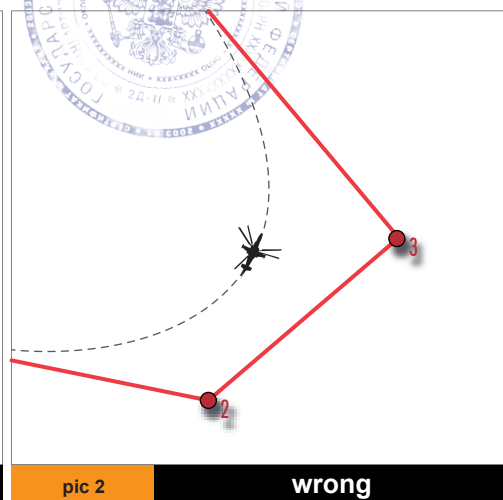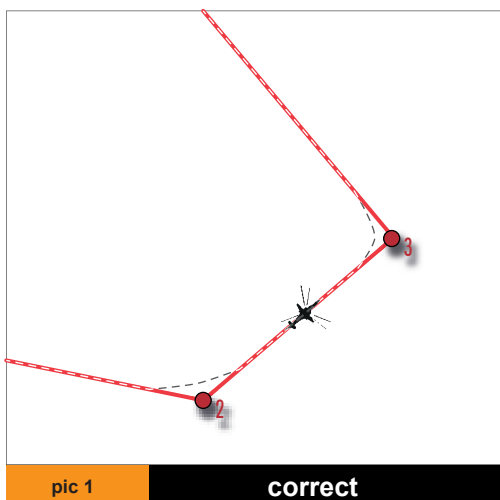# VERGEEV GROUP

INTERNAL REGULATIONS

Present regulations were developed by group HQ and is compulsory for all group flight staff.

P.1. All events, people and their names in Vergeev group are fictional.

P.2. Full completion of flight plan (FP) is one of the priorities when fulfilling assigned fighting tasks.

| pic 1 | correct | pic 2 | wrong |

P.3. Another key element for mission completion is *"shut down the engines at same location where you started them up"* principle. It means that parking site shall coincide with power unit start-up place. Coincidence may be not absolute.

P.4. Tactical officer (currently under Naval callsign) enjoys superiroity in setting tasks for group staff. Flight operations officer/flight dispatcher (FOO/FD) provide for approach, management of aircrafts in airbase area, taxiing, landing and take-off.

P.5. Radiocommunication close to real life quality is used in the group. Since understanding the talks requires some adaptation period for a pilot, quality of radio traffic is somewhat better in the beginning. For those pilots who might not be able to understand actors' English, short text messages were made available.

In case pilot is using multichannel sound systems - Surround 5.1 and 7.1, problems with Vergeev group radiocommunication playback are possible. This is not a rule and depends on individual software and hardware settings/condition rather than on mission content. No issues found with mono/stereo modes.

P.5. Upon HQ tactical officer direction helicopters' take-off may be executed directly from parking place. Priority here, as before, belongs to tactical office. Whenever officer orders to land after requesting FOO/FD – roll-out style landing procedure is to be engaged. To do that one must carefully study landing approach procedure in DCS: Ka-50 Black Shark pilot manual.

P.6. One can occasionally hear coarse words in Vergeev group staff radiocommunication. These are used for dramatization of emerging situations. It happens quite often in real combat environment. Still, expressions used in Vergeev group radio talks are more "literary" than on real battlefield.

PERSONS UNDER AGE OF 18 ARE PROHIBITED FROM ADMISSION TO VERGEEV GROUP!

P.7. Control points (controls, control waypoints) are not same as waypoints (WP) and play tactical functions only. Coincidance of controls with WP is usually accidental or intentional for beginners to ease adaptation to combat environment.

Each unit may have its own controls. One geographical point may host several controls for each subdivision or fighting unit engaged. Sometimes controls may be common for a number of fighting subdivisions.

To correctly and timely close controls Vergeev group staff shall sharply stick to P.2. of present Regulations.

Control points are indicated on FP maps only when flight staff must keep them in their heads. Maps with marked controls must be immediately destroyed under capture threat!

Be also informed that in Russian army word Exit (meaning Exit to operational area (OA) or Exit to bomb run course) is often used to indicate Entry/Approach point.

P.8. Vergeev group beginners execute FP and assigned missions exclusively in flight of two aircrafts unless ordered differently by group commander or HQ chief. In this case pilot acts as second wingman and leader's commands overrule. Second wingman obtains FP at HQ before take-off and enters it into ABRIS without assistance.

When working in a pair and executing FP second wingman should precisely follow leader's actions unless otherwise instructed by commander.

Following this rule will be necessary as soon as in 002 mission of Vergeev group campaign.

| pic 3 | correct |
| pic 4 | wrong |
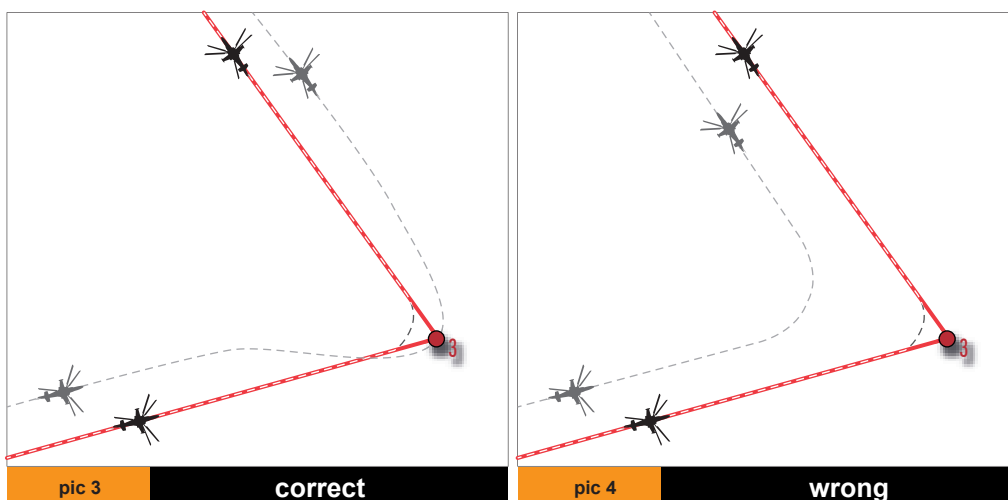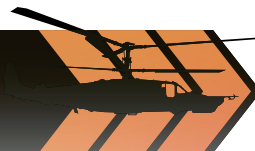
Vergeev group campaign is not a mod of computer program, DCS: Ka-50 Black Shark simulator, and introduces no changes to program itself and equally requires no pre-installed mods. Campaign developers do not guarantee correct operation of Vergeev group campaign in DCS: Ka-50 Black Shark program with installed mods. Campaign was tested with version 1.0.2. of DCS: Ka-50 Black Shark.

An error may happen when Vergeev group campaign is progressing. It may be detected when progress stopped (missions are more than 60% complete while next mission can't be open) in campaign and total player's flying time and completed missions discontinue to be registered in Pilot's logbook.

Despite all efforts of campaign developers error origin was not found as error is too infrequent.

Whenever this error happens while progressing in the campaign, assistance and explanations can be found at Eagle Dynamics company forum (http://forums.eagle.ru/), where this issue was already discussed or directly contact campaign author at leroni@ua.fm.

Campaign may also be completed by running each mission separately one after another.

Campaign developers are not responsible for incorrect operation of simulator units managed by AI. Faulty behavior may occasionally happen and we recommend considering it as randomness factor.

Pilots who arrived for further service at Vergeev group should bear in mind that at least 60% must be reached in current mission for campaign advancement. If tasks in mission are not complete by more than 50% - pilot will face rollback to previous mission.

There could be many situations which will lead to mission not complete by more than 50%. Therefore we insistently ask you to plan own entertainment time so that nothing and nobody are likely to interfere with your performance of Vergeev group missions.

Please also remember that no special indications (visual or audio) are provided in Vergeev group to indicate success or failure to complete assigned tasks which corresponds to real life. Thus mission progress must be controlled with " **'** " key.

Do your best to complete mission with 100%. Only then will you be able to follow all Vergeev group story as VG is, first of all, an adventure though not an easy one.

Lack of events, such as: prolonged silence in radiocommunication, absence of events announced in briefing, FP and tactical situation maps must draw Vergeev group pilot's attention. It indicates that fulfillment of set tasks was intentionally or my mistake violated and no points for campaign progress or completion will be obtained.

To complete tasks of First part of Vergeev group campaign a player with prior flying time (virtual experience) on Ka-50 helicopter of 40 hours will need approximately 24-28 hours.

P.13. To successfully complete missions set for a pilot by Vergeev group command one should read tactical information (tactical maps) with confidence. Level of education at military departments of non-specialized higher schools shall suffice. Deeper knowledge is not only welcome but simplifies pilot's job in Vergeev group. It's Vergeev group pilot responsibility to find legends and guidebooks on tactics.

P.14. Please remember that Vergeev group pilot job is not pure action. In majority of situations these are strongarm presence tasks when direct fire impact is not required.

P.15. Vergeev group campaign missions are edit protected. Whenever you like to ease the life with help of editor integrated into simulator please make copies of files you plan to modify. This is to make it possible to turn back to original version in case editing is not successful.