FIRST IN - WEASELS OVER SYRIA

GROUND POUNDER SIMS

PLAYER GUIDE

FI-LO
FGBSM

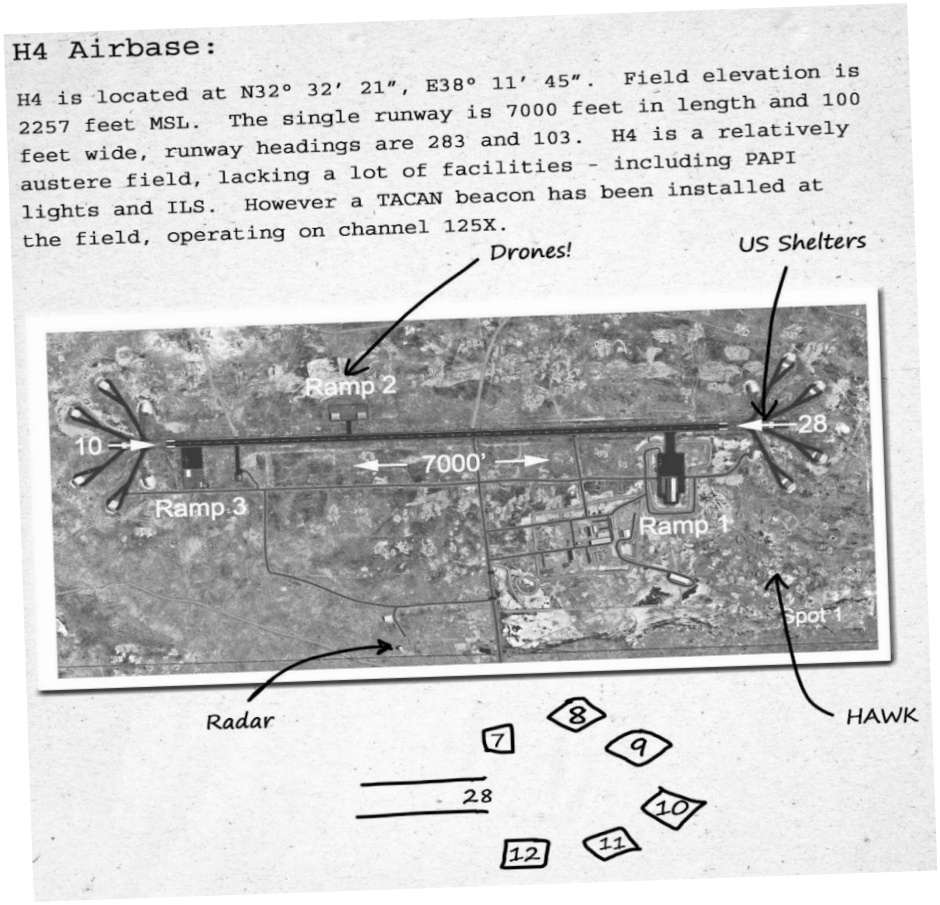
Welcome to **First in - Weasels Over Syria** by Ground Pounder Sims! Set during the Operation Cerberus North campaign storyline, FIWOS aims to offer you an immersive and thrilling experience as you step into the shoes of an F-16 Wild Weasel pilot.

Prior knowledge of the events of the F/A-18 Operation Cerberus North campaign are not necessary, although those that have already played through this campaign will no doubt spot and enjoy various easter eggs.

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, organization, company or individual.

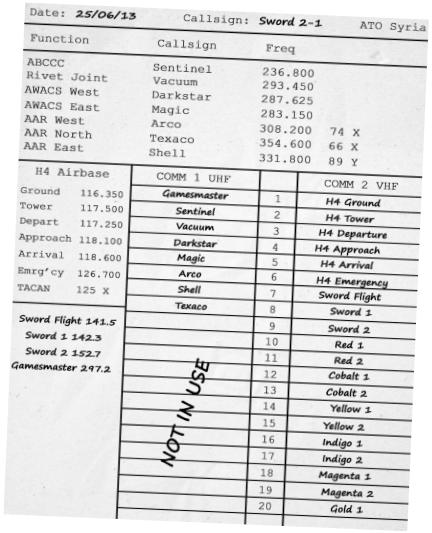
Included with the campaign documentation is an 'intelligence assessment', that while not required reading, will offer additional background knowledge, flesh out the scenario and offer technical details on the threat systems you will face. This will include some advice on how to defeat various threat systems.

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 through the feedback channels listed at the end of this document.



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 in Jordan - H4. 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 and can be ignored. Built into the ATC system is the option for the player to declare an emergency and make an immediate landing. To do this simply switch the VHF radio to the channel shown in your kneeboard and select the 'declare emergency' option from the F10 radio menu. This will however prevent a score of 100 being achieved.



Date: 25/06/13 Callsign: Sword 2-1 ATO Syria

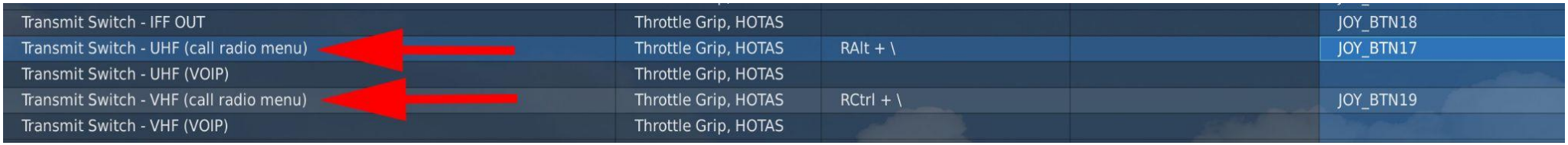
Function	Callsign	Freq	
ABCCC	Sentinel	236.800	
Rivet Joint	Vacuum	293.450	
AWACS West	Darkstar	287.625	
AWACS East	Magic	283.150	
AAR West	Arco	308.200	74 X
AAR North	Texaco	354.600	66 X
AAR East	Shell	331.800	89 Y

H4 Airbase		COMM 1 UHF		COMM 2 VHF
Ground	116.350	Gamesmaster	1	H4 Ground
Tower	117.500	Sentinel	2	H4 Tower
Depart	117.250	Vacuum	3	H4 Departure
Approach	118.100	Darkstar	4	H4 Approach
Arrival	118.600	Magic	5	H4 Arrival
Emrg'cy	126.700	Arco	6	H4 Emergency
TACAN	125 X	Shell	7	Sword Flight
		Texaco	8	Sword 1
Sword Flight 141.5			9	Sword 2
Sword 1 142.3			10	Red 1
Sword 2 152.7			11	Red 2
Gamesmaster 297.2			12	Cobalt 1
		NOT IN USE	13	Cobalt 2
			14	Yellow 1
			15	Yellow 2
			16	Indigo 1
			17	Indigo 2
			18	Magenta 1
			19	Magenta 2
			20	Gold 1

Please also note that with the exception of Airborne Tankers, all radio frequencies are customized and are set out in the mission documentation and kneeboards, please do not use the default 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, etc) options to talk to your flight, ATC etc - it will not work**. Please also make sure easy comms is disabled in your DCS settings.

Please also check your radio key bindings for the F-16C. A common mistake is to use the 'Communication menu' (\) keybind. The F10 radio menu will not work with this keybind once the aircraft is underway, instead the UHF/VHF transmit switches should be used.

COMM 2 (VHF) Power Knob - CCW/Decrease	Left Console, AUDIO 1 Cor		
COMM 2 (VHF) Power Knob - CW/Increase	Left Console, AUDIO 1 Cor		
Communication menu	Communications	\	
Cover Me	Communications	LWin + W	
Flight - Attack air defenses	Communications	LWin + D	



Transmit Switch - IFF OUT	Throttle Grip, HOTAS			JOY_BTN18
Transmit Switch - UHF (call radio menu)	Throttle Grip, HOTAS	RAlt + \		JOY_BTN17
Transmit Switch - UHF (VOIP)	Throttle Grip, HOTAS			
Transmit Switch - VHF (call radio menu)	Throttle Grip, HOTAS	RCtrl + \		JOY_BTN19
Transmit Switch - VHF (VOIP)	Throttle Grip, HOTAS			

The missions in FIWOS have been designed to be as immersive as possible. At Ground Pounder Sims 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.

Underpinning this mission design is Ground Pounder Sim's 'Weasel System'. The Weasel system is a custom built set of systems that work together to enhance the behavior of AI controlled air defense units. The Weasel System will bring air defenses online as you approach enemy airspace, control the emissions of SAM radars and also features a built in system to approximate jamming effects from electronic warfare aircraft.

Use of the Weasel System allows this campaign to aim for a new level of immersion, one where scripted story led gameplay meets dynamic AI behavior. The result of this is a more emergent type of DCS campaign gameplay that encourages experimentation and offers great replayability.

Although missions will still have many scripted moments and the player will generally be required to be in vaguely the right place 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 behavior, 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 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 10 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 40 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.

FIWOS has been designed to be 100% completable without ever needing to air to air refuel. A detailed fuel plan can be found in the kneeboard for every mission, which if followed will allow you to successfully complete the mission on your starting fuel. However in most missions AAR is available during your RTB should the player wish to make use of it, this is better integrated than in previous Ground Pounder campaigns and won't interfere with scripted mission moments. Note AAR is accessed through the default comms menu option, not the F10 menu.

New for FIWOS is a gameplay mode called 'Gauntlet Ops'.

Gauntlet Ops is a series of simple but challenging objective based mini missions, which when selected at the start of mission 1 will override the mission and instead randomly assign the player a target from a list built into the mission. This will initially be 10 targets at launch, but it is very simple to expand the target list and considerably more will be added over time.

Gauntlet Ops will offer a different experience to the main campaign and allows players to dive straight into the full, detailed Syrian air defense network built into the missions, with points available to purchase different supporting elements such as Growlers, Wild Weasels or CAPs to assist you in making it to the target and back alive. You will also be able to freely change your loadout and will offer a great practice environment to hone your Wild Weasel skills for the main campaign.

To access Gauntlet Ops:

1. Load mission 1 of the campaign, start the aircraft engines and once the radios are powered up, simply select VHF channel 20 and the ACTIVATE GAUNTLET OPS option from the F10 radio menu. Gauntlet Ops can only be accessed at mission start.
2. The regular mission 1 content will now be disabled and you will instead be assigned a random target. You will be given a target photo and coordinates. These details can be accessed from the F10 menu at any time.
3. You will then have 10 points available to spend using the F10 radio menu. These can be used to purchase support elements such as KC-135 tankers, Wild Weasel HARM shooters or EW support aircraft. These options are only available before you take off.
4. Before you taxi you should choose your mission loadout from the re-arm menu, located under 'F8 Ground Crew' on the radio menu.
5. Once ready, simply take off and begin the mission. There is no requirement to use the campaign's built in ATC system. You will not have a wingman in Gauntlet Ops and will not be able to give orders to the AI support elements.
6. To complete the mission, you will need to destroy your assigned target and land back at H4. However you will find a large and determined set of air defenses awaiting you - good luck pilot!

Please note Gauntlet Ops cannot be used to advance campaign progress.

Finally from mission 2 onwards an immortal option has been included to assist you in mission completion. To utilize this please select it from the F10 radio menu **before** you taxi. Once you begin to taxi this option will be unavailable for the rest of the mission. Use of immortal mode will limit your mission score to a maximum of 60 points.

I very much hope you have a fantastic experience with First In - Weasels over Syria and want to thank you for purchasing this campaign.

For feedback, queries, bug reporting and news please look for 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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Ground Pounder Simulations

Thank you and I hope you enjoy the campaign!

Chris,
Ground Pounder Sims

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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 and without you this product could not exist.

Mission Testing:

Snakedoc
Spectre
Fangs Out
Gucci
Thanatos 31
Reflected Simulations https://www.youtube.com/@ReflectedSimulations
Roter_milan https://www.youtube.com/@roter_milan

Voice Actors:

Player (Forrest) - Spectre
Bug - tswordz13
Popeye - Yoda
Rotor - 476th Amy
Tank - Thanatos 31
Ghost - Maddog
Agro 3 (M2) - Gucci
Action 2-1 (M8) - Uprising Unknown
Action 2-2 (M8) - Florence (Fight's On Sims...make sure you check out this exciting new DCS campaign developer)
Sandy 1 (M9) - Sisu3360 - check out the Green Dot podcast https://inspire.eaa.org/eaas-green-dot-podcast/