

# CWG Sandbox

*By Oneeyed Simulations (Don Rudi)*



**85 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 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. You fly the Hornet and would rather attack the target of F-16 #3 oder F-4E #4? Awesome, just grab the target. You would rather fly the JF-17? Cool, just swap a slot or add it. You want to fly the Tomcat? Nice, just add it and unlock the bandits via the F10 options (more about that in the options section).

## 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 and you are ready to go. **Do not forget to set the enemy air defense density using your F10 radio options (default is off).**

## Features

All SAM sites that the map provides are populated with the correct SAM type (to the best of my knowledge). For the blue side, there are 3 (+1) real tanker patterns included.

To minimise the performance impact, no SAM sites are spawned at mission start. As soon as you select a slot, you will have the option to activate the enemy's missile air defenses via your F10 radio commands. You can select 25% density, 50% or 100%. On the red side, additionally the SA-5 can be disabled seperately.

The SAM sites will be offline, as long as you do not violate the enemy's airspace, only then will they come online.

Furthermore the ground units that are attached to each slot will only be activated when the slot is selected.

## What aircraft are included

Currently the sandbox features slots for:

### USAFE

- A-10A 5 slots operating out of Wiesbaden (FOL)
- A-10C II 5 slots operating out of Sembach
- A-10C II 5 slots operating out of NLP Sittensen (highway)
- F-4E 5 slots operating out of Ramstein
- F-4E 5 slots for pseudo F-4G operating out of Spangdahlem
- F-15C 5 slots out of Bitburg
- F-16C 5 slots for a pseudo F-16A operating out of Hahn

### RAFG

- Harrier 5 slots for pseudo GR.3 operating out of road bases
- Harrier 5 slots for pseudo GR.5 operating out of road base and Gütersloh
- F-4E 5 slots for pseudo FGR-2 operating out of Gütersloh

### Luftwaffe

- F-4E 5 slots for a pseudo initial and Peace rhine F-4F out of Bremen (stand-in for Wittmund) and Pferdsfeld

### Swedish Air Force

- AJS-37 5 slots operating out of highway strips Targu and Revinge

### NVA LSK-LV

- MiG-21 5 slots out of Peenemünde and Laage

### GSSD

- MiG-21 5 slots out of Damgarten and Wittstock
- MiG-29 5 slots out of Merseburg\*
- Su-25 5 slots out of Kothen

*\*) for both the FC3 and full fidelity MiG-29*

### Polish Air Force

- MiG-21 5 slots out of Szczecin-Goleniow

## Radio frequencies

All western planes follow the same logic of assigned radio frequencies.

### UHF Radio

Channel 1	Homebase
Channel 2	AWACS
Channel 3	Tanker North (boom)
Channel 4	Tanker Center (boom)
Channel 5	Tanker South (boom)

No matter, where you fly from or whether you need a boom tanker or basket tanker, these frequencies are all set for you.

## Tankers

To support the long(er) range missions, three tankers are available\_

TEXACO 1-1	KC-135	Boom	TCN 35Y	335 MHz	FL200	North
TEXACO 2-1	KC-135	Boom	TCN 36Y	336 MHz	FL200	Central
TEXACO 3-1	KC-135	Boom	TCN 37Y	337 MHz	FL200	South
ARCO 1-1	KC-135	Basket	TCN 38Y	338 MHz	FL150	South

## F10 Radio Options

The sandbox offers a variety of F10 radio command options, to make the missions entertaining for all skill levels.

### Blue

- activate red SAMs 25%, 50% or 100%
- disable Red SA-5.
- enable Red QRA (random)

### Red

- activate blue SAMs 25%, 50% or 100%
- enable Blue QRA (random)

## Skins

Please download the following two skins from the user file library:

A-10A/C/CII TFW 81 by TJTAS

<https://www.digitalcombatsimulator.com/en/files/3327798/>

F-15C 36 TFW by dash89er

<https://www.digitalcombatsimulator.com/en/files/3311403/>

F-16C 50 TFW by m0j0NL

<https://www.digitalcombatsimulator.com/en/files/3307036/>

F-4G 52 TFW by easykiller03

<https://www.digitalcombatsimulator.com/en/files/3338352/>

Harrier GR.3 by spitfire\_raf

<https://www.digitalcombatsimulator.com/de/files/3303915/>

Harrier GR.5 by MikeDixon

<https://wwwF.digitalcombatsimulator.com/en/files/3073597/>

F-4F JG73 by Dom82

<https://www.digitalcombatsimulator.com/en/files/3338155/>

MiG-21 JG1 Green by JG1 Vonrd

<https://www.digitalcombatsimulator.com/en/files/3342236/>

MiG-21 JG1 Tan by JG1 Vonrd

<https://www.digitalcombatsimulator.com/en/files/3342237/>

## Mission overview

*For mission details like frequencies, nav aids, coordinates, please refer to the mission overview PDF!*

## Multiplayer

While the sandbox was not made for Multiplayer, feel free to run it on a server and fly the slots together.

## File

The zip file contains:

*CG\_CWG\_Sandbox\_1\_4.miz* with all slots set to cold start.

*CG\_CWG\_Sandbox\_Manual.pdf* the manual you are just reading.

*CG\_CWG\_Sandbox\_Mission\_Overview.pdf* an overview of the mission with all relevant data.

## Version history

V 1.0	initial release	05/2025
V 1.1	added full fidelity MiG-29 slots	09/2025
V 1.4	completely revised SAM spawn logic to improve performance added 27 new SAM sites added 15 new slots for Viggen, Polish MiG-21 and A-10CII	12/2025

## 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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*Enjoy!*

## Appendix A

### Target photos



