

IMPORTANT INFO TO AVOID MISSION FAILURE!

- I spent hours building this mission — just take a few minutes to read this briefing. It's short and I'm serious!

MISSION START

- After 2 seconds, you'll receive the briefing — read it carefully.

RADIO FREQUENCY

- Set your radios only when instructed by a clear radio message. Petrovitch will remind you if you forget.

FLIGHT PLAN

- Stick to the flight plan. No shortcuts — unless in the AO or if no plan is given.
If your destination changes, check the F10 map for a new mark.
- ALWAYS CHECK THE KNEEBOARD FOR FULL DETAILS (MAP, FREQ, PHOTOS, ETC.)

WINGMAN

- Your wingman will follow orders. Use only the F10 menu if asked for.
- AI behavior can be unpredictable — keep going as briefed, even if your wingman falls behind.

DEPARTURE FROM A FOB/FARP (VERTICAL TAKEOFF)

- You have a limited time window to power up and prep. Don't panic. There's enough time to complete your checklist, but don't waste it.
- A countdown will show how much time remains before liftoff.
- Note: The timer starts when the engine warmed up.

AIRPORT OPERATIONS (RUNWAY TAKEOFF/LANDING)

- No rush — you'll have plenty of time to start up and prepare.
- Always perform a running takeoff/landing unless told otherwise by the tower.

ALPHABET

- The Soviets used their own phonetic alphabet [e.g. Анна, Борис, Владимир, etc.]. With the risk of OTAN runway signs [A], [B], [C] appearing in a future DCS map update, I chose to use the standard alphabet (Alpha, Bravo, etc.) on airfields, and the Soviet alphabet for everything else.

ROUTE

- I mention "Route Boris", "Route Anna". Have a look on your kneeboard...

IN-GAME TIPS

- Don't worry, you won't need to hunt every pixel-sized rebel. Petrovitch and your wingman will help spot them. If you miss one, they'll catch it.
- You can accelerate time : Time will return to x1 automatically before an important event.

ABOUT PETROVITCH

- The Soviets had a strong taste for humor, especially dark humor. Petrovitch is very talkative. You'll hear plenty of in-mission dialogue. It's meant to reflect how crews would chat about anything and everything to pass the time.
Some players don't like these "off-topic" exchanges, but they're part of the immersion.
If this isn't your thing, feel free to skip the campaign — or modify it to suit your preferences... but that's on you!

LANGUAGE AND SUBTITLES

- Subtitles are in English, dialogues are in Russian.
To all native Russian speakers: my sincerest apologies. I used AI as much as possible to ensure the Russian dialogues are accurate, but I don't speak the language well enough to guarantee perfection.
I hope you'll forgive any mistakes.

BAGRAM RUNWAYS ISSUE

- **Warning:** AI currently uses runway 21R at Bagram, even though it's the shortest runway.
ED may fix this later.
- For now:
 - If departing from Alpha on runway 21, taxi to Alpha and use 21R.
 - Otherwise, choose between 21R or 21L freely.

