

DIGITAL COMBAT SIMULATOR

Through the **DESERT DUST**

OH-58D
KIOWA WARRIOR



FREE CAMPAIGN FOR

DCS

BEFORE YOU DIVE INTO THE CAMPAIGN...



Thank you for your interest in this topic, and for download this campaign. The campaign was created with the paid version in mind, because it meets all these standards, and even offers much more (which I hope you will see over time). This means that it really took up a lot of my personal time and over half a year of hard daily work, like working in two jobs. Finally, after a really good reception from DCS users of my previous “Szatan Arba” campaign for the Mi-24P module for DCS and some matters directly related to what is happening in Polychop Simulations itself, I decided to make the current campaign, which has just been prepared for DCS and Kiowa Warrior fans **for free**. I hope you will not be disappointed and that the campaign will meet your expectations, and in addition it will be an interesting adventure and a treasure trove of knowledge about flying a scout helicopter over Afghanistan. If you feel this way after completing a few missions or the entire campaign and would like to support me in some way – do not hesitate to buy me a coffee (I'm kidding!) ... a beer, for what I have done for you. I will be very pleased, and I really appreciate this type of support. For that purpose, use this trusted link „buy me a coffee” (thank you if you decide to do so!):



Buy me a coffee

Thank
you

If you would also like to share some feedback or seek some advice, look for the topic about the campaign "Through the desert dust" in the Kiowa Warrior thread on the official ED Forum (link [HERE](#)). So, I invite you to continue reading and dive into your new adventure in the OH-58D over Afghanistan! Let's get started!

[YoYo](#)

creator of the campaign „Through the desert dust”

INTRODUCTION



The OH-58D „Kiowa Warrior“, a deep reconnaissance scout and attack aircraft, was legendary to those it supported. Regularly flying mere feet off of the ground while intentionally drawing enemy fire, almost everyone called Kiowa pilots crazy. Responsible for hunting elusive enemy fighters and protecting those under their charge. Kiowa crews displayed a fierce and intense

devotion that was unparalleled.

The Kiowa Warrior helicopter was the premier reconnaissance aerial asset for the U.S. Army's Air Cavalry, spanning from Vietnam, Desert Storm, and almost to the bitter end of the Global War on Terror (GWOT) in Iraq and Afghanistan.

Modern media and writing have largely left this aircraft and its mission unrecognized, especially concerning the role it played in America's longest and least understood war. We pilots who flew it were loved by the ground forces and often cursed by the Army's leadership for appearing to be cowboys (our Cavalry Stetson brand hats only fueled that argument, and the hat still remains a technically 'unauthorized' uniform item). We wore crossed sabers on our dress uniforms when we should have instead worn the aviation branch insignia. We recited the admittedly dark "Fiddler's Green" poem with pride, and we all fought for each other with love and ferocity.

Unlike many of the military aircraft out there, the story of the OH-58D Kiowa Warrior's mission capabilities, successes, and exploits far outshine the simple aircraft itself. The Kiowa embodies so much more than airspeed, payload, and other aircraft statistics—it had a distinct culture, mindset, and a unique ability to consistently succeed at the impossible.

In this campaign, you will experience some of the wide array of mission types flown on any given day or night. Often, the Kiowa was revered for its ability to respond swiftly to virtually any call or abrupt mission change, and this was especially where the Quick Reaction Force (QRF) teams excelled. Observing and reporting patterns of life and intelligence gathering, convoy and/or aerial escort, LZ/PZ Recon, deliberate missions to include cordon and search, overhead security, IED detection, photo reconnaissance, response to Troops in Contact (TIC), MEDEVAC support, even swooping in to provide extra ammunition and water carried in the left seater's lap in the midst of a firefight; the list goes on and on. No one wore as many mission hats as the Kiowa crews, and we hope that you enjoy taking the OH-58D into the skies over Afghanistan in order to experience many of the challenges and triumphs for yourself!



Ryan Robicheaux

author of „Scouts Out!“ book about OH-58D, March 2025

THE CAMPAIGN

February 2010. In the heart of Afghanistan, in the vast and inaccessible Helmand province, one of the largest military operations in the years-long war under Operation Enduring Freedom begins. Operation Moshtarak, which means “together” in the Dari language, has become a symbol of the cooperation and determination of the NATO coalition, especially the US Marines and British troops, together with Afghan soldiers (ANA), to wrest territory from the control of the Taliban.



Helmand, a stronghold of the Taliban insurgents, has become a battlefield for the strategic city of Marjah. For years, it was one of the most important places where the Taliban profited from the opium trade and exercised their power over the local population.

Operation Moshtarak was a turning point in the military strategy of the International Security Assistance Force (ISAF). It was an attempt to implement a new approach to war – “clear, hold, build”. The soldiers were not only supposed to liberate the area from the Taliban, but also secure it enough for the Afghan administration to rebuild the destroyed infrastructure and restore a sense of normalcy to the daily lives of local residents.

It was a complex operation, complicated in terms of tactics, psychology and politics. It required precise preparations, as well as coordinated action by the military, government and humanitarian organizations. For many young soldiers recently brought in as part of the reinforcement of ISAF forces, both from the West and Afghanistan, it was their first encounter with the brutal reality of the battlefield.



This campaign, created for DCS, tells the story of this operation from the perspective of the pilots of the OH-58D "Kiowa Warrior". It presents the backstage of preparations for the operation, redeployments, daily tasks, moral and operational dilemmas during the conduct of Operation Moshtarak. It also shows the daily life of soldiers and pilots fighting on the Afghan front line, which has no borders. Their fears,

hopes and sacrifices, because in the campaign, in addition to the operational activities themselves, a lot of attention was paid to familiarizing the user with the geopolitical situation of this place.



In the campaign, you will take the role of the pilot Chief Warrant Officer 2 (CW2) - **Leo Robinson**, but you will also take the place of CoPilot Chief Warrant Officer 3 (CW3) - **James Bailey**, who will support you during the entire adventure over the territory of Afghanistan. The campaign, although it is a compromise between what DCS gives and history, consists of many types of missions, typical of Kiowa Warrior pilots, and the mentor in its creation was Ryan Robicheaux, an OH-58D pilot who took part in the fighting in Afghanistan.

Operation Moshtarak, although it ended in military success, left many questions about the future of Afghanistan and the long-term effects of Western intervention in the country. At the same time, the campaign pays tribute to those who faced uncertainty and risk, fighting for a better tomorrow for the country torn apart by war.



MAIN FEATURES

- Over dozen single player missions (14, lasting from 40 minutes to 1,5 hours gameplay of each) taking place in Afghanistan (DCS: Southwest Afghanistan map or the whole DCS: Afghanistan map is needed)
- Realistic, detailed scenarios, based on real events of the Operation Moshtarak (2010) and its prelude (although of course the campaign was adapted to the DCS environment and its possibilities, thus achieving a compromise between history and playability)
- Story driven campaign with a detailed mission introduction, voice commands and plot twists during the mission
- Proceeding the campaigns as the pilot of OH-58D and co-pilot/gunner/AMC
- Full, advanced voice package in English, even your co-pilot received his role!
- Several thousand lines of subtitles in English (only English is supported language)
- Various types of missions (also artillery guidance), including night ones
- Dedicated skin for Kiowa Warrior from period of Afghan war
- As real as it gets - cold starts only, you also need to return to the airport/FOB/FARP after the mission and special mission completion mode
- Auto ATC (automatic communication during takeoff and landing is used after selecting the appropriate radio)
- Prepared briefings (description of the situation and tasks), full documentation, graphics and photos
- Important data in the pilot's kneeboard
- Summary (including tips and tricks) in the manual, check it before the flight ;)
- FPS friendly (tested in VR too), only the most necessary units plus the surroundings
- Custom background's music created for this campaign (after successful completion of the campaign online access to the soundtrack)



FAQ



What I need to know before to play this campaign?

- The basis is knowledge of OH-58D Kiowa Warrior systems (also correct execution of cold start)
- Ability to take off, land vertically, also on moving objects and ability to land in random terrain
- Knowledge how to use weapons used by OH-58D from the pilot and co-pilot station: Hydra M229 HE and M151 HE rockets, AGM-114K Hellfire, machine gun M3P .50 caliber, smoke grenades and rockets (the rest of the armament was not used on the OH-58D during this period)
- Ability to use the M4 rifle (from a co-pilot position), also aiming at moving targets
- Communication management with the flight/wingman (by DCS radio com)
- Ability to operate Radio types in OH-58D
- Management and giving orders to OH-58D AI pilot (by keys or buttons)
- Ability to determine the MGRS position of a target (Target Locate Mode option)
- Ability to use the Point and/or Area Track functions for targets
- Ability to create Target Points, Control Points and new Waypoints (using e.g. MGRS data)
- Knowledge about the Pre-Point feature for MMS and overall full MMS support
- Possibility of conducting night operations, including offensive operations, using NVG for pilots and FLIR modes for MMS
- Using zoom (also in VR – spyglass zoom) from the cockpit view to search for infantry

HOW TO INSTALL AND START THE CAMPAIGN?

The campaign should be downloaded from the DCS website, from the Downloads > User Files section (direct link [HERE](#)). Since you are reading this manual, you have probably already done so. Additionally, you should also download the skin dedicated for the campaign. It's located in the Type: Skins, Unit: OH-58-D section or simply by typing "Through the desert dust" in the search window. Therefore, you need two zip files:

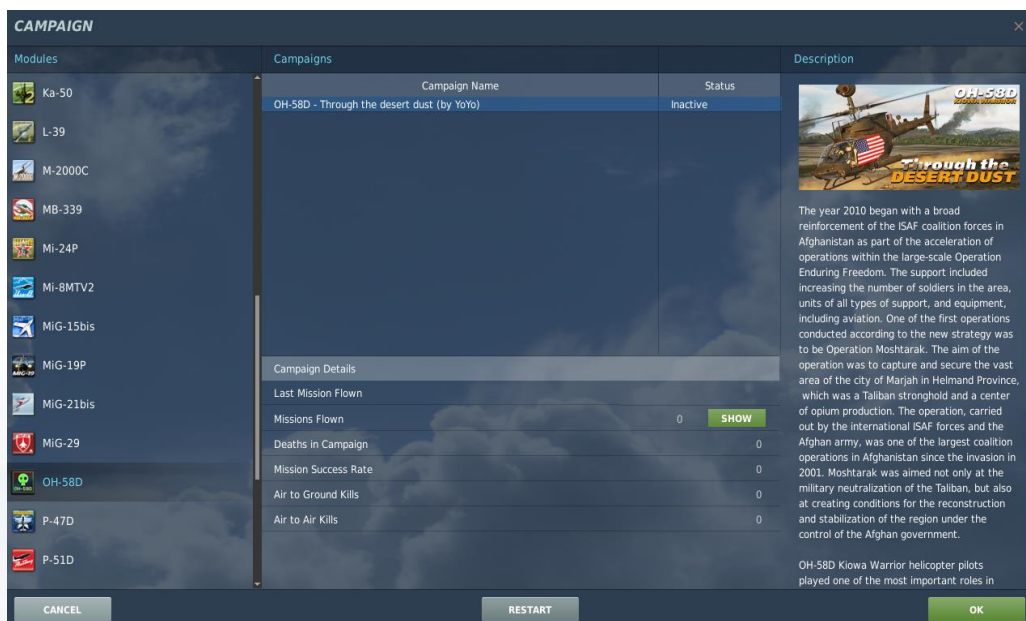
- OH-58D - Through the desert dust (by YoYo) [LINK](#)
- US Army Afghanistan 2010 (by YoYo) [LINK](#)

Unpack the files and place them in the following order:

- a) the entire "OH-58D - Through the desert dust" folder in the installation path: DCS World or DCS World OpenBeta\Mods\campaigns
- b) the entire "US Army Afghanistan 2010" folder in the installation path: DCS World or DCS World OpenBeta\CoreMods\aircraft\OH-58D\Liveries\OH58D

That's it, the campaign is already installed,

Once DCS is launched, the campaign titled „Through the desert dust” will be available in the Campaigns section, selecting the OH-58D module (on the left). You can start the campaign by clicking the OK button:





TIPS AND TRICKS

- In the campaign, you start each mission in the cold & dark situation only. For the start systems and engine please do not use Auto Start function, just use manual start, according to the checklist for OH-58D. The same at the end of mission (check orders during missions, you need to turn off all system), however, for this, you can use Auto Stop function and wait for “auto stop complete”, about 2 minutes). At the end you should see a message like this:



AUTOSTOP COMPLETE

- Remember to switch to VHF AM radio (radio position 3, on the pilot's collective or on the CSC panel) after starting the battery (after ending the James, your co-pilot, dialogue), you do not have to change the frequency, the rest communication will start automatically (you can also assign the radio change to the buttons on your physical controller):



- If you are to fly by waypoints as recommended in the mission and orders, always fly to this point by the shortest route. Remember that the waypoint in Kiowa Warrior will change to the next one if you are within 200 meters or less of it (0,2 on the MFD display). Sometimes you will be ordered to fly in a given direction, without a specific waypoint or to a point designated as MGRS
- If you fly by waypoints (which are already defined in the mission), do not make shortcuts, e.g. from WP1 to WP3 without going over WP2, sometimes you can miss important information this way, or fail the mission altogether





- Reserve more time, the missions may not be very difficult but they take time, the standard will be 1:15 hour (+/- next 15 minutes)
- In general, the missions can be assessed as having a level of difficulty of: medium difficulty, but watch out for direct fire, do not fly directly over the target, attack from a distance, also using a machine gun and unguided rockets.
- You can rearm yourself in additional outposts (sometimes) although the missions are designed so that the weapons you have are appropriately matched to the mission and in the appropriate quantity
- Some targets, even if you run out of ammo, you can shoot with the M4 rifle
- Aim carefully and try to save ammo. Flying the Kiowa Warrior is always a battle between ammo and fuel
- The Taliban are light infantry equipped mainly with 7.62 mm rifles, but sometimes they used KORD or DSzK machine guns, especially against flying units. However, don't be surprised if they are sometimes better equipped during the campaign (always eliminate the bigger threat first). The Taliban also took over Soviet equipment during the war and used it against the ANA and coalition armies
- When you want to return to your base after completing the mission, check the kneeboard for landing position in MGRS or simply switch to Waypoint 1 (1W)
- Also, save fuel on longer missions. Flying at 90-100 kts all the time will quickly empty the tanks. A good cruising speed is around 80 kts (NG value 91,5-93%)
- Manage your wingman (if he is present), give them orders, including formation, combat operations and return to base, sometimes they're not very smart ;)
- If you are flying in tandem with another OH-58D or AH-64D, use their support and weapons, but remember that you are responsible for them if they die the mission will be aborted
- If you have a mission with a wingman (or group), wait for him near the airport ("waiting area"), don't fly alone. The OH-58D has quite a limited number of quantity of combat payloads, so each additional helicopter means more firepower and a higher probability of survival. The presence of a wingman is sometimes needed to complete the mission.
- Fly missions in real time only, don't speed them up if you don't have to do, because it negatively affects the AI and you also spoil your immersion of the mission
- Read and follow orders and advices (your "JAMES AI" mostly! 😊)



- If you can't find your way, use the F10 map, often you have the appropriate places or areas marked there
- The F10 map is used to guide artillery (in some missions). This can be a bit of a problem for VR users, as MGRS data must be entered manually from the keyboard (it is worth tilting the headset or using the slit to see your keyboard)
- During dialogues, you always have the MGRS data repeated at least twice. You always have the additional option to repeat the MGRS data in the campaign (using an image), use the Radio menu F10 if such a message appears when you'll need it
- Sometimes it may happen that something does not work as it should. This does not mean that there is a bug in the campaign. Before you report it, do the mission again. Sometimes DCS itself loads or interprets something incorrectly
- The missions and characters are, of course, fictional, but the campaign is based on real events, typical missions for Kiowa Warrior, quite real radio communication, motives for military operations and problems faced by the US Army in Afghanistan in 2001-2021
- The campaign and each mission have been tested by the team multiple times and should theoretically be bug-free, but if you notice any bugs, please report them on the official DCS Forum in the section related to this campaign
- DCS: Afghanistan map is quite demanding on the CPU/GPU in some places (urban areas), as is the OH-58D model, especially in VR. If you experience FPS drops, I recommend setting the LOD indicators (graphics options) to this level



SOUNDTRACK

After completing all missions, you will get a special code that will allow you to play all tracks included in this campaign in the form of a playlist (on YouTube). The code should be entered in the link below:

[Enter the code here and click for playlist](#)



CREDITS

I hope you enjoy this campaign as much as I did during the months of creating it. It was quite a challenge, especially since the campaign was created during the EA period for the map of Afghanistan, as well as the Kiowa Warrior module itself, which received several patches at the time and all of this had to be properly combined. I wish you much success and an unforgettable adventure under the skies of Afghanistan on the OH-58D!

Special thanks to my beta testers (DCS Forum's nick) :

- Don Rudi (also, for preparing the scripts!)
- LuseKofte

Special thanks go to Ryan Robicheaux, OH-58D pilot who flew in Afghanistan and the author of the book "Scouts out!" who was my mentor in many ways during the creation of this campaign. His kindness and passion for Kiowa Warrior remains invaluable!



I would also like to thank entire ED team (there were also some members of the ED team who tested part of the campaign), without whom our dreams and their realization would not be possible! Thank you for your support, your passion and the continuous development of DCS!

Best regards! [YoYo](#)

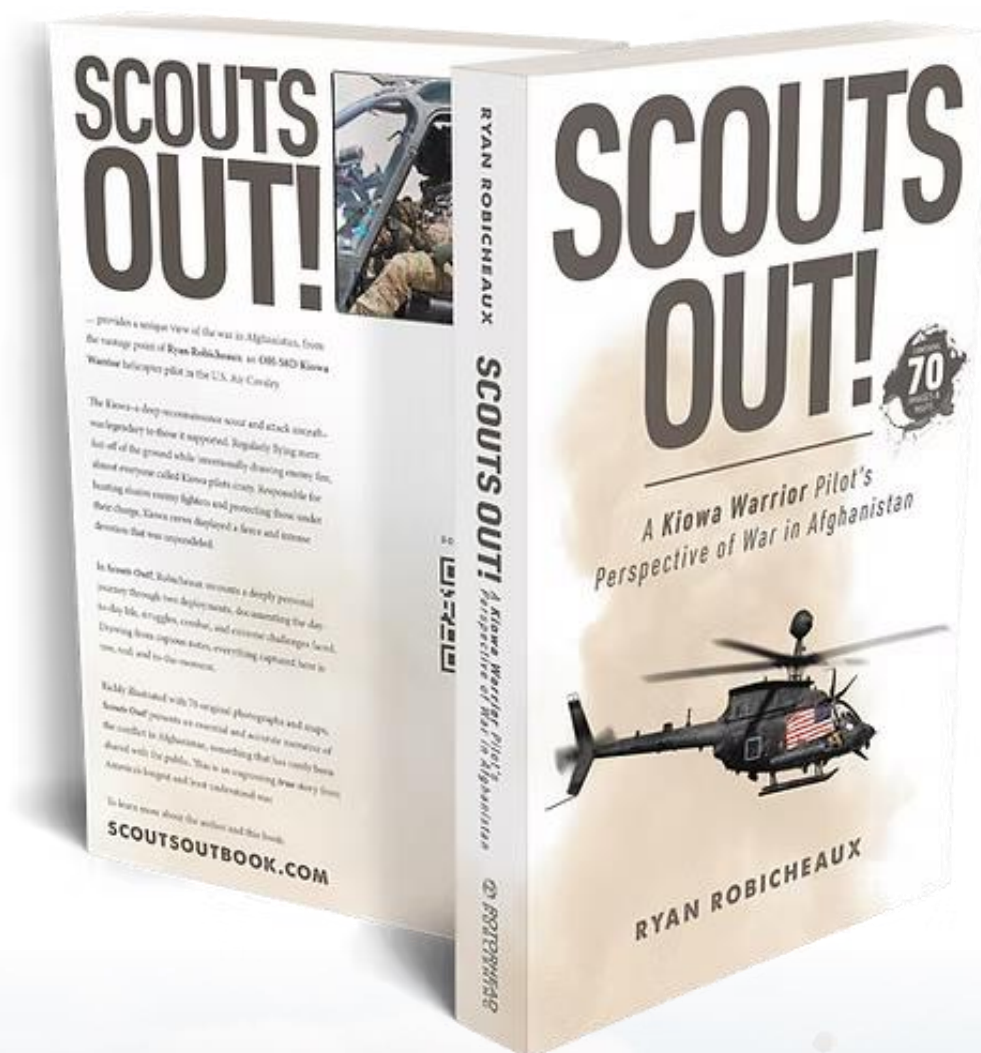
June 2025

www.yoyosims.pl



AFTERWORD

Although the campaign is not a copy of any mission presented in the book „Scouts out!“ and also contains its own unique storyline, I recommend that anyone who likes the campaign and is interested in combat operations in the US Army Kiowa Warrior helicopter to read this publication to get a better feel of flying the OH-58D:



www.scoutsoutbook.com

Thanks for your support!

If you liked the campaign, don't forget to click "Buy me coffee" on the first page ☺