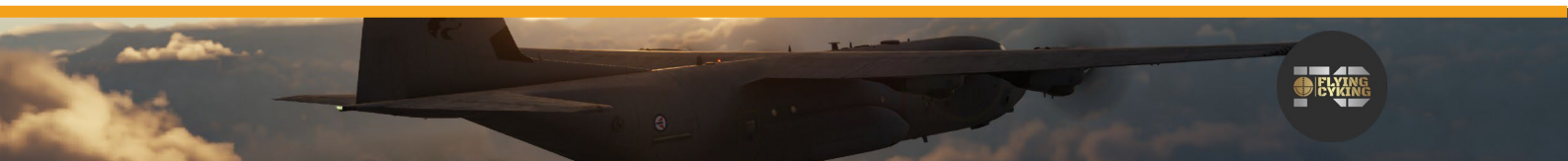


DCS

CARGO MOVER
KOLA



MISSION BRIEFING

Scandinavia, October 2025

Tensions between NATO and Russia have reached their highest level in years.

Hybrid operations, airspace provocations, and increased Russian military activity near NATO's northern borders have led to a significant NATO presence in Scandinavia.

As part of this response, large-scale NATO exercises are currently underway across the region. These exercises involve not only major military airbases, but also numerous smaller civilian airfields that are being used for logistical support.

While no open hostilities are expected, maintaining operational readiness depends heavily on a reliable supply chain.

YOUR ROLE

You are a NATO transport pilot, tasked with supplying forces across Scandinavia by air. Your mission is purely logistical:

- Transport fuel, ammunition, bombs, and general supplies.
- Fly between designated supplier airfields and receiving airfields
- Ensure cargo arrives intact and on time.
- There is an endless number of possible routes, with every complete mission a new one gets generated
- With every restart you should get new missions, the airfields demands are randomized at the beginning of the mission
- There are no known hostile threats in the area.
- This is a peacetime operation, but professionalism and precision are essential.
- Do not enter Russian airspace under any circumstances.

MISSION FLOW

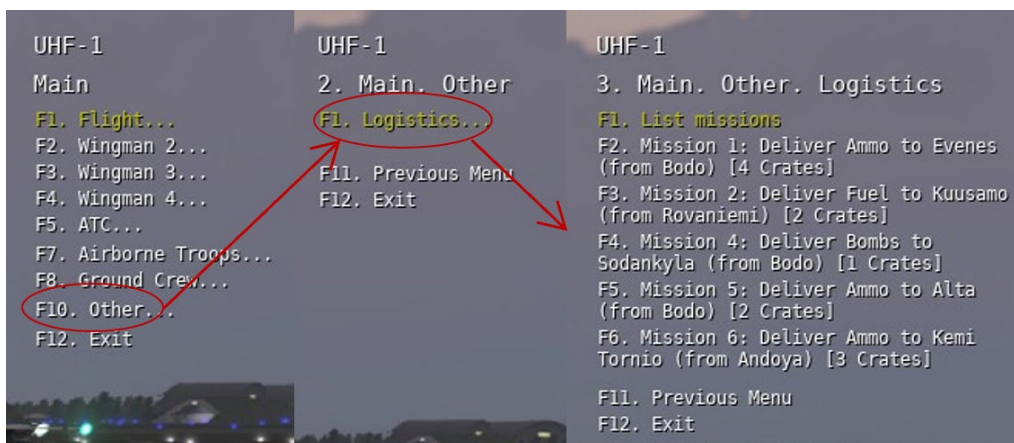
1. Accepting Missions

Available logistics missions can be found in the **F10 Radio Menu → Logistics**

Each mission specifies:

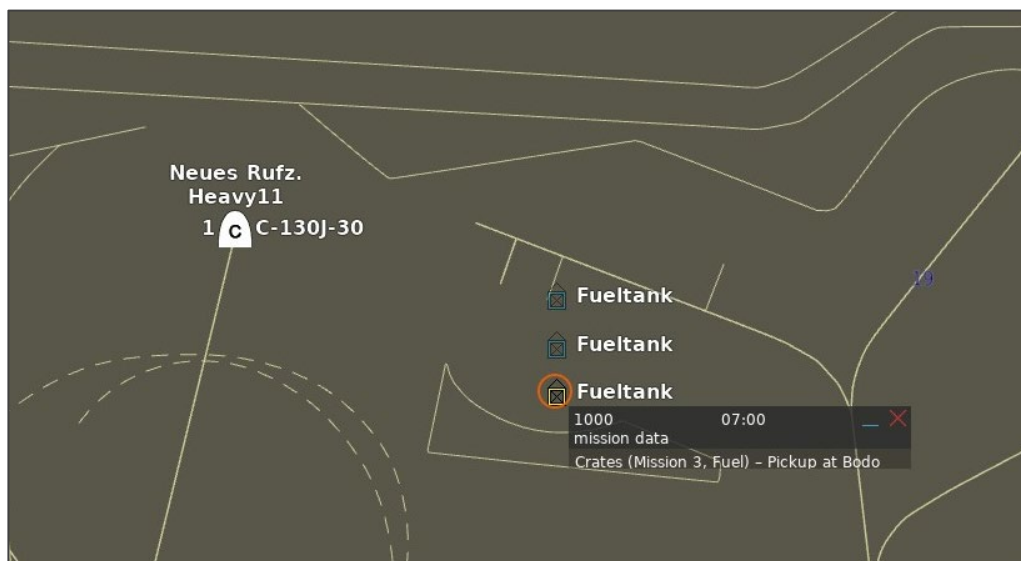
- Type of cargo
- Number of cargo crates
- Supplier airfield (pickup)
- Destination airfield (delivery)

Once you accept a mission, it will disappear from the mission selection list and become active.



2. Cargo Pickup

- Cargo crates will spawn at the supplier airfield
- The pickup location is marked on the F10 map
- Load all assigned cargo crates before departure
- Damaging or losing cargo may result in mission failure.



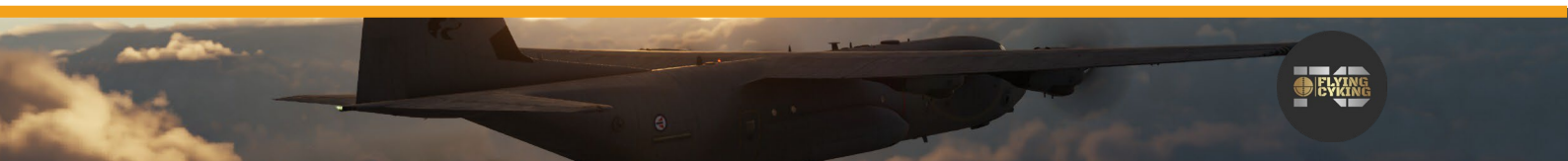
3. Delivery

- Fly to the assigned destination airfield
- The delivery zone is also marked on the F10 map
- Unload all cargo crates near the delivery area



For a successful delivery:

- All crates must be near the delivery zone
- All crates must be on the ground
- All crates must be stationary



4. Delivery Confirmation

Good and efficient logistics requires some paperwork. Once all cargo is properly unloaded:

- You will receive a message indicating the cargo is ready for acceptance
- Open the F10 Radio Menu → Logistics
- Select “**CONFIRM DELIVERY**” for the active mission

Only after confirmation will the mission be officially completed.



FAILURE CONDITIONS

A mission will be considered failed if:

- One or more cargo crates are destroyed
- Cargo is lost during transport
- Delivery conditions are not met

FINAL NOTES

- Multiple missions are available at the same time for multileg operations.
- Use the F10 map to plan your route, additional navpoints have been added to the map for better routing.
- Maybe at not all locations you are able to land, so you need to find a different way to deliver the Cargo. 😊
- Mission will automatically restart after 10 hours.
- You can load different weather and time conditions using F10 Radio Menu
- Due to the sandbox and dynamic characteristics of this mission there are no voice overs or scripted radio traffic yet. I am still looking for possibilities to realize this in a DCS sandbox environment.
- Mission is coop and dedicated server compatible (limited number of players, use dynamic slots for more clients)

Armies run on fuel, ammo, and supplies — and today, you are the supply line.

Have fun and let me know your feedback, more features and different maps will follow in future versions.

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Support my work:



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<https://buymeacoffee.com/flyingcyking>