

F/A-18C
HORNET

OPERATION CERBERUS NORTH

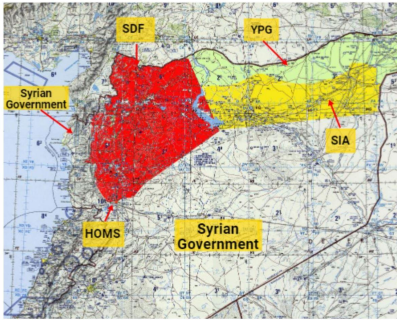


GROUND POUNDER SIMS



PLAYER GUIDE

Welcome to *Operation Cerberus North*, a campaign set in Syria for the F/A-18C Hornet. Based upon months of research and design, Operation Cerberus North aims to offer a thrilling and detailed campaign set in a rich and immersive scenario.



The scenario for OCN follows on from the events of *Operation Persian Freedom*, a campaign for the A-10C. This offers a slightly alternative version of modern Middle Eastern history whilst retaining all the geopolitical complexities of the region. Prior knowledge of the events of Persian Freedom is not needed to enjoy this campaign but be aware that at times characters may refer to past events from the action in Iran.

Please note that although the starting scenario for OCN is grounded in reality, 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.

The 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 in Syria, or elsewhere - 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.

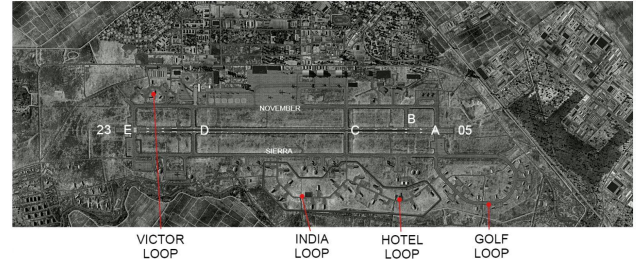
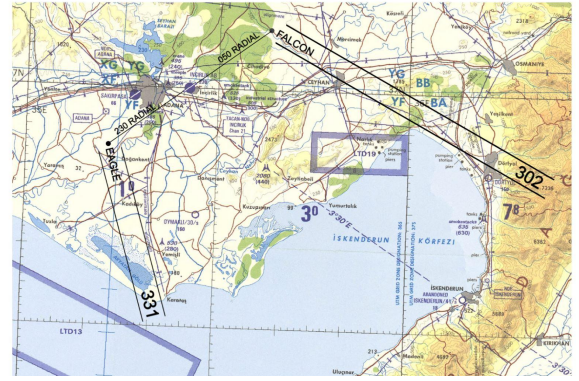
Included with the campaign documentation is an extensive 'intelligence briefing' which will provide detailed background information on the scenario along with technical details on the main threats that you may face throughout the campaign. It is a hefty document and can be skipped if you wish, but it is well worth the read to help flesh out the scenario.



TOP SECRET



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 an extensive custom built air traffic control system at your home airbase, Incirlik. 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 few missions 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.

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.

Radio Plan:

Channel	Comm 1	Freq	Comm 2	Freq
1	INK Ground	250.2	INK Ground	128.1
2	Devil 1	260	INK Tower	128.2
3	Hawg 3	227.8	INK Departure	128.5
4	Uzi 2	225.6	INK Approach	128.3
5	Enfield 4	229.2	INK Arrival	128.4
6	Dodge 3	279.8	INK ATIS	128.95
7	Springfield 1	392.0	INK Emergency	128.7
8	Colt 6	319.6	Sentinel	236.8
9	Gunman 1	274.8	Sentinel Actual	240.4
10	Shadow 2-6	341.7	Texaco	143.6
11	Liberty 5-2	311.8	Shell	148.8
12	Noble 4-1	352.0	Arco	135.2

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 or AWACS - it will not work.** Please also make sure easy comms is disabled in your DCS settings.



The triggers to add the F10 radio options to the menu use the radio frequency as a condition to activate. Intermittently you may find that just setting the frequency is not enough to trigger the option, in these cases the trigger does not activate until ENTER is pressed on the UFC. Should the F10 menu not display the expected option, make sure the correct frequency is displayed on the UFC and press UFC ENTER to rectify. You will often see this at mission start, as shown in the video linked below.

 <https://youtu.be/bW6hMqoNZ9o>



The missions in OCN 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. With this in mind the campaign has a couple of built in features.

First, if the player takes damage, then in some missions in the campaign they will have the option to abort the mission due to damage and return to base through the F10 menu. Should you make it back and land the mission will still complete, although if you choose to abort in this way it should be noted that the mission experience will not be as planned and certain story elements may be missed. Second, Incirlik has a dedicated radio frequency for emergencies, this is available for use should the player either take damage or have critically low fuel. Declaring an emergency will bypass the regular ATC and allow an immediate landing.

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.

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.



As a design decision, the missions in OCN have been designed to not require air to air refuelling. Providing the flight plan and fuel plan are followed, all missions are completable without AAR. Some missions later in the campaign take place in two parts, with part one ending at the tanker and part two resuming after AAR takes place. This means the player (and more importantly the AI) will not have to refuel as well as providing a checkpoint before the action begins. However, should you wish to refuel manually, you're still able to contact the tanker through the default comms menu and do so.

All missions have a range of achievable scores out of 100 points (the first 50 points are awarded on mission start). 15 points are usually available for following full ATC procedures - 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 the restricted flight areas and noise abatement procedures. The remaining 35 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.

I very much hope you have a fantastic experience with Operation Cerberus North and I want to thank you for purchasing this campaign.

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

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

You'll also find me at:



Discord <https://discord.gg/F6x7G4buJk>



Ground Pounder Simulations



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Ground Pounder Simulations

Thank you and I hope you enjoy the campaign!

Chilling,
Ground Pounder Sims



Credits

Huge thanks to the volunteers who lent their voices to the campaign:

Incirlik Tower - Mrs. Chilling

Poodle - 'Chucky'

Woody - 'Sedlo'

Newt - 'Zilch' and Daniel "TheBurrito" Dickerson

E-Boy - 'Fangs out'

Link - Matt Armstrong <https://thev-eh.com/>

Shadow 2-6 and Action flights - 'CptTangerine'

Sabre 2-2 - 'Florence'

Hammer 3 - 'Spectre'

King 3-2 - 'Epolta'

Agro - 'Gucci'