OPERATION HORIZON

By Don Rudi

Manual

V1.0

"Thou shalt not hover"

Capt. Bridger, Gurkistani Army Light Aviation Brigade

Operation „HORIZON“

Setting

In 2016 a school class of Israeli children is on a fieldtrip to Jerusalem. On their way home their bus is stopped by a group of armed fighters and abducted to the West Bank. Authorities are quickly informed and a ground based rescue team (“Barak”) as well as an Apache helicopter (“Splitter”) are scrambled for a rescue operation. The fate and location of the children is unknown, but after a short while, one girl on the bus is able to secretly call the police. Her mobile is triangulated and the coordinates are forwarded to the Apache crew.

The operation

At 16:30 local time, the Apache – call sign SPLITTER one-one – is launched at Palmachim Air Base. Its primary task is to find the school bus in the vicinity of the pinpointed location and wait for further instructions.

Task

You will fly along the pre-planned flight route and follow the instructions of COMMAND. Before reaching the West Bank, you will receive MGRS coordinates of the location, where the girl’s mobile was pinpointed.

You will receive a new F10 radio item – use it to inform ground forces when you found the bus, else they will not proceed to the location.

You will find the bus surrounded by enemy fighters and be cleared to engage. Be very cautious not to hit the bus! A recommendation how to perform the attack can be found in a later section of this manual.

After the bus scene you might receive another assignment. Listen to COMMAND and follow the on screen instructions.

F10 Radio Items

During the course of the mission a number of F10 Radio Items will be added to the radio menu. You will receive an onscreen message and aural notification.

Please use these F10 commands, as subsequent events depend on them.

For instance, you will be asked to report eyes on the target. Please do so only when you see the target, as it will trigger subsequent ground actions. Reporting prematurely might lead to ground forces ‘taking away your job’.

Custom ATC

The mission comes with custom ATC dialogues, so please DO NOT use the in game ATC. Make sure to check in with Palmachim Tower at mission start, when you are ready to taxi, using the included F10 – Other radio item.

Please follow the instructions of the custom ATC to maximize the user experience.

Difficulty option

Primary focus of this mission lies on precision use of the Apache's 30mm gun in a confined area. Attacking from the wrong angles or with too long bursts will highly likely result in the destruction of the bus, that you are tasked to protect.

If you do not feel confident enough, you will get an option to set the bus to immortal via a F10 command. This command will be available, once you reported "Eyes on the bus".

Labels are not restricted, as the mission is supposed to be fun for less experienced players as well. If a player wishes to play without labels, simply disable them with LShift+F10.

Required skills

During the operation you will receive two sets of MGRS coordinates. The first one with an accuracy of 100 meters (XX EEE0 NNN0), the second set will only have an accuracy of 1000 meters (XX EE00 NN00). You should know how to enter a new waypoint into the TSD and how to select it.

When flying as single player, you should be familiar with the George AI interface. A few hints can be found in Appendix A of this manual.

Knowing how to switch to external fuel tanks might also be beneficiary (see Appendix B)

A small word of advice – hovering will not take you anywhere in this mission. You are heavy, the ground elevation is about 2,300ft and you are in a hostile environment. Keep moving.

Relevant Coordinates

Unlike my previous Apache missions there is no need to enter any points into the TSD at mission start, a route has been planned for you. Please follow this route, as certain events are connected to it.

Relevant Frequencies

In V1.0 of this mission no manual frequency handling is needed.

Maps

Your Apache is parked at stand H26. After checking in with Palmachim Tower via your F10 Radio menu, you will be instructed to (hover) taxi to runway 21 left. Choose either of the taxi routes marked in green and taxi to the holding points. The ATC dialogue will continue automatically when reaching the holding point(s).

ATC will instruct you to fly to the exit point ECHO and on your return to entry point NOVEMBER. These are included in your pre-planned route:

ECHO - WP1

NOVEMBER- WP5

Flight route

ECHO/WP1:	4nm, 094°
WP2:	12nm, 111°
WP3:	12nm, 096°
WP4:	3nm, 016°

Target area: follow instructions by ground command!

RTB

NOVEMBER/WP5:	25nm, 286°
LL59:	5nm, 220°

Mission options

The zip file contains:

CG_AH-64_Operation_Horizon_cold_1_0.miz	*Cold start variant*
CG_AH-64_Operation_Horizon_hot_1_0.miz	*Hot start variant*

The mission can be flown either alone or as multicrew.

Note: as the triggers are bound to unit and group names, please do not rename any units or groups, as this will cause the mission not to work as designed.

Skin

For the correct UH-60 skins, please use vined0g's IDF desert UH-60A skin

https://www.digitalcombatsimulator.com/en/files/3309970/

Version history

V 1.0	initial release

Imprint

Version 1.0 / June 2023

By Don Rudi with special thanks to ZedTank and Venom Rothery aka Monk.

Credits

Huge thanks to the voice actors:

Pilot:	David
Gunner:	Nirsch
Tower:	Dread
Command:	ZedTank
Ground forces:	Faulty
Police dispatcher	Adi_C
Girl:	Tamara
Narrator:	Eran Malloch of Fightson.net

Appendix A

VR users

VR users might have a hard time reading the MGRS coordinates that are provided via the radio and as on screen text. So, as a backup here are the coordinates:

Bus	YA 0970 2870
Warehouse	YA 0700 3100

Appendix B

"How do these external fuel tanks work?"

Attached is an excerpt from the Tactical Manual of the AH-64D. Long story short – the external tanks do not have a sensor and their capacity must thus be made known to the Apache.

Use L5 "AUX GALLONS EXT" to enter the capacity of 460 gallons.
Then you can activate the external tanks with L1 and R1.

Appendix C

SPOILER ALERT – online continue reading, if you have problems with the bus!

Mission hints

"I always hit the bus"

The coordinates you receive are marking the center of a 100 x 100 meter square. The bus is located slightly north of this mark on a wide road roughly leading north-south. Most of the insurgents are standing to the sides of the bus, so an attack heading parallel to the road is recommended. Use small bursts. A burst of 10 has proven to be sufficient and minimizes the danger of hitting the bus.

The second set of coordinates marks the center or a 1000 x 1000 meter square. The warehouse should be easy to find, as you have a pair or trucks with blue canvas and some technical parking next to it.