

Operation Firestorm

By Don Rudi / Oneeyed Simulations



Manual

Operation „Firestorm“

Setting

Date: 13 June 2025

Location: Northern Syria

Weather: shattered clouds, winds 6 knots

Time: 0500 Local (0200 Zulu)

The Ministry of National Defense is closely monitoring the recent escalation of violence in northern Syria.

Armed groups affiliated with *Hayat Tahrir al-Sham (HTS)* have launched attacks south of Azaz, threatening the stability of the border region and the safety of civilians, including displaced persons in refugee camps.

Intelligence reports confirm that HTS elements are employing heavy weapons and advanced systems captured earlier this year from abandoned foreign positions in western Syria. Among these weapons is the TOS-1A thermobaric rocket system, capable of inflicting indiscriminate and catastrophic damage.

Turkey will not tolerate the use of such weapons so close to its border. The presence of these systems poses an unacceptable risk to our armed forces, allied units, and civilian populations in the area.

Reinforcements have been placed on alert. Appropriate defensive and preventive measures will be taken.

The Turkish Armed Forces remain committed to ensuring the security of our borders and to preventing further escalation of the conflict in Syria.

Task

Callsign: Chaos 1-1

Aircraft: AH-64D Apache

Base of Operations: Gaziantep Airfield

- 1: Seek & destroy TOS-1A thermobaric launcher(s)
- 2: Cover advancing tank platoon (*optional*)

The mission provides two client slots for optional coop/multicrew flying:

#11: lead Apache with FCR

#12: wingman Apache without FCR

Always select slot “#11” first.

Communication Frequencies

- **Gaziantep Tower:** 120.100 MHz
- **Tactical Net Anka:** 364.500 MHz
- **SNA OP Foreman:** 36.90 MHz
- **Tank platoon Korn:** 32.40 MHz

(all frequencies are preset on your VHF, UHF, FM1 and FM2 radios)

Do NOT use ingame ATC!

Additional Notes

- After destroying the TOS launchers, you will receive an optional second tasking. This is not mandatory. If you accept it, you will need to refuel and rearm at a nearby FARP.
- The 2nd tasking is complete, when all enemy units have been destroyed. “Korn” will call the success over radio and release you. If he doesn’t call, there are still units left.
- George is set to realistic IFF, thus he will need a clear view on the targets to properly identify them.

F10 options

- Contact Gaziantep tower when your Apache is ready for departure to kick off the ATC dialogue.
- Option to restrict the enemy tanks’ ability to fire ATGMs at you.
- Option to request SEAD assistance by F-16s against the SHORAD in the target area.
(this option will unlocked during flight)

Relevant Waypoints

LTAJ	37S CA 6450 9020	
WP1 (LTAJ CTR)	37S CA 5642 8735	245° / 5km
WP2 (fence)	37S CA 2883 5730	222° / 21.4km
WP3 (A’zaz)	37S CA 2523 5078	209° / 4km
WP4 (Minakh)	37S CA 2463 4356	185° / 4km
BP	South of Minakh	—
Target area	37 S CA 2242 2954	190° / 14.5km
FARP	37 S CA 2265 4150	~ 223° / 3km from WP4

On your return to Gaziantep fly the reverse route. You might want to add LTAJ as a WP or CM.

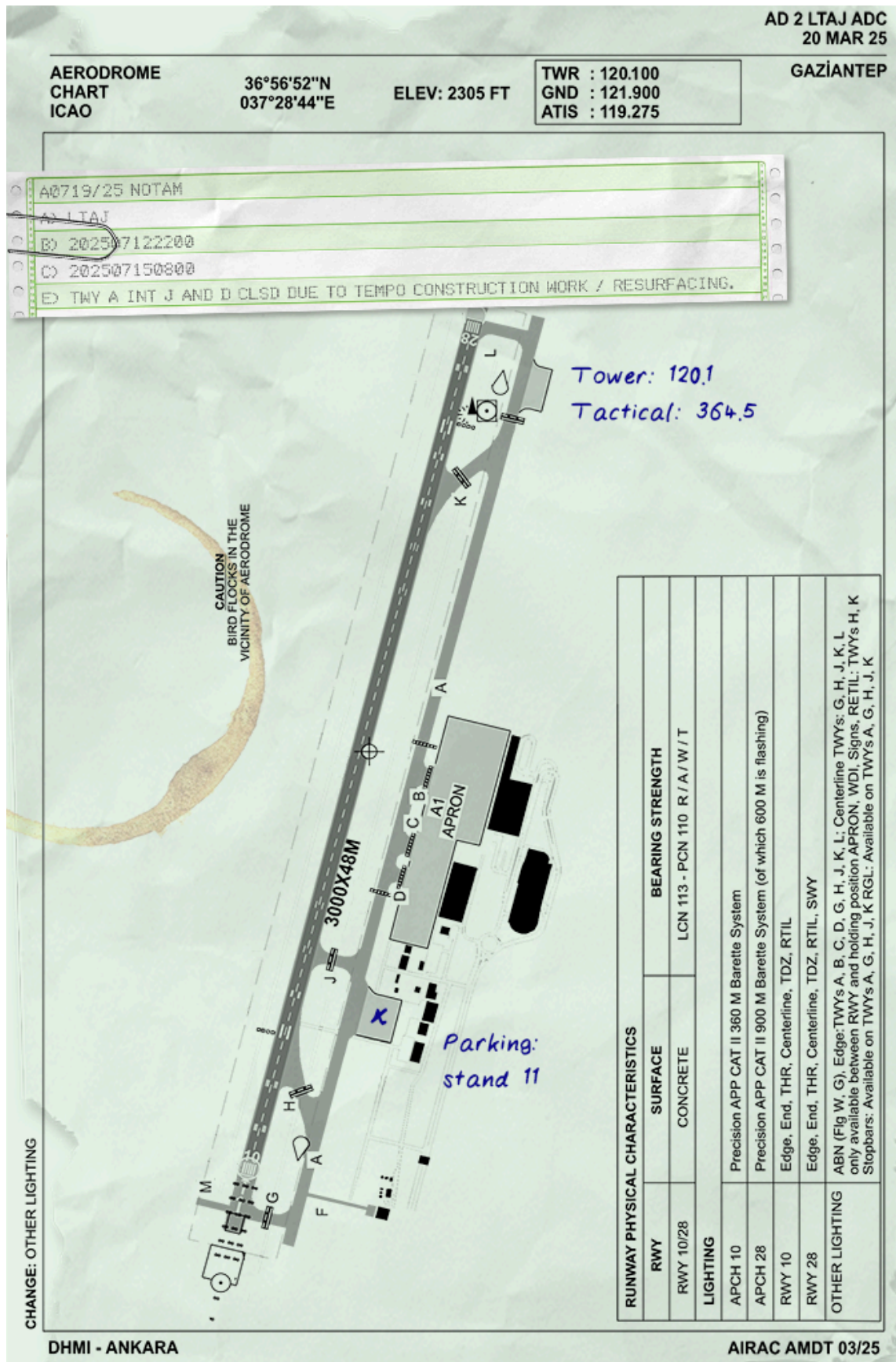
Known Threats

HTS rebels are known to operate Zu-23-2 anti aircraft canons on technicals and trucks. Expect SHORAD.

Mission card

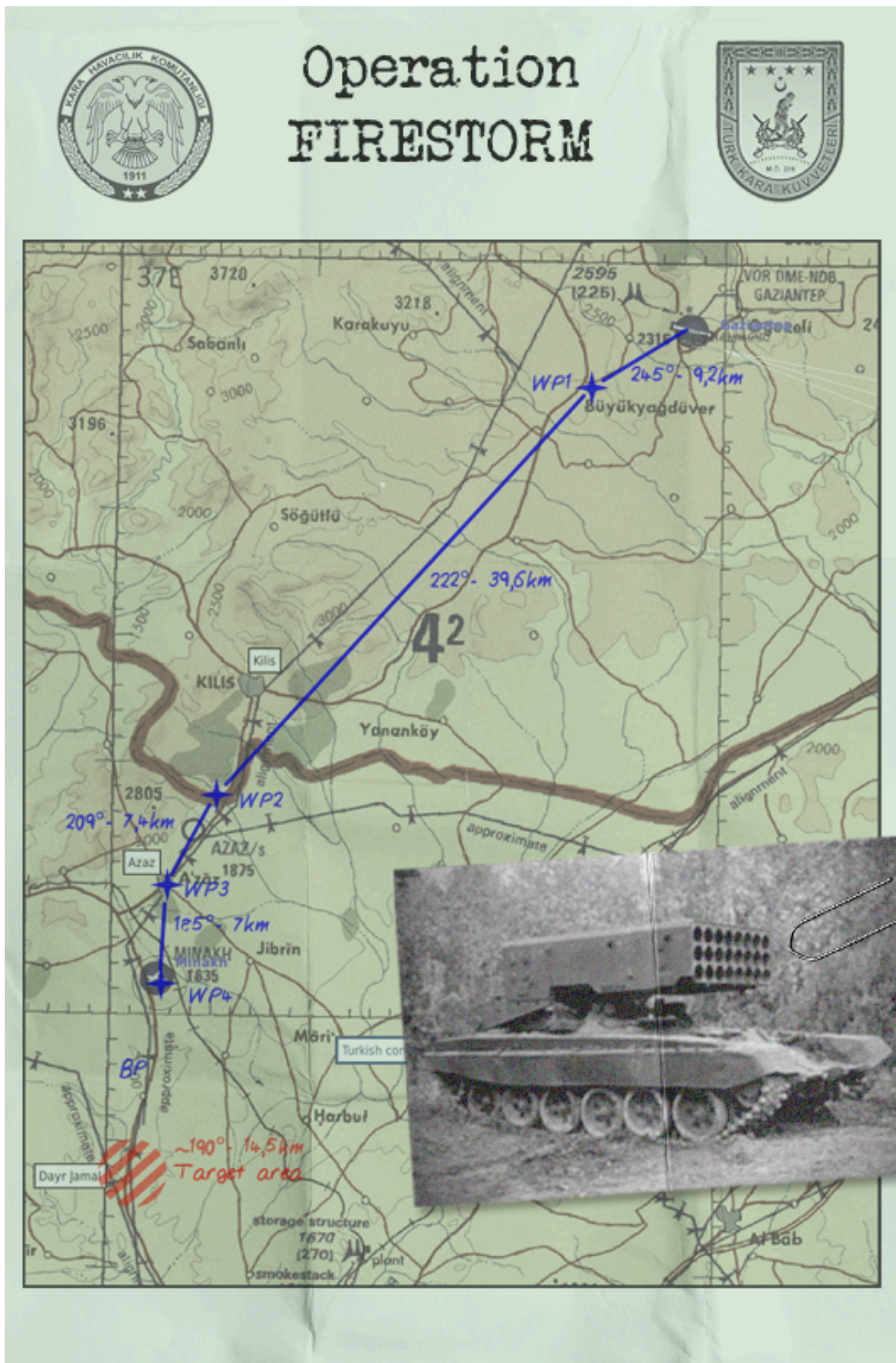
Confidential										07/25
Mission data card										
	1219108	Callsign	CHAOS	Package	1910	Mission	Seek & destroy			
Airbase		Airbase		TCN	UHF	VHF	Elev	RWY	ILS	
	DEP	Gaziantep, LTAJ		---	---	120.100	2243	28	109.100	
	ARR	Gaziantep, LTAJ		---	---	120.100	2243	28	109.100	
	ALTIN	Hatay, LTDA		---	---	128.500	228	22	---	
Flight	Pos	Name		IDM	TCN	TO	LND	Notes:		
	1 Lead	Gürk		1-1				Crew Gürk, Drögan		
	2 Wing									
	3 Element									
	4 Wing									
Package	Callsign Pack		AC Type	UHF	IDM	TCN	Task			
	Viper		2x F-16	364.500	3-1	---	CAP			
	Panther		2x F-16	364.500	5-1	---	SEAD			
	Hammer		2x F-4	364.500	4-1	---	CAS			
TO/Loadout	Config					Fuel		Wx notes:		
	A_A	---		Gross Wgt	17,500	TO/Fuel	1,260	Wind 317/6 Temp 33C		
	A-G	2x AGM-114K, 2x AGM-114L		Drag ind	---	Set Fuel	---			
	ECM/Pod	38x Hydra, 1200 30mm		ALOW	---	JOKER	----			
	Tanks	---		MSL	---	BINGO	600			
Task	Primary	S&D TOS-1 launcher near Dayr Jamal				Weapon	Type	AGM-114K		
	DMPI	---					Sensor	Laser		
	Pos	37 S CA 2242 2954, elev. 1387					Release	LOBL		
	Wind	317/06	Alti	29.86			Code	1516		
	Secondary	on demand by Anka					Type	AGM-114L		
	DMPI						Sensor	RF		
	Pos						Release	LOBL/LOAL		
	Wind		Alti				Code	---		
Support		Callsign		TCN	UHF	LOC	Notes:			
	Tanker 1						SNA operatives north of target area!			
	AEW/C	Anka		---	364.500					
	FAC	Foreman		---	36.90					
Flightplan	STPT	Action	COORD		HDG	Dist	GS	Alt		
	1	Takeoff	37S CA 6450 9020							
	2	WPL	37S CA 5642 8735		245	5.0	120			
	3	WP2 (border)	37S CA 2883 5730		222	21.4	120			
	4	WP3 (A'ez)	37S CA 2523 5078		209	4.0	120			
	5	WP4 (Minakh)	37S CA 2463 4356		185	4.0	120			
	6	BP	south of Minakh		---	---	---			
	7	Target area	37 S CA 2242 2954		190	14.5	---			
	8									
	9									
	10									
	11									
Mission notes:										
Seek & destroy TOS-1 thermobaric MLRS near Dayr Jamal. BP south of Minakh (WP4). Return to Gaziantep reverse route! Coordinate with AEW/C "Anka". Heavy HTS activity in the target area, friendly SNA troops just north of target area. TOS-1 are priority targets.										

Aerodrome layout



Your parking position is stand 11 on the western helicopter apron and you will taxi to and from runway 28 via Taxiway A and J.

Map



A battle point north-east of the target area, will provide the best chances to identify the targets.

Labels

Normally, I am not a fan of forcing no-labels on the player and leaving the choice to display or disable them to the user. But thanks to the FCR and the new George search options, I reduced the labels to minimum.

File

The zip file contains:

CG_Operation_Firestorm_AH64_Day_1_0.miz *(dawn flight version)*

CG_Operation_Firestorm_AH64_Night_1_0.miz *(night flight version)*

CG_Operation_Firestorm_Manual.pdf *(this manual)*

Note: as the triggers are connected to unit and group names, as well as weapon types, please do not rename any units or groups or change the loadout, as this will cause the mission not to work as designed.

Recommended skin

I recommend using the Kara Kuvvetleri skin by *BABLEG*

<https://www.digitalcombatsimulator.com/en/files/3336122/>

Version history

V 1.0 initial release

Thanks

Special thanks to my voice actors Attila, Bugra, Bilel, Levent and wife, Thomas.

Imprint

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Enjoy!