

INTRODUCTION

Welcome to the official campaign for the M-2000C. Below you will find some background information, basic facts about the campaign, some things you should know and remember while playing the campaign to make most of it and finally the credits part with big thank you for all the voice actors and beta testers who helped to make these 13 missions what they are in their final form.

THE STORY SO FAR

8 August 2008

Short and intensive armed conflict starts first in the Georgian breakaway territory of South Ossetia, and then within a few days is being brought by Russian troops at the soil of Georgia proper.

12 August 2008

A ceasefire between Russia and Georgia is signed under the auspices of EU, led by the French Presidency. A six point peace plan is adopted, envisaging non use of force, cessation of hostilities, granting of access to humanitarian aid, return of Georgian troops to usual quarters, withdrawal of Russian forces and opening of international discussions of the modalities of security and stability of South Ossetia and Abkhazia. UN is set to formalise the deal. EU call for international peacekeeping mission is rejected by Russia.

15 August 2008

Russian forces bomb the highway connecting eastern and western Georgia, destroy the railway bridge at Kaspi, a lifeline to Georgia's economy. Moreover, the Russian air force unleashes a series of air raids on Borjomi National Park, using fire bombs to inflict serious damage on what is regarded as a national treasure. Georgian government protest in the UN Security Council. Special resolution condemning Russian actions is vetoed by Moscow. France, feeling especially responsible for maintaining the ceasefire, sends a strongly worded warning to Russia.

31 August 2008

Russian troops begin erecting fences and checkpoints at the ABL with South Ossetia and Abkhazia. Georgians protest again, but UNSC has no room of maneuver as it is blocked by Moscow. France warns Russia for the second time, and is backed by all EU-countries. NATO issues a strong statement, calling for immediate fulfilment of the 6-point plan.

10 September 2008

US and France agree on the details of their next pilot exchange programme and decide that the training will take place in Georgia, as a sign of good will for the authorities and a warning to Russia. 2 USAF pilots will be flying Mirage-2000C's as part of 12-ship squadron sent to Georgia during a deployment planned to start in January 2009. Americans provide AWACS, C&C and transport planes.

11 November 2008

Exchange of fire between Georgian soldiers and Russians in Orsantia, part of Georgia proper annexed and still controlled by the Russians. Russian jets overfly Georgia on numerous occasions, dropping several bombs and destroying a pipeline from Turkey. Ankara calls for establishing a "no-fly" zone over Georgia and breakaway territories for Russian planes. This issue is raised at the extraordinary NATO meeting, but no decisions are taken.

December 2008

Russian planes enter air space over South Ossetia and Abkhazia numerous times, although they are no longer stationed in Abkhazian bases. They also fly over Georgia proper. NATO issues another warning, UNSC remains blocked.

20 January 2009

2/5 Squadron arrives in Georgia together with two US pilots taking part in the exchange programme.

25 January 2009

Today.

CAMPAIGN

The campaign puts you in the role of one of two US exchange pilots attached to 002.05 Squadron. You arrive in Georgia after the familiarisation training and you are to go through the more advanced exercises in Vaziani, while flying actual patrol missions in support of the NATO operations there.

The campaign is roughly divided in two parts. First one is more focused on honing your skills and expanding on the things you have learned in the dedicated training missions (it is strongly advised that you fly these first). Therefore you can expect to get additional information on systems that were already covered as well as on new aspects of flying the M-2000C. As the campaign progresses, the storyline evolves with it and slowly changes focus from training to more substantial duties.

DIFFICULTY

The campaign is not excessively difficult if you talk about number of enemy assets and tasks that are given to the player. However, it is very complex and **will require** good preparation from your side, including reading the briefings, taking notes, listening to the comms and following orders. Here are several pointers that you should treat really seriously:

A) RADIOS

The campaign uses an advanced radio system which means that you need to be tuned to correct channel / frequency in order to hear other flights and assets. For that, it is **ESSENTIAL THAT YOU TURN EASY COMMUNICATIONS OFF**, otherwise some of the missions will not be playable.

Equally important, you should always pay attention to and follow your AMC calls on changing radio frequencies, consult the notepad available as part of mission briefing package (you will find it in the kneeboard as well) and always remember to check if you are on correct radio channel for the thing you want to accomplish. For instance, you may want to jump from your element frequency to another channel to contact AWACS to get bearings to the enemy, but then you should remember to switch back to the element, otherwise you won't hear your wingman. I can't stress enough how important the radio discipline will be for accomplishing the missions.

B) FLIGHT PLANS AND ORDERS

The campaign is quite complex and contains thousands of triggers, some of which are linked to the location in which the player currently is. **Therefore it is very important that you keep to the given flight plans** and - as much as possible - to the fragged speeds. There are rare points in which you may even break a mission if you don't follow these. So try to keep to the briefed parameters, just as you would be expected to do in real life. Read carefully the FRAGO, briefing, notes and study the map. If you do all these things, you will be OK.

C) INSTRUCTIONS

You will get a lot of information and instructions. If you have trouble understanding something, I would suggest to use an active pause and then read the message that someone wants to convey to you. This campaign will require you to focus on what is happening around you and what is being said, as it will be important for completing the missions!

D) BEGINNING THE MISSIONS

All the missions will start on the ground and will require a full INS alignment. In most it won't be important how much time you spend on the ground, but at least two (M11 i 13) do take into account the timing. Therefore I would recommend not to disable the need for ground alignment in the options menu.

E. ... AND COMPLETING THEM

In order to progress the campaign you not only need to fulfil at least part of the objectives, you also need to land at one of two airports listed in the briefing - your home base (Vaziani) or the backup

one, which depends on the area in which most of the given sortie will take place. So if you eject or land somewhere else, you will be forced to repeat the mission. When you land, you will also be given a specific parking spot - if you taxi there you will get extra points, though this is purely optional.

F) AI AND FORMATION FLYING

This campaign will quite often put you in the role of a wingman, which means that you will be required to fly in formation with your lead. A word of advice - despite hours spent on fine-tuning the AI behaviour it can be quite erratic, especially just after take off and during the taxi. When taxiing behind number 1 don't come too close to him, as he might just stop moving. If you lose sight of the Instructor Pilot, use radar or F10 map to locate him. Sometimes you won't be required to stay in formation, this will be noted in the briefing or told during the flight.

Also, in very rare and exceptional situations, it may happen that the unpredictable AI behaviour could ruin a mission. Don't say you haven't been warned.

G) SUPPORT AND FEEDBACK

Finally if you have any problems or feedback or if you just want to share your thoughts about the campaign (which is strongly encouraged) please do so at the dedicated part of the RAZBAM's M-2000C Eagle Dynamics forums.

CREDITS AND THANKS

First and foremost, huge thanks to the voice actors who did an outstanding job recording a total of around 1200 lines:

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