do not you will be unable to request takeoff.

On some missions you will be in command of a wingman, commands for which are also set through the F10 menu. This will only be accessible when tuned to the correct radio frequency and airborne (and of course on a mission with a wingman). I have found this makes the AI more effective than with the standard wingman menu and again gets around the issue of clashing with the stock voices.

The available wingman commands should be self explanatory, however the **hold position** command is designed to hold your wingman at a specific point in space that will be pre-set close to the target area but out of the threat zone. It is not a dynamic system and cannot be used to hold position anywhere on the map. Commands can be activated and deactivated repeatedly.

Several missions use AWACS calls and these will also be handled in a custom way. To hear AWACS calls then simply tune the radio to the correct frequency and listen, they will be broadcast at regular intervals. You will not be able to contact AWACS directly unless required to do so as part of the mission script.

UPDATE - Since the campaign's release the A-10 has received a new radio - the ARC-210. Due to the way the campaign was originally programmed you will always need to observe the following rules:

- All Comms listed as VHF AM should be done through the ARC 210 radio.

- All Comms listed as UHF should be done through the original UHF radio. Do not use the ARC 210, the mission will not detect UHF frequencies on this radio.

- The VHF FM radio is unchanged.

This campaign is story driven and therefore generally requires you to be in the right place at the right time and to do the right thing. Make sure you follow flight plans, instructions and try to do things in the way ordered otherwise the mission may not work correctly. With that said a level of choice and reaction to your choices has been built into the missions, along with responses to your performance, but of course this is limited to the scope of 'the mission' and by no means dynamic in nature.

To help spur the story along and to keep things interesting on long transits there will often be the opportunities for optional conversations. You will be notified about these by an audible signal (three quick beeps) and a message, the dialogue options can then be accessed through the F10 menu. A number of the mission briefing PDFs contain links to Youtube videos, these short 'news reports' will again help progress the story.

And finally the mission scoring system. For those perfectionists that like to achieve everything, every mission will use the following score format to measure your achievement. 50 points means you failed and the mission will not progress. 51 - 60 or 65 points means you've completed the bare minimum (usually following the correct ATC and completing the primary objective). To achieve scores between 60 and 100 you will need to complete additional performance requirements such as fulfilling secondary objectives, accepting and completing additional tasking, or even complying correctly with JTAC instructions. These vary with every mission and along with the ingame choices and dialogue options I hope will provide a degree of replayability.

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

Discord https://discord.gg/F6x7G4buJk

Ground Pounder Simulations

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Thank you and I hope you enjoy the campaign , ChillNG.

Credits & Acknowledgments

I would first like to acknowledge and give thanks to CombatFlite for allowing images captured from their excellent flight planning tool to be used in the campaign documentation. www.combatflite.com/

With thanks to all the voice acting volunteers that offered their services;

Overlord - Mrs. ChillNG.

Mission 9 - Husky 1-3, voiced by 'Chuckie'.

Mission 10 - Arrow 6, voiced by 'Eplota'.

Mission 11 - Forge 3, voiced by 'FangsOut'.

Mission 11 - Forge 4-1, voiced by 'Amy 476th vFG'.

Mission 11,12 & 15 - Forge 6-3, voiced by 'Roamin' Ronin'.

Mission 11 - Forge 2-4, voiced by Raptor.

Mission 12 - Archangel, voiced by 'KilledAlive'.

Mission 13 - Falcon, voiced by 'Sedlo'.

Mission 14 - Charlie, voiced by 'CptTangerine'.

Mission 14 - Harris, voiced by 'Lovo'.

Mission 14 - Ford, voiced by 'Florence'

Mission 16 - Storm 3-6, voiced by 'FangsOut'

Mission 16 - Lightning 3-5, voiced by 'Home Fries'.

Mission 16 - Lightning 6-1, voiced by 'Raptor'.

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