

CWG Sandbox

Rotorhead Edition

By Don Rudi



45 missions in 1

Manual

CWG Sandbox

What is the CWG Sandbox

First of all, this sandbox is not supposed to be a fleshed out mission. What is it then? The sandbox is intended as an easily accessible set of quick missions for the Cold War Germany map. Each slot resembles a quick mission, complete with a unique target, flight plan, set radio frequencies, loadout, etc.

However, the sandbox is intended to be more than just some quick missions. I would like this to be your personal playing ground. Adapt it to your liking.

Unlike the fixed wing version of the Sandbox, almost all targets are freely available. So for instance, if you wanted to engage the targets assigned to a Gazelle slot with your Apache, just do it. Or you want to use the Ka-50 instead of the Mi-24? Then just swap it.

How to start

After selecting either the Blue or Red coalition you will see a variation of slots. As said above, each slot equals a mission. Just select a slot, maybe familiarize yourself with the target data (see Appendix A) and you are ready to go.

What helicopters are included

Currently the sandbox features slots for:

- **Apache** - US Army (6) [1]
- **Chinook** - Royal Air Force (5), US Army (1)
- **Gazelle** - Army Air Corps (6)
- **Huey** - Heeresflieger (10)
- **Kiowa** - US Army (5) [2]

- **Hind** - NVA (6)
- **Hip** - NVA (6)

[1] *restricted to mimic an 80s Apache, no FCR. No Radar Hellfires*

[2] *restricted to mimic an OH-57C, early OH-58D. No MMS, no Hellfires, no APKWS*

Even though these helicopters are restricted by default, you can always lift the payload restrictions in the mission editor.

F10 Radio Options

In some missions an F10 radio option is available to mark the enemy's position with a smoke marker. Please refer to the mission overview chapter.

Skins

This file includes a zipped folder liveries.zip, containing two West German Army Huey skins by fearsome-13. Unzip it to your DCS saved games folder.

Please download the following skin from the user file library:

RAF CH-47 Chinook Cold War *by Phoenix75*

<https://www.digitalcombatsimulator.com/en/files/3344121/>

GDR Mi-8 (hasn't been released yet, so I link the author, keep an eye open for it)

https://www.digitalcombatsimulator.com/en/files/filter/user-is-sonic_NO/apply/

And a huge thanks to my friend *fearsome-13* for providing the German Huey skins!

Multiplayer / adaption

While the sandbox was not made for Multiplayer, feel free to run it on a server and fly the slots together. You can add slots, add aircraft to existing slots or change a slot's aircraft, as long as the group and primary unit name are left unchanged. These are required for the various triggers to work.

Feel free to use this as a base for your own mission. If you upload it, a mention would be appreciated.

File

The zip file contains:

CG_CWG_Helo_Sandbox_1_1_1.miz with all slots set to cold start.

CG_CWG_Helo_Sandbox_Manual.pdf the manual you are just reading.

liveries.zip this contains two Huey skins, extract it to your DCS saved games folder

Version history

V 1.0	initial release	06/2025
V 1.1.1	fixed missing tank battle for Hind slot	09/2025

Feedback

If you liked the Sandbox and would like to see more of this style or have any suggestions, let me know. Same if you encounter any problems. Don't hesitate to DM me on the forums or contact me on the "Digital Combat Simulator" group on Facebook.

Imprint

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By Don Rudi

Enjoy!

Appendix A

Mission overview

Huey

Slot1: Bridge sappers

The railway bridge at Lauenburg is a vital crossing for the river Elbe. To prevent it falling into the hands of the enemy, bridge sappers have been tasked to blow it up.

Fly from Fassberg to Lauenburg railway bridge. Drop the sappers directly south-west of the bridge. Cover the sappers and wait for their pickup signal (green smoke).

Navigation: FSB 284.00 kHz, 35°/30nm



Slot 2: CSAR

A Luftwaffe jet crashed near Grabow, a few miles into the territory of the GDR. The crew ejected safely. Fly CSAR from Fassberg to Grabow. The pilots will transmit a locator signal on 41.20 FM. Drop the wounded pilots off at Lüneburg hospital (41.25 FM)

Navigation: FSB 284.00 kHz, 79°/51nm

Slot 3: Capture radar site

A special forces team is tasked to capture the Lübtheen radar site near the border. Take off at Fassberg, pick up troops at Munster barracks (41.30 FM) and then drop them off at the Lübtheen radar site.

Navigation: FSB 284.00 kHz, 64°/40nm

Slot 4: Artillery supplies

A M109 battery needs replenishment with ammo. Take off at Fassberg and pick up the ammo crates at Bergen (41.45 FM) and transport them to the M109 site (41.40 FM).
(two sling loads)

Navigation: M109s are at FSB 284.00 kHz, 132°/16nm or from Bergen 107°/19nm

Slot 5: Extraction under fire

Operating out of Fritzlar, your task is to extract encircled troops near Eschwege. They will broadcast a locator signal on 41.50 FM. Drop them off at Kassel barracks (41.55 FM).

Navigation: FTZ 468.00 kHz, 86°/30nm

Slot 6: JTAC behind enemy lines

Insert a JTAC team from Fritzlar behind the enemy lines near Heiligenstadt. Drop them off at the location marked in the photo below.

(The JTAC will reappear in Apache Slot 5)

Navigation: FTZ 468.00 kHz, 72°/35nm



Slot 7: Hiding paras

A GDR Mi-8 Hip has crashed near Duderstadt. The Paras have fled into the nearby woods. Take off at Fritzlar and hold them at bay until reinforcements arrive.

Hint: the paras hide in the large wood area north of Duderstadt. Your task is to engage any paras trying to flee from the woods. Once the Fuchs APCs arrive, your task is over.

Navigation: FTZ 468.00 kHz, 64°/45nm

Slot 8: SAR Lübeck

A Schnellboot (fast attack craft) reported a sailor with a serious medical condition. Fly from Lübeck to the S-Boot. Hover at less than 60 feet over the stern of the vessel for 60 seconds to “hoist” the patient on board. Drop him off at Lübeck hospital ([41.80 FM or LUB VOR 110.6 MHz](#) , [202°](#) , [3.1 miles](#))

Navigation: [LYE 394.00 kHz](#), [40°](#) ca. 30nm

Slot 9: FARP Supplies

Fly Supplies from Eutin barracks ([41.95 FM](#)) to FARP Fehmarn ([41.90 FM](#)). Sling load ammo and fuel to the FARP.

Navigation: [56°/31nm](#)

Slot 10: Airborne Grömitz

A GDR Mi-8 has just landed near Grömitz and unloads his paras. Take off from Eurin barracks ([41.95 FM](#)). Seek and destroy.

Navigation: [95°/14nm](#)

Gazelle

Slot 1: Gatow. Border Patrol.

Take off at RAF Gatow and fly along the Berlin wall clockwise, full circle. Stay close to the border. There are 7 Checkpoints to be hit.

Slot 2: The agent

Take off from RAF Gatow. Your task is to pick up a western agent whose cover has been blown and who needs immediate extraction. His location is near Barnewitz. He will signalise his position with smoke.

Slot 3: Border incursion

GDR tanks have crossed the border into West Berlin near Tegel. Take off from RAF Gatow and engage. A FARP is available at WP 2.

Slot 4: Convoy attack

Operating out of Hildesheim, attack the enemy convoy east of Braunschweig. Rearm at Grosse Wiese, which has been turned into a FARP for AAC operations (WP 2).

Slot 5: Sniper insertion

Take off at Hildesheim to drop off a Sniper team by a church in a small town near Golsar. The drop off location is marked in the photo below.



Slot 6: Tank battle

B.O.A.R. Chieftains are facing a large enemy armoured formation. Take off at Hannover barracks and engage in the tank battle near Wolfsburg to tip the scale in our favour. Rearm at Braunschweig barracks if needed (H FRG 21)

Apache

Slot 1: Enemy MBTs

Take off at Schweinfurt AAF and engage enemy MBTs north of Ostheim. Replenish at FARP Schweinfurt if needed.

Slot 2: Strela hunter

One or more Strela SAMs have been reported to harass our aviation in the area near Bebra. Take off at Fulda AAF. Seek and Destroy.

Slot 3: Crashed Hip

A GDR Mi-8 has crashed trying to occupy the Wasserkuppe radar site. Survivors fled into the woods west of the crash site (just west of the small road). Take off at Fulda AAF and eliminate the enemy. Beware of civilian traffic!

F10 radio option to request a smoke marker on the enemy available.



Slot 4: Tank battle

US Army M60s have set a trap for an enemy armoured formation. Take off at Fulda AAF and proceed to the position of the enemy tanks. Kill the two T-72s to make the column run into the ambush. Engage further targets at will.

Slot 5: JTAC

The enemy has unloaded SCUD launchers at the railyard of Heiligenstadt. A massive threat. The German Army has dropped a JTAC, who will lase the targets for you. Take off at Fulda AAF and proceed to Heiligenstadt. Engage the marked SCUDs on [Laser Code 1516](#). No comm setup needed, the JTAC dialogue will start automatically.

Slot 6: Counter battery fire

Enemy artillery is shelling Bad Kissingen AAF. Operating out of Giebelstadt AAF, fly to WP1 near Bad Kissingen and hold. Counter battery radar will try to tri-angulate the position of the enemy arty battery. Wait for coordinates, then engage. (you will have to create a new waypoint based on the new MGRS grid).

Kiowa

Slot 1: Spare part

A stranded Apache at FARP Schweinfurt urgently needs a replacement part. Fly from Giebelstadt AAF to pick up the part at Schweinfurt AAF (Cargo zone). Proceed to FARP Schweinfurt to deliver the part.

Slot 2: Border Scout

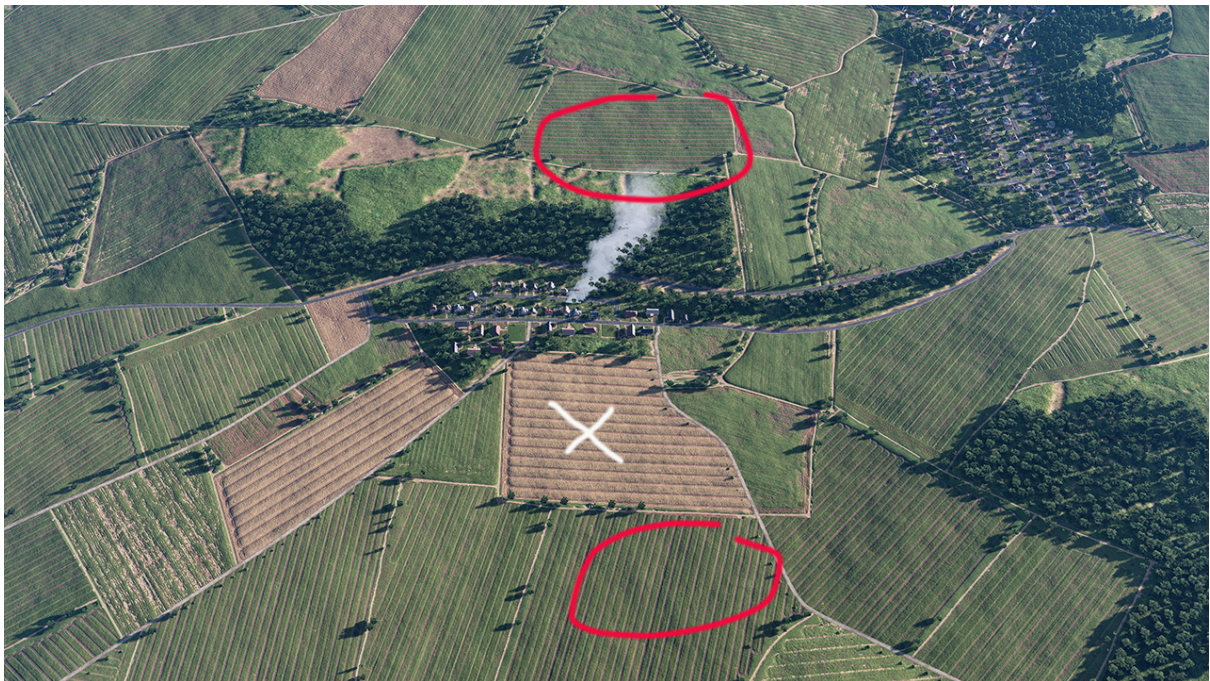
Fly out of Fulda AAF and patrol the border northeast of Fulda flying northbound and a vital railway line on the return leg. Engage if you want. There are 4 checkpoints to be hit.

Slot 3: Mortars

Friendly troops report shelling by enemy mortar fire. Fly from FARP Neustadt/Saale and attack the mortars near the border at Bad Königshofen.

Slot 4: Prep LZ

US Army Chinooks want to extract troops from a small village southeast of Sontra. Enemies are north and south of the village. Take off from Fulda AAF and clear the threats. Mark the cleared LZ with **green smoke**, when ready, to call in the Chinook.



Slot 5: Marburg paras

Canopies have been reported near Marburg in the early morning hours. Check the woods surrounding the town. If you find the enemy, engage them at will. Throwing a red smoke marker on the correct position will initiate an artillery strike within 2 minutes. (available for each red smoke grenade).

Hint: overfly the woods near Marburg, you will quickly find the enemy by his tracers.

Chinook

Slot 1: Internal Cargo

Transport five internal cargo crates from RAF Gütersloh to Hildesheim.

Slot 2: Artillery supplies

An L119 battery needs fresh ammo. Take off at RAF Gütersloh and pick up ammo (four crates) at Hameln barracks. Drop them off at the artillery position near Vechede.

Slot 3: Troop transport

Fly out of RAF Gütersloh and pick up troops at Paderborn. Drop them off at Holzminden railyard.

Slot 4: Sling load

Fly from RAF Gütersloh and pick up a cargo container at Paderborn railyard. Sling load the cargo to Hameln barracks.

Slot 5: CSAR

A Gütersloh based Harrier GR.3 has crashed within GDR territory near Ludwigslust. Fly CSAR from Wunstorf. Drop the wounded pilot off at Lüneburg hospital. Beware of SA-6!

Slot 6: Medevac

Heavily wounded US Army tankers need to be flown to Landstuhl hospital. Transport the wounded from Fulda AAF to Landstuhl hospital.

Hind

Slot 1: Tank buster

Fly from Ohrdruf barracks to attack US Army M60s near Schweinfurt. A FARP is available near the border at WP3 ([34.10 FM, Channel 1](#))

Slot 2: Depot attack

Fly from Ohrdruf barracks and attack a NATO depot near Lauterbach.

Slot 3: Intercept

Scramble from Hagenow Air Base. Intercept West German Hueys near the border (west of Hagenow).

Slot 4: The General

Your task is to detain an enemy US General, travelling near Schweinfurt. Take off from Ohrdruf barracks and fly towards the projected convoy position. Disable the 4 guard vehicles. Land nearby the unarmed General's vehicle and wait for the operators to detain him. Drop him off at Bad Salzungen hospital (H MED GDR 14, ([34.4 FM, Channel 4](#)))

Slot 5: MARS

West German MARS artillery is engaging our forces. Take off at Hagenow AB and attack the MARS position near Ratzeburg. Beware of the Roland!

Slot 6: Tank battle

Operate out of Mahlwinkel. Proceed to the FARP near Angern ([34.6 FM, Channel 6](#)) and select 8x AT-6 Tandem HEAT. The tank battle is near Ivenrode. Replenish at the FARP if needed.

Hip

Slot 1: Capture the radar

Fly out of Wernigerode and drop off special forces at enemy radar station by the border. Circle and pick up the wounded. Fly wounded to H MED GDR 11 ([38.1 FM, Channel 1](#))

Navigation: [235°/14 km](#)

Slot 2: Border barracks

Operating out of Haina Airfield, attack the border barracks near Hünfeld.

Navigation: [240°/48km](#)

Slot 3: Crew extraction

Operating out of Haina, extract the crew of a crashed Mi-8 in Bebra.

Navigation: [274°/48km](#)

Slot 4: Sling load

Take off at Mahlwinkel and pick up Sling Load at H GDR 12. Deliver it to H RADAR GDR 06.

Navigation: [315°/18km](#), [217°/20km](#)

Slot 5: MANPADS

Take off at Wittenberge and drop off a MANPADS team at a farm near Uelzen

Navigation: [276°/66km](#)



Slot 6: CSAR

A MiG-21 pilot was shot down near Göttingen. Take off at Haina and fly CSAR for the downed pilot near Göttingen. The pilot will broadcast a locator beacon on [38.60 FM, Channel 6](#). Drop the wounded pilot off at H GDR MED 13 ([38.65 FM, Channel 10](#))