

## Dogs of War Campaign

Campaign Type -	Multiplayer Coop Campaign
Number of Players -	3 -5 players, some mission "doable" with 2 and easy with 4 or more.
Mission length:	1 - 2 hours
Comments:	Some missions have slots for up to 12 players, others only have slots for 8. Also, some missions have a secondary FARP either closer to the "front line" to facilitate re-spawn or rearming, while others have a secondary FARP further back incase primary gets overran. Some missions will require use of PVI-800 to enter NAV points. Most missions require landing and rearming.
System Specs	System used to perform test. Win Vista Ultimate/Win 7, Intel E8600 Core Duo, EVGA GTX 216 SC, 8 Gigs Corsair DDR3 1600 RAM. Test were done with 3 – 6 pilots.

### Campaign Background

In May 2008 the Indian Air Force issued a requisition proposal to purchase 22 attack helicopters to modernize and supplement their close support attack forces. Shortly thereafter this request was put on hold due to budget cuts. In November of the same year a coordinated Islamic terrorist attack in Mumbai, India's largest city, killed 173 people and wounded at least 308. The initial speculation was the attacks originated from Pakistan. After less than 3 months of investigation Pakistan's Interior Minister Rehman Malik, in a televised news briefing, confirmed that parts of the attack had been planned in Pakistan and said that six people, including the alleged mastermind, were being held in connection with the attacks. Additional funding was immediately granted by India's government to purchase additional air assets to improve border security and to seek and destroy militant elements along the border between Pakistan and India.

Throughout 2009 U.S. forces increased their presence in both Afghanistan and Pakistan in an attempt to eliminate extremist forces at the same time India waged a similar war along their border. In Dec 2009 the American government offered military and economic incentives to India in order to improve their military and increase their effectiveness in combating terrorist forces along their border and (unofficially) into Pakistan itself. Part of this incentive package was an exchange of military technologies. India received, among other things, several UAV assets and thermal imaging devices for use for border patrols. In exchange the Indian Air Force loaned several KA-50 helicopters to US forces to expedite getting American trained pilots in the air.

### Development Team

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# Dogs of War Campaign

## Phase 1

- Campaign 01 – Last Ditch
- Campaign 02 – Heavy Attack
- **Campaign 03** – Moving to KYA

## Phase 2

- Campaign 04 – Open Battle
- Campaign 05 – S&D
- **Campaign 06** – S&D Rescue

## Phase 3

- Campaign 07 – Early Moring FARP Raid
  - 07A (Version 1) – 8 player – no AI wingmen
  - 07B (Version 2) – 8 Player - with AI wingmen
- Campaign 08 – Pincher
- **Campaign 09** – Mountain Rear Guard

## Phase 4

- Campaign 10 – Autumn FARP
- **Campaign 11** – Night Raid
- Campaign 12 – Death Valley

## Phase 5

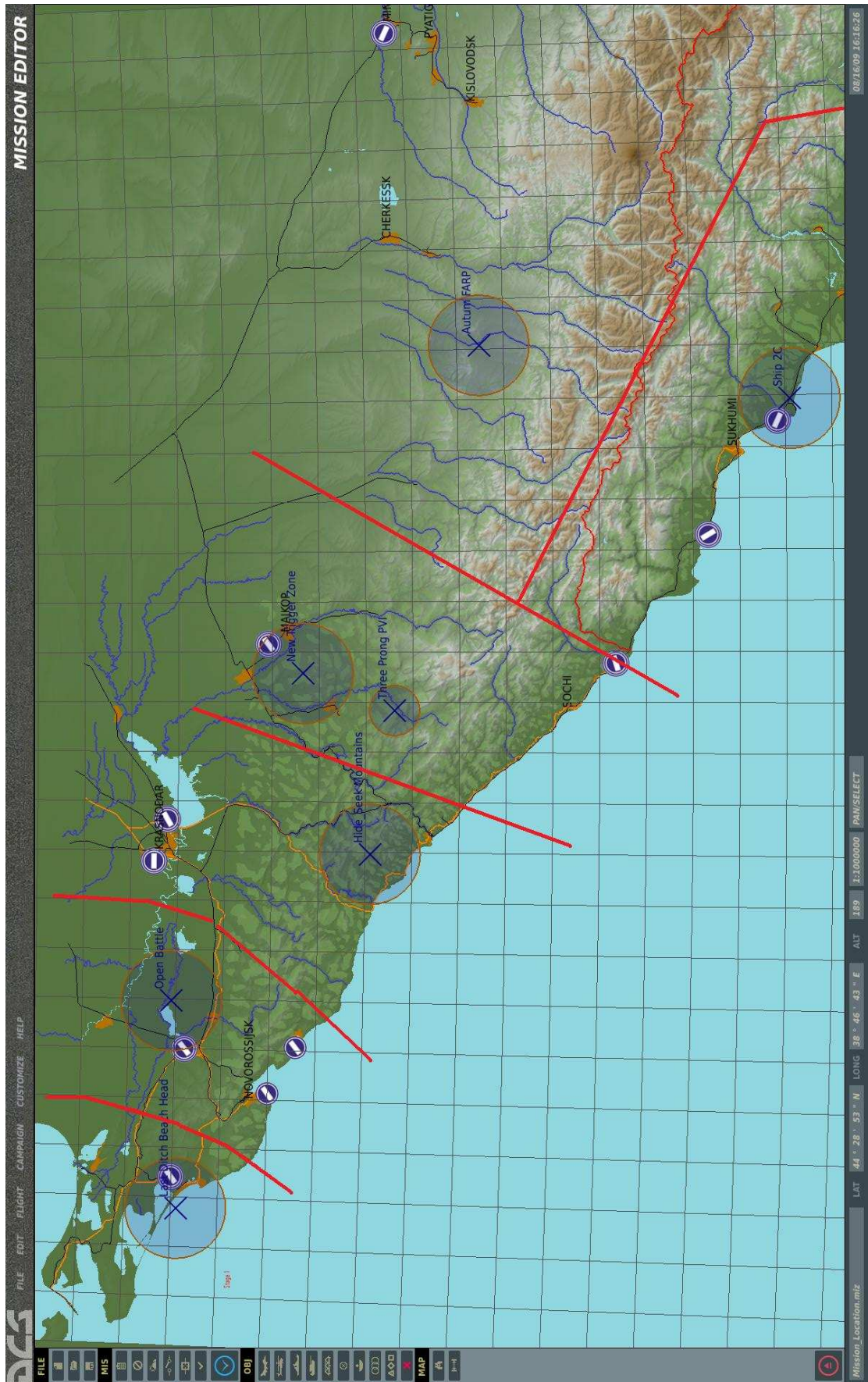
- **Campaign 13** – Peel the Onion
- Campaign 14 - Repel Beachhead
  - 14A is when Mission 13 was successful in suppressing ships. It has no ships.
  - 14B is when Mission 13 wasn't successful in suppressing the ships. This variant has ships to deal with.
- Campaign 15 – Mop Up

NOTE: Bolded mission are the primary flow.

## Mission Flow

- Start Campaign
- 50% to Campaign\_01 or 02
- Campaign\_03
- 50% to Campaign\_04 or 05
- Campaign\_06
- 50% to Campaign\_07 or 08
- Campaign\_09
- 50% to Campaign\_10 or 12
- Campaign\_11
- Campaign\_13
- Campaign\_14A or 14B
- Campaign\_15

# Dogs of War Campaign



## **Dogs of War Campaign**

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# **Dogs of War Campaign**

## **Campaign 01 – Last Ditch**

### **Mission.**

Last Ditch Cake Walk

Gentlemen. This is our last chance, fail here and the campaign will be lost. Our primary units are out of range, and our foot hold is under attack. Lose this and we lose our foot hold@

There are several Artillery units bombarding the base that need to be taken out. It is suspected that there are infantry near these artillery positions, some may have A2A capability.

There are also three supply columns moving in the general area.

Known air threats consist of ZU-23

### **Task**

Get up and take out the Artillery squads that are shelling the base. The artillery is believed to be near Waypoints 2 and 4. Locate the three supply columns and take those out as well. The supply columns are headed to resupply and fortify these artillery positions.

Be Careful of ZU-23 sites dotting the landscape.

## **Campaign 02 – Heavy Attack**

### **Mission.**

Repel Heavy Attack At Anapa

Gentlemen. We have a foothold at Anapa base. However, the Base is under a heavy armor attack and our armor has not yet landed. Hold off the attack until the 7th Marine Division arrive. ETA 65 minutes.

The Picture shows the suspected location. Enemy units may be at one or more of these locations.

Use the NavPoints as areas as general areas to scout for enemy units. DO NOT fly to the NAVpoitns. Also, scan multiple areas just in case the attackers comes in waves.

A FARP is available approximately 13 km to the west on the finger of land. Use this FAR to refuel and rearm if the base gets overran.

Use Charley and Delta Flights to spawn from the FARP if the base gets overran.

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### **Task**

Get up and locate the attacking columns. They will be near one of the NAV Targets loaded into you ABRIS. NOTE that the NAV points are thought to be well within range of enemy air support or the columns themselves. Use standoff tactics.

### **Campaign 03 – Moving to KYA**

Gentlemen, now that we have a solid foothold at Anapa base, it is time to extend our reach. We have made headway at clearing the airbase at KAY"MSK. There are a few ZU-23 in the area, a tank company and perhaps some other scattered units. However, there is still substantial resistance in the city. Clear the city of resistance, and then call for the Chinook to bring in the troops to capture the air base. Watch out for reinforcements heading to the city. Stop the IFV before they reach the city and disembark in infantry.

Don't forget to scan the roof tops in the large city near the airbase. These are prime locations for SA-18 Infantry

If you don't survive, Delta flight is setup to get up back in the area quickly. Delta flight is based at the FARP near the engagement area.

### **Campaign 04 – KRY'MSK Open Battle**

We are now starting to push East from KRY'MSK toward the airfield at KRASNODAT. We have advanced to Mingrel'skaya. Enemy units have been spotted around and in between Ekaterinovskij to the North and Mikhajlouskoe to the South. Currently the enemy forces outnumber our forces, but we have reinforcements on the way. Hold off the enemy forces and prevent them from advancing on Mingrel'skaya.

Alpha and Beta flights are tasked with CAS to the front line battle approximately 15 km to the East-North-East of Mingrel'skaya.

A section should be tasked with taking out bridges in Ekaterinovskij to limit enemy reinforcements.

Attention! Our Units at Mingrel'skaya have detected a medium to large battle group approximately 15 km to the East-North-East.

### **Campaign 05 – Search & Destroy South Of KRYMSK**

Gentlemen, now that we have a solid foothold at KRYMSK base, The Rebels are trying to cut us off from Anapa. They have several force to the south trying to get into position to form a solid lid of defense between Anapa and KRYMSK.

Your mission, Jim, if you decide to accept it, is to search the hills and destroy the units. Once all units are destroyed, you will get a message confirming the success of your mission.

### **Campaign 06 – Search and Rescue** **Scenario Description**

## **Dogs of War Campaign**

Gentlemen, now that we have a solid foothold at KRYMSK base, The Rebels are trying to cut us off from Anapa. They have several force to the south trying to get into position to form a solid lid of defense between Anapa and KRYMSK.

### **Unit Initiation Message**

ATTENTION: Enemy units have been spotted near NAV Point x. Proceed to that location and search and destroy all enemy units in the area.

### **Down Pilot Message.**

MAYDAY! MAYDAY! Pilot reported down in the area LAT-44-51-12 LON 37-41-20. Pilot should be within 3000 meters of that location. Search the area and radio location to Rescue units. Pilot should fire a flare when you are within 1000 m of his location. Stay in the area until Rescue arrives.

### **Radio Base**

Base - Pilot located. Send Rescue Unit to these coordinates: LAT 44-48-43 LON 38-07-06.  
Base - Pilot located. Send Rescue Unit to these coordinates: LAT 44-47-23 LON 37-49-16.  
Base - Pilot located. Send Rescue Unit to these coordinates: LAT 44-45-36 LON 37-53-26.  
Base - Pilot located. Send Rescue Unit to these coordinates: LAT 44-45-49 LON 38-03-37.

### **Base Response**

Rescue Unit 1 launched. Ingress route is LAT 44-56-14 LON 37-57-53: LAT44-53-41 LON 37-49-54; : LAT 44-51-12 LON 37-41-20. Fly the path to ensure Rescue 1's path is clear.

Rescue Unit 2 launched. Ingress route is LAT 44-52-06 LON 37-51-35: LAT 44-48-36 LON 37-48-46; : LAT 44-46-12 LON 37-48-26. Fly the path to ensure Rescue 1's path is clear.

Rescue Unit 3 launched. Ingress route is LAT 44-51-53 LON 37-59-33 : LAT 44-47-44 LON 37-56-41 : LAT 44-46-46 LON 37-53-20 . Fly the path to ensure Rescue 1's path is clear.

Rescue Unit 4 launched. Ingress route is LAT 44-53-50 LON 38-00-30 : LAT 44-50-39 LON 38-06-19 : LAT 44-47-22 LON 38-06-25 : LAT 44-45-46 LON 38-03-44 :. Fly the path to ensure Rescue 1's path is clear.

## **Campaign 07 –Early Morning FARP Raid (44-40-54; 40-02-17)**

### **Early Morning Raid**

The premise of the mission is an early morning Special Ops mission targeting an enemy FARP. The goal of the mission is to render the FARP ineffective and to take out as many enemy helicopters as possible. The area will heavily defended although we are hoping that our 0512 departure time will minimize the “first responders”.

There are two flights, each containing 4 Ka-50. Alpha flight will be tasked with attacking the FARP itself, while Beta flight is task with helping to clear an egress route for both flights.

Arrival at the Target Waypoints as well as attacking the targets should be coordinated to minimize early detection by defense forces in the area.

Alpha Flight Target WP - Half way between 6 & 7

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### Beta Flight Target Point - WP- 5

Prior to takeoff you will need to verify that you have appropriate armament, Max combat fuel load out, and switch to HMS. Flight lead may want to keep one element with NVS, but if so they should be familiar with weapons deployment without using HMS

#### Task

Alpha and Beta Flights.

Coordinate your flight times so that you arrive at your specific IPs at the same time. Your attacks should be at the same time. Note that if you get too high, loiter too long near the target, or have an early attack at one IP, this will wake the enemy units at all locations.

#### Alpha Flight

Fly the waypoints keeping altitude below 70m AGL. Come to a hover at IP (WP 7). The FARP is on the north side of the road. Take out the HQ tent and as many Apache helicopters as possible.

#### Beta Flight

Fly the waypoints keeping altitude below 70m AGL. Come to a hover at IP (WP5) Targets should be in the valley to the south. The general area of the targets for WP 4 and 7 are shown on the map.

Alpha Waypoints				Beta Waypoints			
WP	ALT	SPD	TOT	WP	ALT	SPD	TOT
1	Takeoff			1	Takeoff		
2	320	200	0:09:31	2	350	160	
3	434	200	0:13:28	3	450	180	0:11:52
4	670	180	0:15:41	4	456	120	0:15:51
5	503	150	0:17:30	5	587	50	0:21:20
6	376	90	0:19:08	6	490	120	
7	320	200	0:22:24	7	480	50	0:25:07
8	360	150		8	490	200	
9	425	200		9	275	150	
10	488	200		10	277	100	
11	465	200		11	Landing		0:44:52
12	250	150					
13	230	70					
14	Landing						

### Campaign 08 – Pincher Two Prong Attack with mid-stream correction (44-15-33; 39-47-06)

#### Mission

Enemy units have been spotted in the valley to the South west of Chernigovskoe.



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Fortunately we have a fully functional FARP at Chernigovskoe. We will perform a coordinated strike using 3 flights of 2 Ka-50s.

Additionally, the locals report that there are some enemy vehicles on a road approximately 12 km SE (120 heading) from the FARP. Once the primary targets have been taken out, recon the area and destroy any enemy found.

### **Task**

All Flight - Prior to take off, request the ground crew refuel you to 50% capacity and rearm you with 12 ATGMs and 2X B820A

Set flare dispenser to 3 -2 -1

Flight 1 – Craft 51 & 52

Take off from FARP and proceed to waypoint 2 (position 1). Obtain a hover position behind the ridge crest and wait for Flights 2 & 3 to get into position. Fly below 110 m and at 160 kph.

Flight 2 – Craft 53 & 54

Take off from FARP and proceed to waypoint 3 (position 2). Obtain a hover position behind the ridge crest and wait for Flights 1 & 3 to get into position. Fly below 110 m and at 195-200 kph.

Flight 3 – Craft 55 & 56

Take off from FARP and proceed to waypoint 3 (position 3). Obtain a hover position behind the ridge crest and wait for Flights 1 & 2 to get into position. Fly below 110 m and at 220 kph.

## **Campaign 09 – Mountain Rear Guard**

Rear Guard Attack

Enemy forces are mounting a rear guard action with 2 – 3 columns in the mountains to the west of our FARP. The last information was that they were on the mountains roads approximately 25 - 30 km to the west. One of these columns is known to be the main command column, containing two command vehicles. Your mission is to locate that column and take out the command vehicles.

There are two inactive and one active enemy FARP in the area. Find the active enemy FARP and capture it. Once capture friendly forces will resupply so that you can use the FARP.

Additionally there are enemy air assets in the area.

## **Campaign 10 – Autumn FARP – S&D 4 different groups with Artillery (43-57-49; 41-32-08)**

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Our FARP located at the southern tip of our forward line. This is at Latitude 43 57 1 North and Longitude 41 32 7 East. Scout the area to see if there are any imminent attacks. If you have flown this mission before, don't assume that the enemy forces will be in the same locations!

We do have a FARP to the North of our location and north of Spravanaya if the forward FARPs sustains damage.

Kobu-Bahi  
Storozhevaya  
Zelenchuiskaya

### **Task**

Search the nearby cities, roads and surrounding area for incoming enemy mechanized units. The level of Air defense in these columns is unknown. The enemy has multiple cities so there may be more than on column. The three closet, and therefore the most probably cities are Kobu-Bahi, Storozhevaya, and Zelenchuiskaya.

### **Campaign 11 – Night Raid**

Our FARP located at the southern tip of our forward line. This is at Latitude 43 57 1 North and Longitude 41 32 7 East.

We do have a FARP to the North of our location and north of Spravanaya if the forward FARPs sustain damage.

Satellite recon indicates enemy command bunkers near Lat 43-26-29 LON 41-44-44. These recon photo also indicate that a valley seems to be unguarded possibly allowing for an sneak attack from the rear. Waypoints have been programmed into the ABRIS to map out your route. Waypoints are close, but not exact. Once in the area, illumination bombs will be dropped in the area for approximately 12 minutes. Locate the command bunkers (3 -4) and take them out. Air defense is expected to be medium at the city, with reinforcements approximately 15 minutes away.

To help achieve the primary objective, Beta flight will approach from the front to engage Air Defensives prior to Alpha engaging the bunkers. Coordinate you attack such that Beta engages first. If not, the air defense units may ignore Beta and head to protect the bunkers. Alpha 2 and Alpha-4 have Illumination rockets if they are needed.

### **Campaign 12 – Death Valley**

Death Valley

Our FARP located at the southern tip of our forward line. This is at Latitude 43 57 1 North and Longitude 41 32 7 East.

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We do have a FARP to the North of our location and north of Spravanaya if the forward FARPs sustain damage.

Satellite recon indicates an enemy bunkers located in a valley to the south of the FARP. These recon photo also indicate that a valley seems to be lightly guarded.. Waypoints have been programmed into the ABRIS to map out your route to the general location. Once in the area, search the contributory valleys to locate the bunker. Weapons stores are limited, so use what you have wisely.

Also, bunkers seem to be more vulnerable to guns than missiles.

### **Campaign 13 – Peel the Onion**

Peel the Onion  
Concept by Topgun

Gentlemen, the enemy have made significant inroads after establish a beachhead. The air base at Babushara has significant air defense network . This is a layered defense running up the coast. Your mission is to take out these remaining air defense units.

Stay low for any chance of survival!

Less than 25 m is preferred; over 100 m your live span will be that of equal to the missile flight time.

### **Campaign 14 - Final Beachhead**

- **14A is when Mission 13 was successful in suppressing ships. It has no ships.**

Final Beachhead  
Gentlemen, the enemy have made significant inroads after establish a beachhead.

Enemy forces are known to be in Dzhukmur (Waypoint 4) and suspected in Tkvarcheli (Waypoint 5) and Kerken (Waypoint 6). There are also three command centers in the area, each with an ammo depot. Find these and suppress these command centers.

Fortunately our air support was able to take out all of the enemy destroyers in the area. Proceed inland to suppress the command centers.

Suggested assignments are for Alpha and Beta to go deal with the forces in the cities.

Your initial load out will be with the AS-10 “Karen” (Kh-25ML) as these will be needed to take out the command post and ammo depts. Change load out to antitank before dealing with the perimeter defensive units. Once the primary units have been suppressed, rearm with Karen’s by selecting “default” load out in the rearm menu.

- **14B is when Mission 13 wasn’t successful in suppressing the ships. This variant has ships.**

## **Dogs of War Campaign**

### Final Beachhead

Gentlemen. The enemy has made significant inroads after establish a beachhead.

Enemy forces are known to be in Dzhukmur (Waypoint 4) and suspected in Tkvarcheli (Waypoint 5) and Kerken (Waypoint 6). There are also three command centers in the area, each with an ammo depot. Find these and suppress these command centers.

Unfortunately our air support was unable to take out all of the enemy destroyers in the area. Take off from Babushsrs and locate the ships. After the ships have been suppressed, proceed inland

Suggested assignments are for Alpha and Beta to go ship hunting on the first sortie. the best method of attacking the ships is to overwhelm them with multiple helos firing at the same time. After the first ships are taken out, then Beta should start to deal with the forces in the cities.

Your initial load out will be with the AS-10 “Karen” (Kh-25ML) as these will be needed to take out the ships and, later, the command post and ammo depts. Change load out to antitank before dealing with the perimeter defensive units. Once the primary units have been suppressed, rearm with Karen’s by selecting “default” load out in the rearm menu

### **Campaign 15 – Mop Up - Battle for Dam at DZHVARI**

12-28-09

by AKA\_Ramstein

There is a FARP for our helos below the town of Repo-ETseri . Take off from this FARP. There is also another FARP for our Rescue Helos at Zugdidi which is South of the target area. This FARP may also be used to repair, re-arm, and re-fuel.

Each pilot has one AI Wingman

#### **Mission Briefing:**

In a last desperate attempt to gain Victory from the jaws of Defeat, the Insurgents are going to blow the dam unless their demands are met.

The mission has three parts:

- 1) Drop Special Forces in the area to secure the dam
- 2) Pickup Special Forces as needed.
- 3) Destroy the enemy units between the coastline and the dam. There are four divisions in the area.

Your task is to destroy all enemy units and to take back the dam and all surrounding towns between the coastline and the dam.

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Also note: the mountains are very high and a couple waypoints require very high climbs above the dam and surrounding area..