



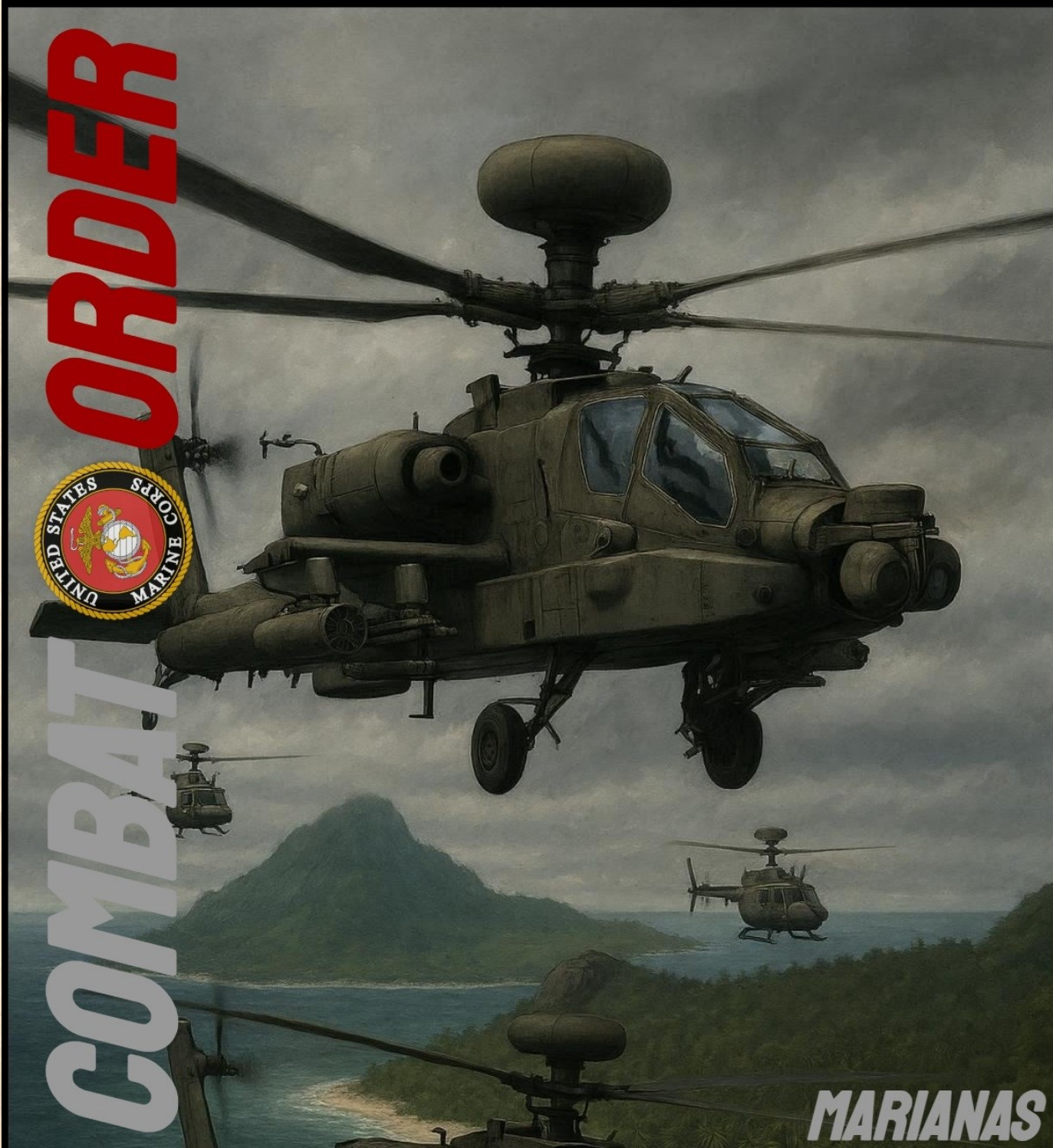
# ***USER - GUIDE***

D I G I T A L   C O M B A T   S I M U L A T O R

**ORDER**



**COMBAT**



**MARIANAS**





# USER - GUIDE

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## INSTALL:

You can save the Mission File (.miz) where ever you want. If you want the Mission to show up under your Missions in game, put the Missions to:

**XX:\USER\YourUsername\Saved Games\DCS\Missions**

\*This is your **Saved Games Folder** and not the Game Folder! It is not the Game

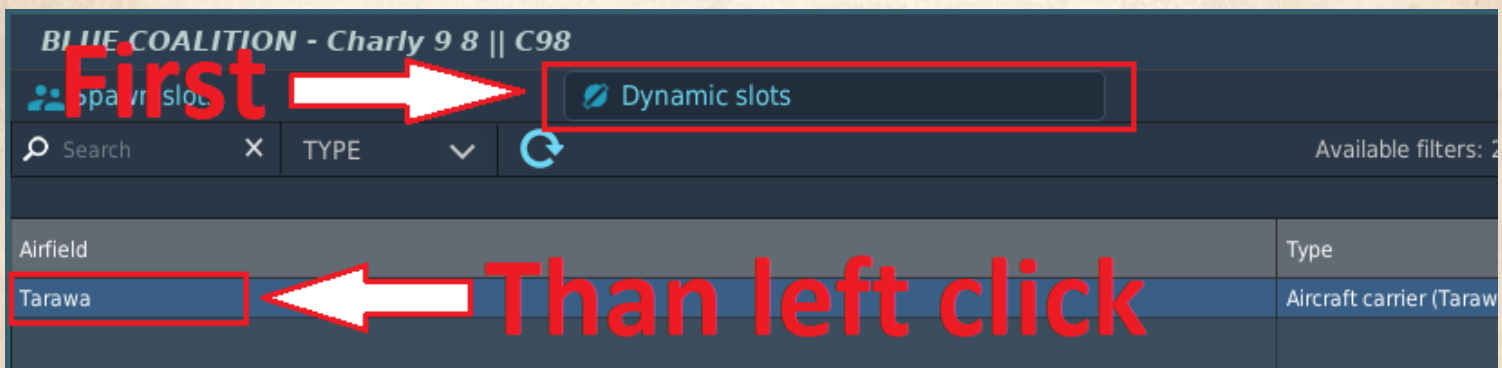
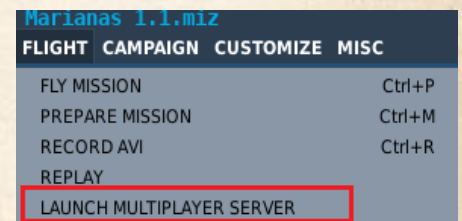
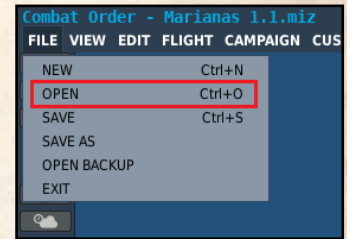


## LOAD THE MISSION:

Always start as MULTIPLAYER MISSION, also if you fly solo.  
Use the Dynamic Spawn system!

1. Open the Mission with the Mission Editor.

- Open the Mission Editor
- Open the Mission  
(Left Top: File -> Open->find the Mission)
- Fly Mission  
(Left Top: Flight -> Launch Multiplayer Server)



## COOP & MULTIPLAYER:

This Campaign is great with some friend's!

The mission is full multiplayer capable with a unlimited amount of players (in theory). If you play multiplayer, please use the "Dynamic Spawn" System.

## A-4 Skyhawk Mod:

If you run the server from a dedicated server, you have to install the Skyhawk on the dedicated server or the A-4 will destroy the spawn System.

## SELECT AIRFRAME:

### 1. Select Dynamic slot

2. Select a place you want to spawn

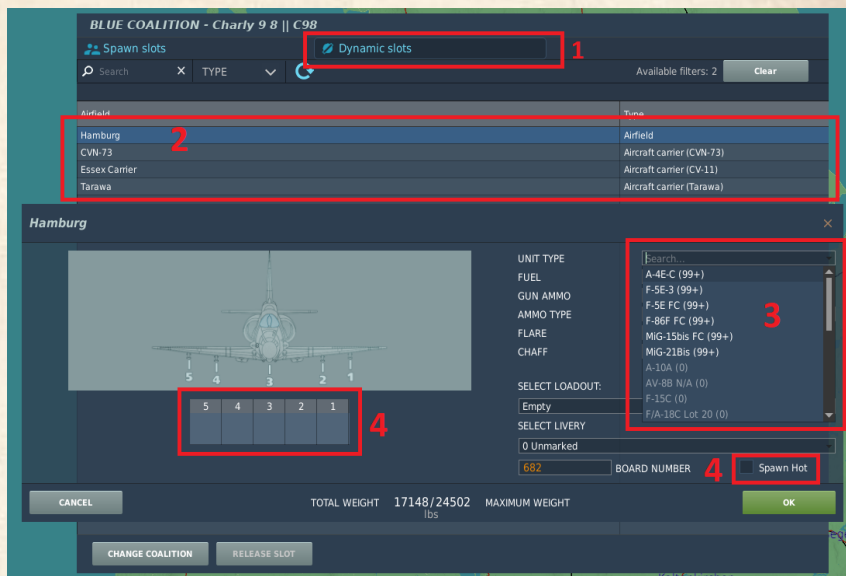
3. Select a Aircraft

4. Choose you weapons and spawn hot if you want so

- Helicopter are on the Tarawa
- Jets are at Rota International
- Warbird are at the old Guam Airfield

\*advanced weapons are only in storage if bought before

\*\*You can Use the Commander slot to buy weapons and jump to your aircraft after shopping



## CAMPAIGN:

The campaign is about destroying 10 targets. It's a „open world“ campaign.

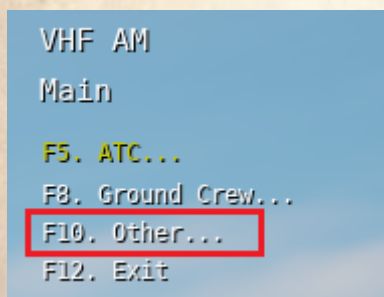
**At start** of the campaign your carrier **don't have any advanced weapons!** You can buy them in a implemented shop. You get the CREDITS needed to buy weapons by destroying enemy units, finishing Tasks or as a start budget.

START THE CAMPAIGN USING THE

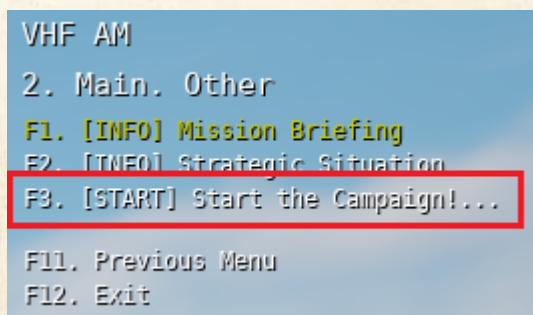
## START THE CAMPAIGN:

# #COM MENU

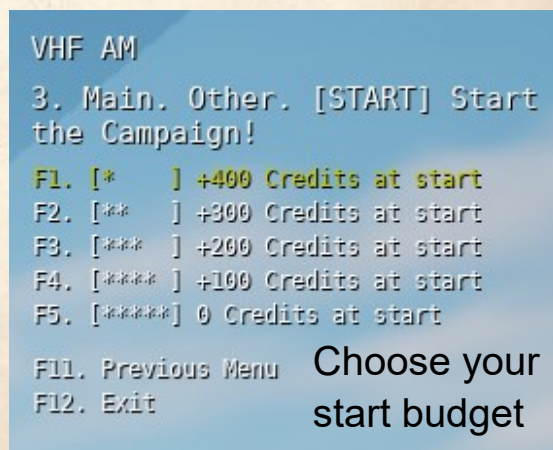
When you entered the Mission, choose a Helicopter. Give the Mission 5sec to load everything, than enter the Radio Menue (default key „#“).



Select „Other“



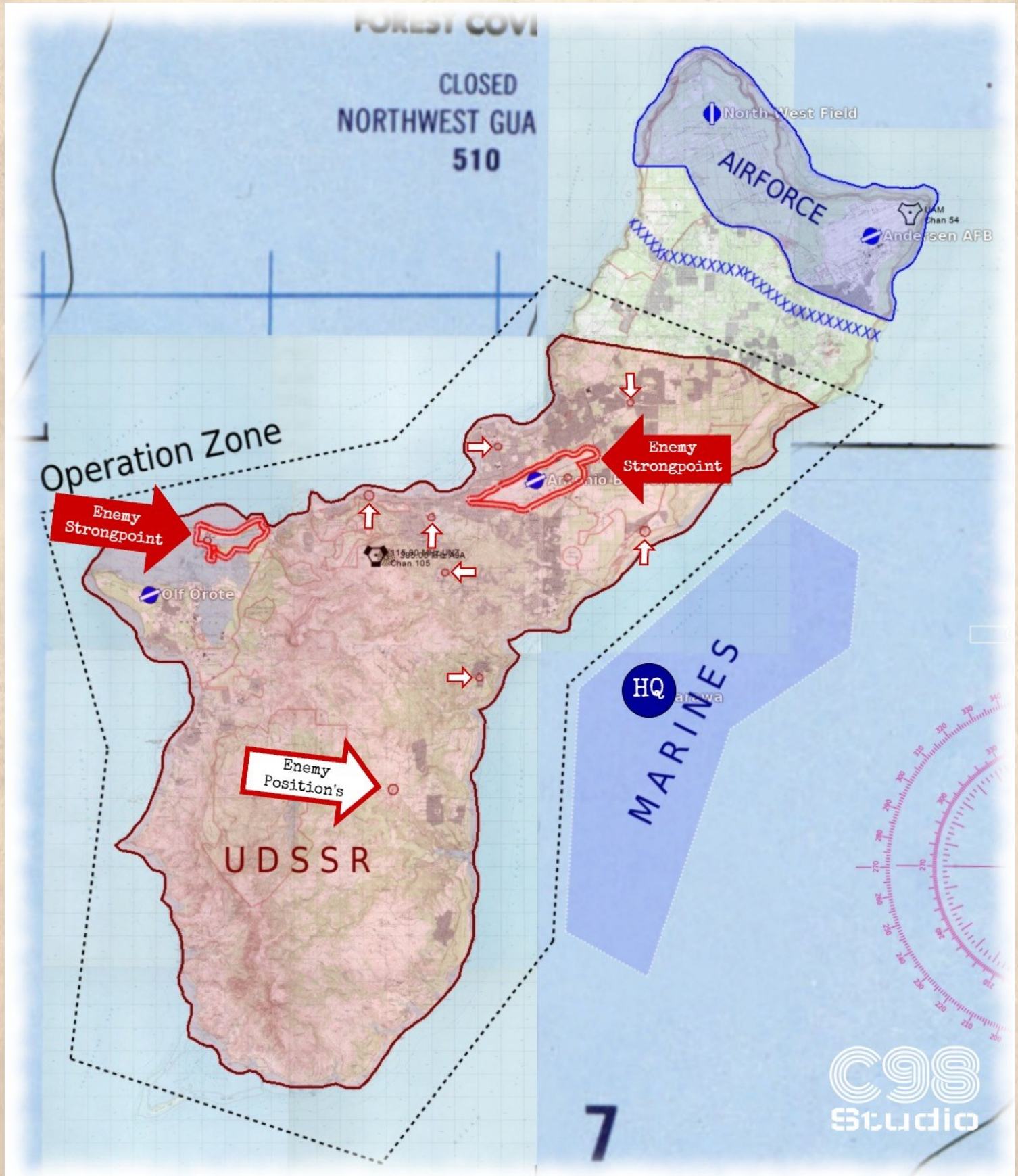
Select „START“



Choose your start budget



**CAMPAIGN GUIDE:**





## CAMPAING TASK:

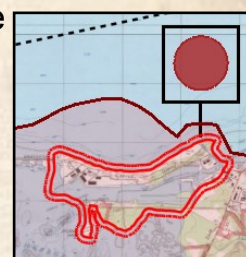
To make progress in the campaign, you have to finish all Task, marked on the map.

There are 8 **small** stationary task's, marked on your map with the cicles. The small task's are checkpoints or small camps. All units are stationary. If you destroy all units under a circle, the task is finished and the circle turns green.



Small Task

Additional there are 2 **bigger task zones**. This zones have more and more dangerous enemy units. Be careful, the big task are defended with air defense. To finish this zones, destroy all enemy units in the marked zone. If the zone is finished the red circle in the zones display turn green.



Big Task

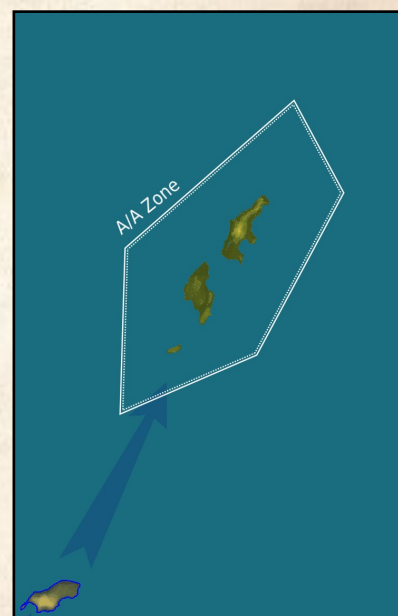
Task's units don't respawn! Truck's placed at a task zone don't have to be destroyed to finish the task but they still give credits.

## Patrol's & Convoy's:

Enemy patrol's and convoys will show up above the complete enemy area. They will respawn with a delay! Patrols will of course give you Credits. There are many ground patrol's and a patrol helicopter.

## A/A Zone:

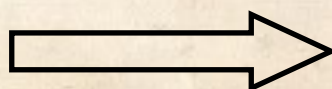
The A/A Zone is patrolled by enemy Mig's. Shot them down and patrol there yourself to grind good credits! Enemy Planes will respawn after a delay.



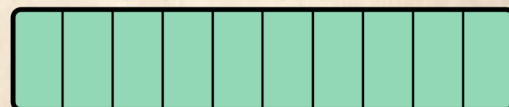
## Progress display:

The Display will show you the campaign status. Small and Big task's will count the same for you progress. You have to destroy all 10 task's/Zones to successful finish the campaign.

PROGRESS



PROGRESS





## Music:

There is different music in 3 Zones. Over the Airport, for the A/G Zone, for the A/A Zone. It is on your in game Radio! You can control the volume with your aircrafts AM radio volume knob! If, you don't like background Music just switch the channel.

- 124Mhz AM
- 254Mhz AM

## Credit System

Your carrier Tarawa don't have advanced weapons in storage. You have to buy them. To do this you need Credits first to pay them.

You get Credit's for every destroyed enemy military Unit. The Credit value depends on the enemy Unit. Have a look at the Credit value table.

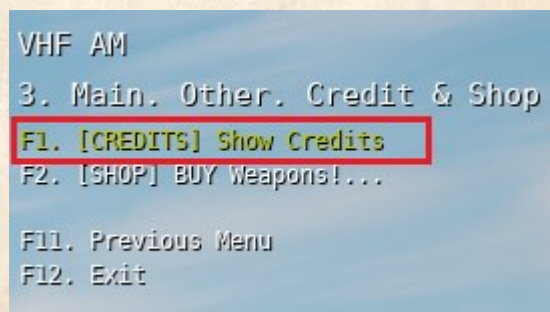
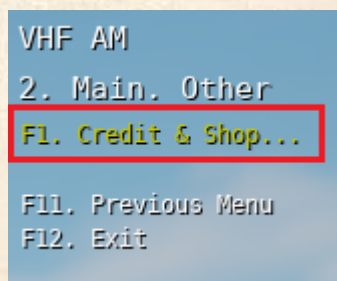
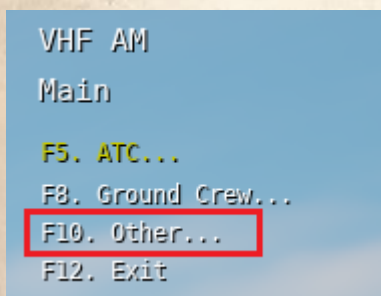
Additional you get bonus points for finishing task's.

You also can choose to get a start budget.

Enemy Unit	\$\$
Truck, UAZ	10
Infantry group (5)	10
BTR-80, BTR-82	20
Ka-27 Helicopter	60
Igla Infantry	60
Tank T-55	80
Shilka AAA	80
SA-8 "OSA"	100
Task Bonus	
Checkpoint (small)	10
Camp (small)	20
Outpost (small)	30
Harbor/Airport	50

## Check Credits:

You can check you Credits any time with the Radio Menu.





## WEAPONS SHOP:

You don't have advanced weapons in storage. You have to buy them.

## Buy Weapon's:

You can the shop any time with the Radio Menu.

```
VHF AM
Main
F5. ATC...
F8. Ground Crew...
F10. Other...
F12. Exit
```

```
VHF AM
2. Main. Other
F1. Credit & Shop...
F11. Previous Menu
F12. Exit
```

```
VHF AM
4. Main. Other. Credit & Shop.
[SHOP] BUY Weapons!
F1. [40 C] HOT-3 x4 (Gazelle)
F2. [80 C] 9M120 Ataka x4 (Hind)
F3. [80 C] AGM-114L x4 (Apache)
F4. [80 C] AGM-114K x4 (Apache/Kiowa)
F5. [120 C] 9M127 Vikhr x6 (Ka-50)
F11. Previous Menu
F12. Exit
```

## Weapon Prices:

Price List Helicopter A/G			
Weapon	Amount	for	\$\$
HOT-3	x4	SA342 Gazelle M/L	40
AGM-114K	x4	AH-64 Apache / OH-58 Kiowa	80
AGM-114L	x4	AH-64 Apache	80
9M120 Ataka	x4	Mi-24 Hind	80
Kh-25ML	x2	Ka-50 Black Shark	80
9M127 Vikhr x6	x6	Ka-50 Black Shark	120

## Equip Weapon's:

When you buy weapon's, they get added to the warehouse storage of the "USS Tarawa", where you operate from. When they are in storage, you can equip them like normal.



## Weapon Prices:

Price List Aircraft A/G			
Weapon	Amount		\$\$
GBU-12 Laserbomb	x2		150
AGM-65F Maverick	x2		200
AGM-45A Shrike SEAD	x2	F-4    A-4	200
Hydra-70 Laserguided	x7	A-10C    AV8	200
AGM-88 Harm SEAD	2		300
S-25L	x2	SU-25    SU-25T	200
9M127 Vikhr	x6	SU-25T	200
KH-58U SEAD	x2	SU-25T	300

Price List Aircraft A/A			
Weapon	Amount		\$\$
AIM-7MH	x2	Fox-1	100
S530F	x2	Fox-1	100
S530D	x2	Fox-1	100
AIM-9X	x2	Fox-2	100
AIM-120	x2	Fox-3	200
AIM-54A	x2	Fox-3	300
R-27ER	x2	Fox-1	100
R-27ET	x2	Fox-2	100
R-77	x2	Fox-3	200

## Equip Weapon's:

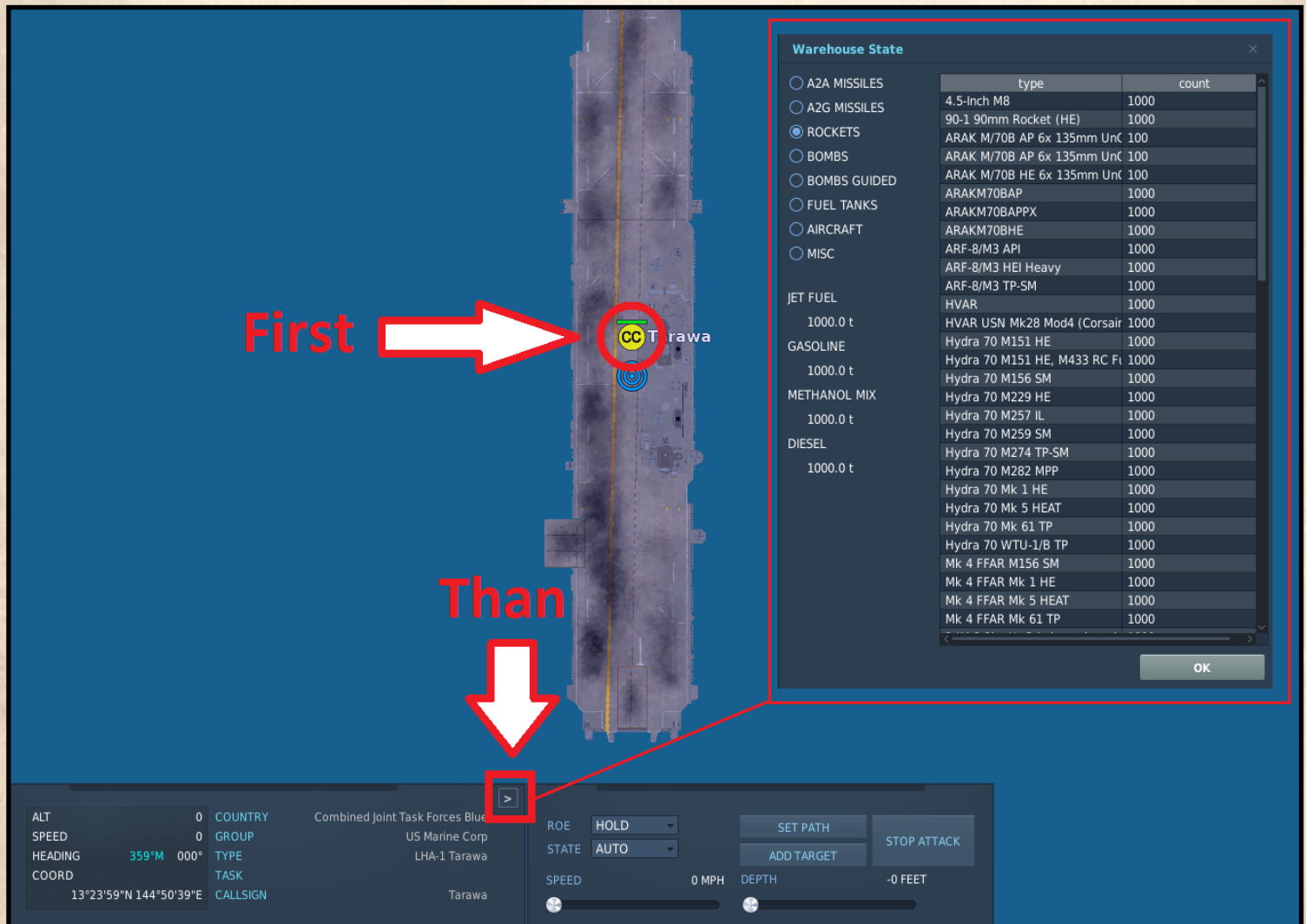
When you buy weapon's, they get added to the warehouse storage of the "Rota Intl Airport", where you operate from. When they are in storage, you can equip them like normal.



## Check Weapons Arsenal:

To check the available weapons on storage.

- Open "F10 Map"
- Click on our "USS Tarawa" helicopter carrier
- Click on ">" to open the Warehouse State



The screenshot shows the game interface with the USS Tarawa highlighted on the map. A red arrow points to the ship, labeled "First". Another red arrow points to the ">" button in the bottom right corner, labeled "Than". The Warehouse State window is open, showing a list of weapons and their counts.

type	count
4.5-Inch M8	1000
90-1 90mm Rocket (HE)	1000
ARAK M/70B AP 6x 135mm UnC	100
ARAK M/70B AP 6x 135mm UnC	100
ARAK M/70B HE 6x 135mm UnC	100
ARAKM70BAP	1000
ARAKM70BAPPX	1000
ARAKM70BHE	1000
ARF-B/M3 API	1000
ARF-B/M3 HEI Heavy	1000
ARF-B/M3 TP-SM	1000
HVAR	1000
HVAR USN Mk28 Mod4 (Corsair)	1000
Hydra 70 M151 HE	1000
Hydra 70 M151 HE, M433 RC Fi	1000
Hydra 70 M156 SM	1000
Hydra 70 M229 HE	1000
Hydra 70 M257 IL	1000
Hydra 70 M259 SM	1000
Hydra 70 M274 TP-SM	1000
Hydra 70 M282 MPP	1000
Hydra 70 Mk 1 HE	1000
Hydra 70 Mk 5 HEAT	1000
Hydra 70 Mk 61 TP	1000
Hydra 70 WTU-1/B TP	1000
Mk 4 FFAR M156 SM	1000
Mk 4 FFAR Mk 1 HE	1000
Mk 4 FFAR Mk 5 HEAT	1000
Mk 4 FFAR Mk 61 TP	1000

At the bottom of the screen, the ship's status is displayed:

ALT	0	COUNTRY	Combined Joint Task Forces Blue
SPEED	0	GROUP	US Marine Corp
HEADING	359°M 000°	TYPE	LHA-1 Tarawa
COORD	13°23'59"N 144°50'39"E	TASK	Tarawa
		CALLSIGN	

On the right side of the bottom panel, there are controls for ROE (HOLD), STATE (AUTO), SET PATH, ADD TARGET, STOP ATTACK, SPEED (0 MPH), and DEPTH (-0 FEET).



## MODIFY:

If you want to modify the mission, you have to open it with the **mission editor**.

## Weather:

You can modify everything in the weather category including the daytime, fog and so on without hesitation.



## Mission Options:

You can modify everything in the “missions options” category with exception of “easy communication”, don’t touch “easy communication”, rest you can change like you want.



## Mission Options Setting's:

Set it like you want. Here are two examples.

	Normal	Hardcore
Enemy Units on F-10 Map	Visible, only convoys not	No
3rd Person view	Yes	No
Possible Start Budget	none, 100, 200, 300, 400	none
Enemy Unit Symbol	Symbol only	none





## ***CHANGELOG:***

1.02

- ADDED Convoys

### **2.01 Major Patch**

- ADDED All Jet's to Rota International
- ADDED All Warbird to old Guam Airfield
- ADDED Air combat Zone
- ADDED Shop Options for the Airfield with Jet weapons added
- ADDED Music added on Radio Frequency -> AM254Mhz, AM124Mhz
- UPDATE Huge Code overhaul
- UPDATE Respawn delay to all patrols

2.02

- UPDATE Spawn system changed to solve a A-4 spawn problem

## ***FEATURES:***

- Custom Audio
- On screen Avatars for the speaker
- Mission Progress Display on screen
- F10 Map progress tracking with color changing marker
- C98 Shop implemented for weapons
- Dynamic spawn capable
- Kneeboard
- Background Music -> AM254Mhz, AM124Mhz
- Enemy Aircraft respawn when out of fuel
- Respawning Patrols with delay
- Two Primary target zones
- Ten secondary targets
- Air Combat Zone
- Two Convoys