



# INHERENT RESOLVE

## MISSION 1

READ ME INSTRUCTIONS

### 10 PERCENT TRUE

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Welcome to Inherent Resolve, a DCS F-15E Mission designed by Sedlo for the 10 Percent True Podcast.

Before we get into the details, there are some requirements that you need to be aware of before flying this mission.

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You **MUST** own RAZBAM's F-15E Strike Eagle module

You **MUST** own UGRA MEDIA's Syria Terrain

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This mission is designed for players who are proficient in the DCS F-15E module and its weapons systems. Examples of challenges you may face include:

- Basic aircraft handling, such as takeoffs and landings
- Use of the various radio and navigation systems.
- Air to Air Refueling.
- Dynamic re-tasking in a fast-paced environment.
- Use of the targeting pod and employment of weapons systems.

In addition, familiarity with US military terms and abbreviations is helpful to understand what is going on in the flight. A glossary of useful terms is available at the end of Steve Davies' excellent book **Be Afraid of the Dark**, which you can find in your

DCS \Mods\aircraft\F-15E\Doc folder.

We hope that you enjoy the mission!

## NOTE

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This campaign is designed and tested for DCS versions 2.8.6.41363 and later.

It is highly recommended players use the Open Beta version of DCS to get the most from this campaign. This means it will not work well on the DCS Stable until that version is updated to 2.8.6.41363 or later.

## BROUGHT TO YOU BY

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This mission is brought to you by 10 Percent True and Sedlo Simulations.

10 Percent True is the podcast of veteran aviation journalist Steve Davies. Checkout his website here: <https://www.10percenttrue.com>.

Sedlo is an experienced DCS mission builder whose campaigns and work have met critical acclaim. You can find out more about him here: <https://www.digitalcombatsimulator.com/en/files/filter/user-is-SEDLO/apply/>.

## INSTALLATION

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Unzip the contents of the download to your folder at **Saved Games\DCS.openbeta\Missions\**

## COLD START VS START FROM PUSH

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There are two versions of this mission. The first is a "Cold Start" scenario, where you start on ground at the base in a "Cold and Dark" setting. If you choose this mission, you will have the ability to load the "Start from Push" via the radio menu, F10 option.

The other version is the "Start from Push" version, which starts just after the first refueling, ready to receive any tasking.

IMPORTANT: If you choose the “Start from Push” option, you MUST not touch any controls until the startup message goes away. Touching any control during this time may break the mission.

IMPORANT: At this stage of Early Access, the “Start from Push” version of the mission can conflict with multicrew style missions. For now, it is recommended to fly this version as Single Player only.

## MISSION SETTINGS

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The goal in creating this mission was to provide the player with the most realistic combat experience possible within DCS World. To that end, the following options are hard coded and should not be changed. Doing so may break the mission.

- Game Flight Mode: off
- Unlimited Fuel: off
- Unlimited Weapons: off
- Easy Communications: off
- Radio Assists: off
- G-Effects: on
- Civilian Traffic: off

In addition, it is recommended to set your in-game audio to include “Hear like in Helmet”, otherwise you may miss some radio transmissions

Recommended sound settings below:



## RADIO COMMUNICATIONS

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This mission makes extensive use of realistic radio communications procedures, so it is imperative that you know how to operate your aircraft's radios fully.

In the DCS F-15E your aircraft is equipped with two radios. The primary radio is the ARC-164, a UHF (225.0-399.975 MHz) only radio, and is referred to as "PRIME". This radio's controls are on the left side of the UFC.

The AUX radio is the VHF/UHF ARC-210, featuring frequency ranges of 30-87.975, 118.0-173.975 and 225.0-399.975 MHz, both in AM and FM modulations. This radio is controlled from the right side of the UFC.

In real life, these radios are secure-capable and feature jam-resistant modes (HAVE QUICK), but this is not implemented in DCS at this time.

This mission is set up so that you **MUST** use the correct radio when instructed. If the mission tells you to "Push 10 Prime", turn your Primary radio to preset channel 10.

An instruction to switch to "282.8 AUX" would be set the AUX radio to 282.8 in the manual mode.

It is also very important that when communicating with your wingman or outside agencies that you use the correct keybind for the radio you are transmitting on. The "\ " does not work airborne. Use the keybinds for **MIC SWITCH FWD** (Call Radio 1 Menu) (PRIME) and **MIC SWITCH AFT** (Call Radio 2 Menu) (AUX) for this.

**NOTE:** Your kneeboard in-game has a lot of information on various radio frequencies/channels that you may need to know.

***Failure to tune the proper radio to the proper channel will cause the mission to stop progressing.***



## MONITOR GUARD!

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In the mission, it's crucial for you to monitor GUARD frequency on both radios. See page 140 in the manual for more information.

## RADIO MENU / F10 OPTION

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You will also find yourself in situations where you will have to use the Radio Menu F10 Option. To access this feature, press the UHF1 (Prime) or UHF2 (AUX) transmit switch to bring up the radio menu and select the response desired.

## COMMANDING YOUR WINGMAN

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You can give your wingman the standard DCS instructions via the AUX radio at all times, as long as you are tuned to CH.18 (339.125 MHz) AUX.

## **FREQUENTLY ASKED QUESTIONS**

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We have compiled a list of frequently asked questions below to help you fly this mission successfully. Please refer to this before asking questions on the DCS Forums.

### **Is this a multi-player mission?**

Although primarily designed from a single-player point of view, this mission is multi-crew capable with some caveats.

You cannot use this mission on a dedicated server. The complex triggers for some reason do not work on a dedicated server, so it has to be locally hosted in order to work.

The mission host should be the **PILOT** slot, and the pilot should be the one to tune the radios, TACAN and the one to enter navigation points.

As this aircraft has just entered early-access, there are some issues with multi-crew sync. The sync issues are beyond the control of the mission designer and hopefully will be resolved soon.

### **I switched frequencies in the game and then nothing happened. What's going on?**

ALL radio frequency changes in the game will be prompted via a voice over and / or a message on the top right of the screen. That message will stay on the screen until the frequency change is complete. Do not change your radio frequency in game unless prompted!

### **The TACAN for the tanker isn't working!**

Make sure you change the mode from X to Y.

## Can I change the weapons loadout?

**NO!** This mission is designed for the weapon loadout that you are given. Changing the weapons **WILL** break the mission and render it unplayable.

The only thing you can do is add an extra centerline fuel tank to your jet. Beware, this will put your jet over max takeoff weight, so you may encounter problems.

## I suck at air-to-air refueling. Do I have to do it?

Yes and no. You should do it, but... If you fly your jet very conservatively you can make it back without doing it. In most cases. If you find yourself wanting a bit more gas, you may load an extra external fuel tank onto the jet at mission start. This is the only modification you are allowed to make to your loadout. Any other modification may break the mission.

**NOTE:** You do not have to refuel with the tanker in order for the mission to proceed, but you DO have to fly within 15 miles of it and switch over to their frequency when prompted. You can use the radio menu, F10 option then to check out without refueling, although it is highly recommended to refuel.

The AI wingmen are not very good at fuel management in DCS. Regardless if you decide to refuel yourself or not, make sure you send your wingman to the tanker when you approach steerpoint 2.

**NOTE:** You can adjust the tanker's altitude and speed via the radio menu, F10 option. If you find tanking at 24,000 a bit sporty, you can adjust it so the tanker descends to about 18,000ft. Your aircraft will have a bit better performance in this flight regime.

## Do I have to fly the flight plan?

**YES!** Take off and follow your route, or your instructions as given in the game. Failure to do so may result in the mission not progressing. **BUT....** If you are given another task or direction to fly to by ATC or AWACS, then you are free to follow their instructions.

## I cannot hear anything on my radios. What is going on?

Ensure that your radios are on and that your **ICS** switch is in the **ON** position. This is located on the left console behind the throttles.

The AutoStart feature of the DCS F-15E does not turn this switch on by default. It also does not align the INS or turn on the radios like other jets, so you will have to do this yourself.





**I can't seem to add the longitude values when entering a new steer point. What am I doing wrong?**

In the F-15E, if the longitude value is less than 100, you need to enter a leading 0. So, **E 38° 17.247** should be entered as **E 038° 17.247**.

**I am having problems aligning the INS in the game. Can you help me?**

Before you start the alignment, make sure your parking brake is on and both of the engines are on and stabilized. The jet does shake during engine start, which may throw the alignment out of whack.

**I am new to the jet and feel pressure to hurry. Am I going to fail?**

Take your time and go slow. The triggers in the mission are based on your location, not the time. So, take all the time you need to set yourself up for success.

**I cannot see my wingman on the Air-to-Air TACAN. What is going on?**

There is currently a bug in DCS that breaks the air-to-air TACAN for wingmen within a flight. This has been reported and hopefully will be fixed soon.

**My wingman is attacking targets with cannon for some reason. Why?**

Right now, there is a problem with AI F-15Es in-game. They are not using the appropriate air-to-ground ordnance. This has been reported and hopefully will be fixed very soon. In the meantime, you should make all attacks yourself (should you be called to do so)

### **I missed writing down a coordinate. What can I do?**

In most cases, when a coordinate is given to you, you can open the radio menu, F10 option. There you should find an option to display that coordinate on the screen again.

### **I'm running out of fuel or weapons and the mission is not complete. What should I do?**

This happens in real life too, don't worry. Use the radio menu, F10 option to report that you're running low on fuel (BINGO) or that you're out of weapons (WINCHESTER). The controlling agency will then clear you off. Follow their instructions.

### **I flew the mission and it was awesome! What now?**

This mission was designed with replay-ability in mind. After the initial refueling, there are 4 stories/scenarios that are written into the mission. Let's call them A, B, C and D.

There is a random chance, on any mission, that all 4 scenarios (A, B, C and D) will happen. There is also a random chance that only A and C will happen. A random chance that B and D will happen. A random chance that A, C and D will happen. And so on, and so on.

This means that if you fly the mission once, chances are if you fly it again it will play out differently the next time.

The goal is that you can keep finding enjoyment and new adventures every time you play.

These random scenarios happen after the initial refuel, so once you fly the **COLD START** version, you can fly the **START FROM PUSH** version and likely experience a new aspect of the mission, quickly.