



GULF GUARDIAN

HEATBLUR F-4E PHANTOM II

READ ME INSTRUCTIONS

HEATBLUR

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Welcome to Gulf Guardian, mini-campaign designed by Sedlo for Heatblur's amazing F-4E Phantom module.

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

You **MUST** own Heatblur's F-4E Phantom module

You **MUST** own the Persian Gulf map.

This mission is designed for players who are proficient in [Heatblur's F-4E Phantom II](#) module and its weapons systems. Examples of challenges facing you include:

- Basic aircraft handling, such as takeoffs and landings
- Use of the various radio and navigation systems.
- Dynamic re-tasking in a fast-paced environment.

I hope that you enjoy the missions!

INSTALLATION

Unzip the “**F-4E - Gulf Guardian by Sedlo**” folder into your “**C:\Users\YOURNAMEHERE\Saved Games\DCS\Missions\Campaigns\en**” folder. All mission documents are in the Documents folder.

COLD START VS START FROM PUSH

There are two versions of missions in this campaign. The first is a “Cold Start” scenario, where you start on ground at the base in a “Cold and Dark” setting.

You can select the “Start from Push” mission at any time during a “Cold Start” mission as long as it’s PRIOR to the push time. After the push, this option disappears.

The “Start from Push” version will automatically tune your UHF radio to whatever frequency you are required to be on.

MISSION SETTINGS

The goal in creating this campaign 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

There is a setting in DCS that forces **YOUR** settings for each mission. Please ensure that this is **OFF** in order to play this mission as designed. Failure to do so may cause issues with the mission.

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

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-4E your aircraft is equipped with one UHF transmitting radio which covers the radio spectrum of 225-400 mhz. It is also equipped with an auxiliary **receive only** radio, which covers the spectrum of 266-285 mhz.

In real life, the UHF radio is secure-capable and features a jam-resistant mode (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”, turn your PRIMARY (UHF) radio to preset channel 10.

NOTE: Your kneeboard in-game has 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!

In the mission, it's crucial for you to monitor GUARD frequency by ensuring your UHF radio is set to T/R+G.

RADIO MENU / F10 OPTION

You will also find yourself in situations where you will have to use the Radio Menu F10 Option. To access this feature, press the **“Microphone”** transmit switch (\) or **“Microphone -UHF”** (Rshift + \) to bring up the radio menu and select the response desired. It's recommended to bind one of these to your HOTAS if able.

COMMANDING YOUR WINGMAN

You can give your wingman the standard DCS instructions via the **UHF** radio at all times (they will follow you through all frequency changes).

SPECIAL IN-GAME OPTIONS

There are special in-game options that you can choose once you are in the jet via the radio menu, F10 option. These are:

IMMORTAL on/off – Choose whether you can be killed by hostile fire or impact with the ground. You can change back and forth as you see fit.

ADVERSARY SKILL easier/harder – Easier mode will automatically set air to air missiles that are fired at you to self-destruct. Hostile radar missiles will explode after 11 seconds. Infra-red air to air missiles will self-destruct after 5 seconds.

RADIO MESSAGE TEXT on/off – OFF will disable radio message subtitles boxes from appearing in-game. Some VR users prefer not to have their vision obstructed with extra clutter on screen. It is also useful for video-content creators. Be sure pay attention everything said in-game, as it can be easy to miss a crucial instruction. This setting can be toggled on and off.

FREQUENTLY ASKED QUESTIONS

I 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.

Can I play this multiplayer or multicrew?

No. This mission is designed for single player operation. The complex triggers and scripts used in this mission are not compatible with multiplayer/multicrew. See this video for an explanation:

<https://youtu.be/wZB67QfQOc0?si=nMLSTBwaa1peoiKi&t=60>

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!**

NOTE: You can switch frequencies, unprompted, on the AUX radio only! Examples of when you can use this is if you want to tune to the ATIS frequency to get information or to see what's on other frequencies. Remember this radio is RECEIVE ONLY and you cannot change the preset channels.

Can I change the weapons loadout?

NO! This missions in this series are designed for the weapon loadouts you are given. Changing the weapons **MAY** break the mission and render it unplayable.

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

No. While there is a tanker in-game, you don't have to use it as long as you're conservative with the afterburner. Remember, certain divert fields are available. Check the radio menu, F10 options under "Egress Options" in-game.

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. **IT MAY BE VALUABLE TO LEARN HOW TO USE THE TACAN TO FLY TO AND FROM A STATION.**

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

This campaign is not designed for people new to the jet. Some missions require you to be ready to taxi or airborne at a certain hold point at a certain time. Using AUTOSTART as soon as the mission begins will get you ready with plenty of time to spare. Be aware, **AUTOSTART DOES NOT SET UP YOUR JET COMPLETELY.** Make sure you radio, TACAN, transponder, TRIM, etc., is set up properly before the taxi time.

Is there a way to make my pilot invincible?

Yes! You can use the Radio Menu / F10 option and look under "Difficulty Settings". You can switch back and forth between invulnerable and vulnerable as many times as you wish.

I keep getting shot down... is there any way to make this mission easier?

Yes! In addition to the invulnerability mentioned above, you can make the enemy less effective.

Use the Radio Menu, F10 option and go to the difficulty settings. There you can select easier adversary, which will "self-destruct" the enemy missiles after a certain time (11 seconds for RADAR missiles, 6 seconds for HEAT).

I want that cool loading screen graphic you had in your video. How can I do that?

You bet! Inside the zip is a file called "loading-window.png". Just copy that to your "C:\Users\you\Saved Games\DCS.closedbeta\MissionEditor\themes\main\ME" directory. Then inside DCS Settings under MISC, set the theme to "User theme".

CREDITS

I would like to express my gratitude to the following people volunteered their voices to make Gulf Guardian come alive. Without their help, I would not be able to do what I do.

AerodynamicPotato
Diesel Thunder
Honeybadger
Lance Criminal86
Mace
Nate "Remus" Williams
near_blind
Paladin1CD
Red Kite
Sport
Steve Davies
T-Money

Tricker
Pooledh18
TacticalOni
Goreo
Meat
Diesel_Thunder
Kez
Graywolf
Remus
SOB Polta
ZigZag

There are others that prefer not to be named, and there is a high likelihood that I may have missed someone.

Thank you also to my fellow campaign creators as well. It's been great to bounce ideas around and help each other out.

Apache600
Badger633
Baltic Dragon
ChillNG
Eagle86
Florence
Flying Cyking
Gambit21

Grizzly
Randy
Reflected
Sandman
SorelRo
Stonesky
Sunstag

A big shoutout to GRIMES, for his excellent MIST scripting tools and his help with scripting. I couldn't have made this without his awesome contributions to DCS.

And as a final note, this campaign, like Bold Cheetah, is being released in the User Files section rather than as a paid DLC.

Although I wanted to get into the paid campaign business, I find myself in the situation again whereas I do not know that I'd be able to support it going forward.

Believe me, I would like nothing better to join the ranks of folks like Baltic Dragon and Reflected, but life has a way of throwing some pretty good curve balls.

These 5 missions have been sitting on my computer, complete, for a long time, and they're not doing anybody any good if no one is able to play them.

So here they are. Please do not redistribute them, or modify them in any way. Unless you hear otherwise from me, I will continue to support, trouble shoot or fix bugs.

Thanks again for all your passion and support! ™

Tensions Escalate in Persian Gulf: Operation GULF GUARDIAN Underway

WASHINGTON D.C. - December 28, 1985 - The United States has initiated a swift and decisive military deployment to the Persian Gulf, codenamed **Operation GULF GUARDIAN**, in response to escalating Iranian aggression against civilian shipping in the Strait of Hormuz. With reports of multiple attacks on commercial vessels in recent weeks, the Reagan administration has taken a firm stance to ensure the free flow of oil and protect international maritime interests.

The volatile situation has prompted the U.S. government to begin reflagging Kuwaiti oil tankers under the American flag. This controversial move provides the U.S. Navy with the legal justification to directly intervene and prevent further attacks on these vessels, now considered American.

"We will not stand idly by while vital international shipping lanes are threatened," declared Secretary of Defense Caspar Weinberger in a press conference yesterday. "The Strait of Hormuz is a critical artery for global commerce, and we are committed to keeping it open, by force if necessary."

Elements of the **U.S. Navy's Seventh Fleet**, including the aircraft carrier USS Kitty Hawk and its battle group, are already on station or en route to the region. They are being complemented by **U.S. Air Force tactical aircraft** from bases in

the region, ready to provide air cover and rapid response capabilities.

Iranian rhetoric has grown increasingly bellicose in recent days, with official Tehran radio broadcasting warnings of severe consequences should the U.S. intervene. Revolutionary Guard commanders have vowed to disrupt oil exports if their demands in the ongoing Iran-Iraq war are not met.

Despite the sabre-rattling, analysts believe the U.S. deployment is a clear signal that Washington will not tolerate any disruption to the world's oil supply. The move is reminiscent of past U.S. commitments to secure shipping lanes, though the scale of this deployment underscores the gravity of the current threat.

Concerns remain high among diplomatic circles that a miscalculation by either side could lead to a broader conflict. However, for now, the focus of **Operation GULF GUARDIAN** remains squarely on deterring Iranian aggression and ensuring the uninterrupted passage of oil through the Strait of Hormuz. The world watches anxiously as the U.S. flexes its military might in this critical waterway.