Operation Cedar Spear

By Don Rudi

Manual

Operation „Cedar Spear“

Foreword

Based on a mission suggestion by ZedTank.

Setting

Lebanon, summer 1982 - the country is facing a devastating civil war between various fractions, supported by Israeli Forces on the one side and Syrian Armed Forces on the other side.

Syrian Gazelles were primarily used as close air support for their ground forces, but occasionally flew ambushes in the valleys against advancing Israeli armor formations.

During the early phase of the war, Israeli Forces had to cross the Litani river in southern Lebanon. The site for the ambush in this mission.

The operation

Local civilians spotted an enemy convoy and contacted the Syrian military. Syrian special forces plotted the advance and set up an ambush near a strategically important bridge over the Litani river near Nabative. Armed only with light weapons and some RPGs, the team, callsign “Jabali” [Mountain goat] called for additional fire power from the air.

The low cloud cover will allow Syrian helicopters to operate in relative safety from enemy fighter jets.

Task

You will lead a Gazelle two ship formation out of a FARP near Beirut airport on a routine armed patrol along the coastal highway, waiting for further tasking by high command.

High command will eventually establish contact between SPEAR flight and Jabali.

Your task will be to take out the three heavy M60 main battle tanks in the convoy with HOT3 missiles.

After successfully engaging the tanks, you will fly back to the FARP.

Options

The mission was designed with both beginners and advanced players in mind. Your copilot will provide you with two attack routes to the targets:

- Northern attack route - this route is easier to fly and you will have more space to maneuver during the attack.

  Recommend for beginners.

- Southern attack route - this route is more demanding to fly and your attack will be commenced within a narrow valley.

  Recommend for advanced players.

F10 Radio Options

A number of F10 Radio options will be available.

- **No NADIR** By default the player will need to operate the NADIR navigation system. This will include waypoint switching and manual input of a new waypoint. By selecting the No NADIR option, the copilot will take over the task to switch the waypoints, coordinate entry will not be needed.

- **No Radio** During the mission, you will need to select specific channels on the FM radio to communicate with the ground team and the FARP. By selecting this option, your copilot will take over this task.

- **Easy Convoy** With this option selected, the convoy will not employ defensive tactics (northern attack route only)

These options will disappear, once the player leaves the FARP. Apart from difficulty options, there are also mission specific F10 options.

- **Report ready for take off** Use this option to report to the FARP control that you are ready for departure. The “go” will then be signaled by a green flare.

- **Attack route North** Selects the northern attack route and adapts the mission to it.

- **Attack route South** Selects the southern attack route and adapts the mission accordingly.

Required skills

You should feel comfortable flying low in narrow valleys. Also you should know hot to employ the HOT3 missiles on the SA342L Gazelle.

Relevant Waypoints

With the No NADIR option selected, you will not need to enter any coordinates. Your copilot will guide you to any relevant points.

With NADIR you will need to enter one waypoint, for an alternate FARP.

However, if you wish to input the relevant points:

Turning point attack route north	N 33°29.576' E 35°20.539'
Turning point attack route south	N 33°20.370' E 35°15.122'
Ambush	N 33°20.544' E 35°32.585'
FARP Tyr	N 33°15.960’ E 35° 12.800’
FARP Beirut	NADIR Waypoint 4

Known Threats

Due to the low cloud cover you are safe from enemy air activity. Depending on the route you choose, there may be enemy AAA present at the site of the ambush.

In case you crossed the border into Israel, you might encounter SAM systems.

Labels

Normally, I am not a fan of forcing no-labels on the player and leave the choice to display or disable them to the user. This time the labels are reduced to a neutral dot, because I wanted to try something different - the instructions of your copilot will be exact enough to safely guide you to the target area and then back to your FARP. The FARP wil fire a series of flares once you are in range, as a backup.
Should you get really lost, I left one of the ambush teams visible on the F10 map, so you do have some guidance.

Maps

After performing the attack, head back to the coast (NADIR WP3 or follow the rivers) and then return to base at NADIR WP4.

Attack routes

Northern attack route

Southern attack route

Multicrew

The slot is set to client, so the mission can be flown as multicrew.

File

The zip file contains:

CG_Gazelle_Operation_Cedar_Spear_1_0_1.miz

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.

Version history

V 1.0	initial release
V 1.0.1	fixed Jabali “Safe flight home” message wrong timing

Imprint

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Enjoy!