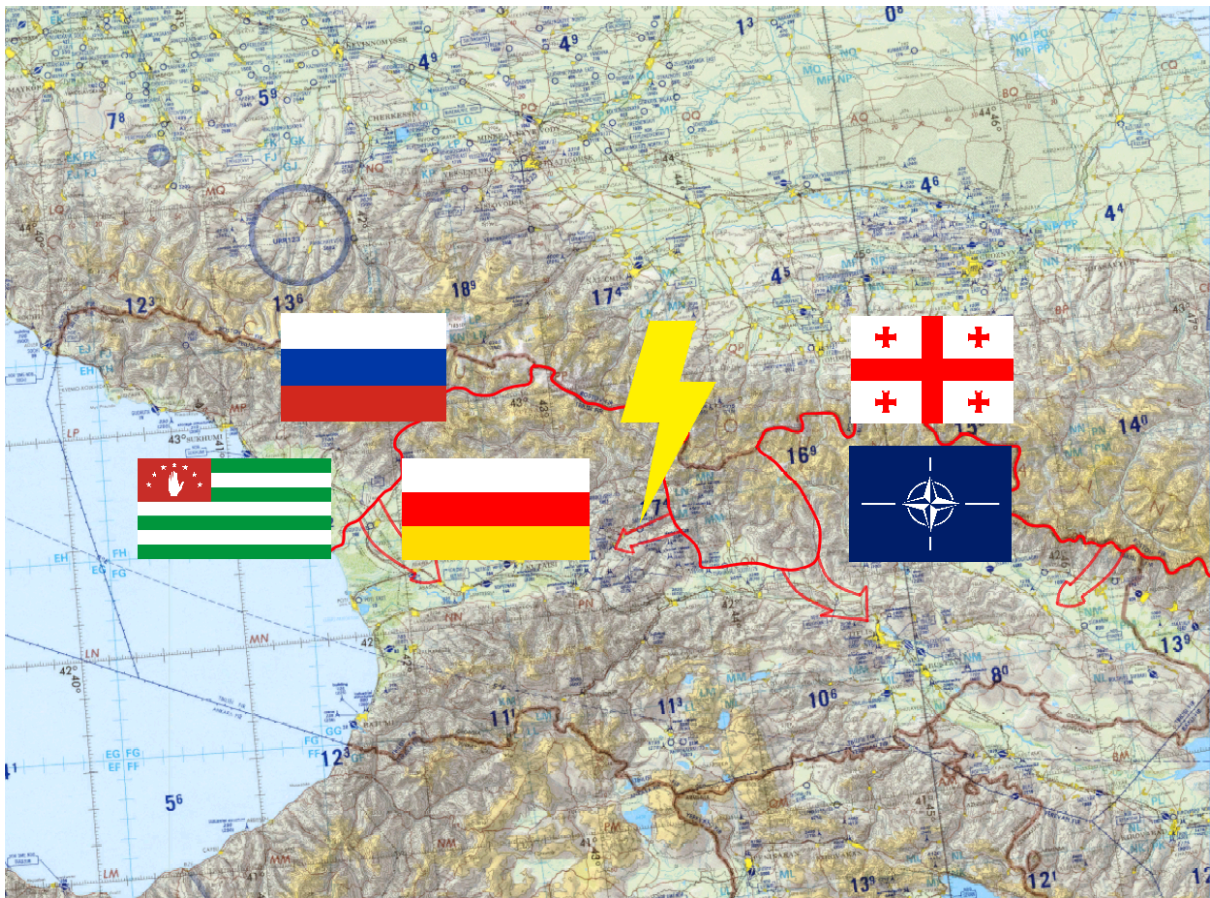


Crisis in the Caucasus

(v.1) Up to date as of the 18th of November 2022

By Shadow



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1. About:

Picking up on the lessons learned from “Georgian Retaliation” and “Assault on Sukhumi”, “Crisis in the Caucasus” is the second campaign for Shadow’s “Dynamic War Project”. This concept is growing into a large-scale operation. Mechanics seen in previous scenarios are being carried over, tweaked and combined with new ideas. Two factions will clash together, while having to carefully control and manage their assets and resources.

Due to the nature of how many of the gameplay features are going to be manually controlled, rules will be strictly enforced to ensure smooth gameplay for everyone. Most rules are realism driven, to compensate for real life aspects, which are poorly handled by DCS.

2. Scenario:

With Russia pulling out of the agreement, which imposed economical sanctions on Abkhazia and South Ossetia, a diplomatic crisis is forming up on an international level. In turn, Georgia has decided to accelerate its request to join the NATO alliance, in fear of invasion. All this has led to increased tensions between Georgia and the Russian Federation. A combat conflict seems to be inevitable.

NATO forces have already started staging troops in Georgia, but due to the rapid deterioration of diplomacy between the two opposing states, it has not had enough time to prepare and fully deploy a defensive, which would guarantee the successful repel of a Russian invasion.

Russia has foreseen this and has decided to attack before the winter of 2005 has started. This will increase Russia’s chances of success, before NATO is able to complete its full deployment to the region, which has been forecasted to not happen, at least, the following spring.

3. Objectives:

3.1. BLUEFOR:

Defend your territories until REDFOR can no longer economically sustain its invasion or you have captured enough of their territory, to completely destroy any chance for a successful invasion.

3.2. REDFOR:

Destroy the economy of Georgia and capture enough of its territory to force it to capitulate.

4. Roles:

4.1. BLUEFOR:

- Command and Control (C2)
- Ground Commander
- A-10C Pilot

- AH-64D Pilot
- F-16C Pilot
- F/A-18C Pilot
- Mi-8MTV2 Pilot
- Mi-24P Pilot
- L-39 Pilot
- SA342M Pilot
- Su-25 Pilot
- UH-1H Pilot

4.2. REDFOR:

- Command and Control (C2)
- Ground Commander
- JF-17 Pilot
- Ka-50 Pilot
- Mi-8MTV2 Pilot
- Mi-24P Pilot
- MiG-29 Pilot
- Su-25 Pilot
- Su-27 Pilot

5. Resources:

NOTE: These lists show initial available assets. They might change and get expanded as new assets are requested.

5.1. BLUEFOR:

5.1.1. Aircraft:

5.1.1.1. Fixed Wing:

- A-10C
- An-26B(AI)
- C-17A(AI)
- C-130H(AI)
- E-3C(AI)
- F-16C
- F/A-18C
- KC-130H(AI)
- KC-135(AI)
- L-39C
- Su-25

5.1.1.2. Rotary Wing:

- AH-64D
- Mi-8MTV2
- Mi-24P
- SA342M

- UH-1H

5.1.2. Ground Units:

5.1.2.1. Air Defences:

- 1L13 Box Spring
- Flakpanzer Gepard
- M1097 Avenger
- NASAMS
- Patriot
- Rapier
- Roland ADS
- SA-8 Gecko
- SA-11 Gadget
- ZSU-23-4 Gun Dish
- ZU-23 (Closed/Emplacement/Ural-375)

5.1.2.2. Anti-Tank Vehicles:

- VAB Mephisto
- M1045 HMMWV TOW
- M1128 Stryker MGS
- M1134 Stryker ATGM

5.1.2.3. Armored Personal Carriers:

- AAV-7
- BTR-80
- FV-510 Warrior
- LAV-25
- M1126 Stryker ICV
- Marder
- MT-LB
- TPz Fuchs

5.1.2.4. Artillery:

- 2S1
- 2S3
- 2S19
- BM-21
- Dana
- M109 Paladin
- M270 MLRS

5.1.2.5. Infantry:

- Special Operations Team

5.1.2.6. Infantry Fighting Vehicles:

- BMP-1
- BMP-2

- M2A2 Bradley

5.1.2.7. Main Battle Tanks:

- Challenger 2
- Leopard 2A6
- M1A2 Abrams
- T-55
- T-72B

5.1.2.8. Reconnaissance Vehicles:

- BRDM-2
- M1043 HMMWV

5.1.2.9. Utility:

- Logistic Group
- Resupply and Repair Utility Vehicle

5.1.3. Fuel:

- Jet Fuel

5.1.4. Ordinance:

5.1.4.1. Air-to-Air Missiles:

- 9M2200
- AIM-9M
- AIM-9X
- AIM-120B
- AIM-120C
- R-60M

5.1.4.2. Air-to-Ground Missiles:

- 9M220
- 9M220F
- ADM-141A
- AGM-65D
- AGM-65E
- AGM-65F
- AGM-65G
- AGM-65H
- AGM-84D
- AGM-84H
- AGM-88C
- AGM-114K
- AGM-154A
- AGM-154C
- HOT3
- Kh-25ML
- S-25L

5.1.4.3. Drop Tanks:

- FPU-8A
- FT 150L
- FT 230 GAL
- FT 300 GAL
- FT 370 GAL
- FT 600
- FT 800L
- PTB-450

5.1.4.4. Guided Bombs:

- CBU-103
- CBU-105
- GBU-10
- GBU-12
- GBU-16
- GBU-24
- GBU-31(V)1/B
- GBU-31(V)2/B
- GBU-31(V)3/B
- GBU-31(V)4/B
- GBU-32(V)2/B
- GBU-38

5.1.4.5. Pods:

- AN/AAQ-28 LITENING
- AN/ASQ-213 HTS
- AN/ASQ-228 ATFLIR
- AN/ALQ-184
- AN/AWW-13 Advanced Data Link
- GUV YakB GhsG
- GUV-30 AP
- SPS-141
- UPK-23-250

5.1.4.6. Rockets:

- M151
- M156
- M229
- M257
- M274
- MK5
- S-5KO
- S-8KOM
- S-8OM

- S-80FP2
- S-8TsM
- S-13OF
- S-24B
- S-25O
- S-25OFM

5.1.4.7. Small Arms:

- M60
- M134
- KORD
- PKT

5.1.4.8. Unguided Bombs:

- BetAB 500
- CBU-87
- CBU-97
- CBU-99
- FAB-100
- FAB-250
- FAB-500 M62
- KMGU-2-96 AO-2.5RT
- KMGU-2-96 PTAB-2.5KO
- MK-20
- MK-82
- MK-82AIR
- MK-82SE
- MK-83
- MK-84
- RBK-250-275 AO-1SCh
- RBK-250 PTAB-2.5KO
- RBK-500 PTAB -1M
- RBK-500-225 PTAB-10-5
- SAB-100

5.1.5. Ships:

5.1.5.1. Destroyers:

- Arleigh Burke IIA

5.1.5.2. Logistic:

- Cargo (Ivanov)

5.1.6. Trains:

- ES44AH

5.2. REDFOR:

5.2.1. Aircraft:

5.2.1.1. *Fixed Wing:*

- A-50(AI)
- An-26B(AI)
- Il-76MD(AI)
- Il-78M(AI)
- L-39C
- MiG-29
- MiG-29S
- MiG-29SM (JF-17)
- Su-25
- Su-25SM (T)
- Su-27S
- Su-27SM (J-11A)
- Su-33

5.2.1.2. *Rotary Wing:*

- Ka-50
- Mi-8MTV2
- Mi-24P

5.2.2. Ground Units:

5.2.2.1. *Air Defences:*

- 1L13 Box Spring
- 55G6 Tall Rack
- SA-5 Gammon
- SA-6 Gainful
- SA-8 Gecko
- SA-9 Gaskin
- SA-10 Grumble
- SA-11 Gadfly
- SA-13 Gopher
- SA-15 Gauntlet
- SA-19 Grison
- ZSU-23-4
- ZU-23

5.2.2.2. *Anti-Tank Vehicles:*

- BTR-RD

5.2.2.3. *Anti-Ship Defences:*

- P-15 Termit (Silkworm)

5.2.2.4. *Armored Personal Carriers:*

- BTR-80

- MT-LB

5.2.2.5. Artillery:

- 2S1
- 2S3
- 2S9
- 2S19
- BM-21
- BM-27
- BM-30

5.2.2.6. Infantry:

- Special Operations Team

5.2.2.7. Infantry Fighting Vehicles:

- BMP-2
- BMP-3

5.2.2.8. Main Battle Tanks:

- T-72B
- T-80U
- T-90

5.2.2.9. Reconnaissance Vehicles:

- BRDM-2

5.2.2.10. Utility:

- Logistic Group
- Resupply and Repair Utility Vehicle

5.2.3. Fuel:

- Jet Fuel

5.2.4. Ordinance:

5.2.4.1. Air-to-Air Missiles:

- 9M220O
- R-27ER
- R-27ET
- R-60M
- R-73
- R-77
- PL-5EII
- SD-10

5.2.4.2. Air-to-Ground Missiles:

- 9A4172
- 9M220
- 9M220F

- C-701IR
- C-701T
- C-802AK
- CM-802AKG
- GB-6
- GB-6HE
- GB-6SFW
- Kh-25ML
- Kh-29L
- Kh-29T
- LD-10
- S-25L

5.2.4.3. Drop Tanks:

- FT 800L (JF-17)
- FT 800L (Su-25)
- FT 1100L (JF-17)
- FT 1150L (MiG-29)
- FT 1400L (MiG-29)
- PTB-450

5.2.4.4. Guided Bombs:

- GBU-12
- KAB-500Kr
- LS-6-100
- LS-6-250
- LS-6-500

5.2.4.5. Pods:

- AKG Datalink Pod
- GUV 30 AP
- GUV YakB GhsG
- KG-600
- L005
- Mercury LLTV Pod
- MPS-410
- SPS-141
- UPK-23-250
- WMD7

5.2.4.6. Rockets:

- S-5KO
- S-8KOM
- S-8OM
- S-8OFP2
- S-8TsM

- S-13OF
- S-24B
- S-25O
- S-25OFM

5.2.4.7. Small Arms:

- KORD
- PKT

5.2.4.8. Surface to Surface Missiles:

- SS-1C SCUD-B

5.2.4.9. Unguided Bombs:

- BetAB 500
- FAB-100
- FAB-250
- FAB-500 M62
- KMGU-2-96 AO-2.5RT
- KMGU-2-96 PTAB-2.5KO
- RBK-250-275 AO-1SCh
- RBK-250 PTAB-2.5KO
- RBK-500 PTAB -1M
- RBK-500-225 PTAB-10-5
- RBK-500U OAB-2.5RT
- SAB-100

5.2.5. Ships:

5.2.5.1. Cruisers:

1. Moskva

5.2.5.2. Logistics:

2. Cargo (Elnya 160)

5.2.6. Trains:

3. CHME3T

6. Rules:

6.1. General:

1. Do not cheat! If you don't want to play by the rules, don't waste your time and everyone else's time.
2. Be straight forward, if you do not want to take part, inform the people concerned. This way no one is wasting each other's time and no hard feelings are to be had.
3. Don't be a dick! Don't insult people!
4. If you cannot make a certain time, please inform the people who this would concern.
5. Players must be able to communicate in English.

6. If you have any administrative requests, point them towards the Game Master (additional chat/voice rooms, etc).
7. The Game Master has the authority of giving out warnings and penalties. If required, a jury group can be created, including commanders, so an objective decision can be made.
8. All players should be reachable via Discord and in-game chat (during a session). The Game Master has the right to contact a player during a session, at any time. If they do not respond in-game, the player in mind, will be contacted via Discord. If they fail to respond in Discord, they will be kicked out of the session.
9. All instructions given by the Game Master, during a session, are to be followed right away. Any investigations of such incidents will be done post session. If the Game Master is determined to have been in the wrong, the affected team will be compensated.
10. As this is a developing project, rules are expected to change with the development of the project.

6.2. Gameplay:

1. Mission duration will be three hours. Depending on DCS stability, session time could be adjusted.
2. The day and the month of the first session will be used as the in-game date for the first day of the campaign. Each session will be one day, in campaign time.
3. Weather will be static, allowing the use the cloud presets.
4. In-game weather, will be sourced from a random DCS airport location in real life, for the day of the campaign (e.g., if the in-game date is the 2nd of November, a weather report for the 2nd of November at airport X will be used)
5. The use of Simple Radio for in-game communication is mandatory. Simple Radio will have realistic settings set (range, line of sight, open radios, etc.). Players, who are manning C2 roles, during a session are allowed to use the "Dynamic War Project" Discord voice rooms to communicate between each other.
6. Initiative grants the ability to choose time of day for the sessions. The team, which holds the initiative will have their units moved first, in between rounds.
7. The REDFOR team holds the initiative for Day 1 of the campaign.
8. Initiative is determined by ground gained and objectives completed during a session. If both forces have had a similar success rate, initiative will be switched.
9. Intended combat or tactical maneuvering of air, ground, and sea assets through the sovereign territory of countries and areas, which are not Abkhazia, Georgia, Russia, South Ossetia or considered international waters is NOT allowed.
10. Transport of cargo via water and air, as well as ferry flights, through the sovereign territory of countries, which are not Abkhazia, Georgia, Russia or South Ossetia, is allowed, as long as the country in questions is considered friendly, and its territory is not used as protection from hostile aggression.
11. Use in-game F10 (ALT or MAP, when ALT information is not present) to reference borders.

12. Assets are not allowed to exit or be outside of the F10 area (e.g., they cannot be seen on F10).
13. Shooting at, damaging, or destroying units of the opposing force is considered an act of aggression. Entering the sovereign territory of the opposing force is considered an act of aggression. Jamming (ECM) and radar hard lock are considered an act of aggression.
14. Commanders from both forces can establish additional actions, which will be considered an act of aggression, utilizing the "open-line-diplomacy" channel in the "Dynamic War Project" Discord server. The Game Master will act as the United Nations council and decide if they will recognize, the put forward suggestions for "acts of aggression" as legitimate.
15. Commanders from both forces can use the above mentioned "open-line diplomacy" channel to do open communications with opposing team and reach any agreements.
16. BLUEFOR is not allowed to engage any REDFOR units, until an act of aggression has occurred, or they are doing so in self-defense. The occurrence of an act of aggression has to be confirmed with the UN council (Game Master).
17. Satellite reconnaissance can be requested after both team's mission files are submitted and locked in. An overall picture of the theater will be presented. Commanders can request a close-up of an area. Information present will be determined of the scale of the zones scanned.
18. Try to approach gameplay as realistically as you can. If you see something, that you realistically should not be able to see, try to ignore it. This could happen due to the ways DCS handles some elements of gameplay.
19. Restrain yourself from using F10 information to identify the type of detected missiles.
20. Restrain yourself from using F10 information to identify the type of detected aircraft, if they are further than 30 nautical miles from the radar detecting them.
21. Each faction will have five strategic targets (ports, power stations, etc), which will be known locations. These strategic targets will generate additional income for the faction they are part of. They cannot be captured. Each, individual location will provide an additional one hundred and fifty million dollars to the faction they are part of, stimulating their economy every three in-game days (first additional income on the 3rd day of the campaign. A strategic target is considered destroyed, when more than fifty percent of its structures have been destroyed. Each destroyed structure, will reduce the income generated
22. Staging budget for both factions is one thousand million dollars.
23. REDFOR will receive an additional, one time bonus of two thousand million dollars, added to their staging budget, to compensate for Georgia's assets already in theatre.
24. Team's will receive additional budget prior to every session.
25. The amount of additional budget will be randomly picked for every session. The "additional budget" cap for the session will be a random number between two hundred and fifty and seven hundred and fifty hundred million.
26. Killing civilian vessels and aircraft will be punished with economic sanctions by the UN (GM). Penalties start at fifty million dollars per unit killed. Continuous war crimes will be punished harder.

27. Breaking gameplay rules (or any other) could lead to economic sanctions for the factions in hand.

6.3. Ground units and Structures (FARP/FOB):

1. "Platform Shake" and "Compute Firing Solution" are disabled.
2. All units start the session with "ROE" set to "Return fire" and "Auto" or "GREEN" state by default.
3. All ground units are placed in platoon sized groups. Ammo trucks, scout vehicles, artillery units and SAM systems do NOT follow this rule.
4. Groups will be named by their coalition, followed by their type and a serial number (e.g. Red T-72B-4).
5. Players are not allowed to take direct control of units, which have less than 50% health indicated. If a player is in control of a unit, when it gets damaged to below 50%, they are allowed to conclude their current engagement, before they leave the vehicle. This is done, as to not bypass the damage penalties, which units acquire, as they get more damaged.
6. Units, which have less than 50% health by the end of the session, will be counted as a mobility kill ("disabled"). If these units are not repaired between sessions, they will be left abandoned and not usable/controllable for the next session, until repaired or destroyed.
7. Units, which have less than 25% health by the end of sessions, will be counted as a mission kill. These units cannot be repaired and used in following sessions. Their damage is beyond repair.
8. If the exact health of a unit cannot be tracked, the Game Master will decide, based on his judgement, if the damaged unit fits into the "mobility kill" or "mission kill" category.
9. Units, which cannot move under their own power, require a RRUV to be moved between sessions.
10. Infantry groups can have one embark and disembark action per session.
11. REDFOR units and structures, cannot be placed closer than fifteen nautical miles, to the closest faction border at the staging phase.
12. BLUEFOR units and structures, cannot be placed closer than five nautical miles, to the closest faction border at the staging phase.
13. If there are no hostiles within a five nautical mile radius from a unit, it can travel between sessions. Up to fifty nautical miles on road, fifteen off-road (fields, forests and undetailed parts of the map) and up to five nautical miles in mountain areas. If a unit on the "move" comes within five nautical miles from a hostile, it will be stopped at that location and reported as "in contact". To move units between rounds, do not change their location in the Mission Editor (when using the provided planning miz file), but instead use the waypoint system to show their route (on road and off-road). When your desired route ends, add a "END ROUTE" name for the last point of the route. You can continue adding waypoints to the route afterwards, but these waypoints will only be executed during the session.

14. "Invisible FARP" structures are going to be used for creating FARPs. FARP structures are not limited in number (but do not spam them, if you are not going to use them). A "Logistic Group" will simulate the transportation and storage of ammo and fuel. FARP supplies will be moved between sessions (from one "Invisible FARP" structure to another). Unused "Invisible FARP" structures will be removed between sessions. This allows for having a semi-mobile FARP system. FARPs cannot be used as spawn locations.
15. Forward Operating Bases will be built around a custom static structure template and use "Logistic Groups" to simulate storage of munition and fuel. FOBs will be able to accommodate up to four rotary wing aircraft, which can be based there.
16. It is forbidden to place FARPs, FOBs or any additional storage units at neutral airfields.

6.4. Ships:

1. Ship units, which have less than 50% health by the end of the session, will be counted as disabled. These units will be limited to "Return Fire" only. Such units could be returned to port for repairs.
2. Ship units, which have less than 25% health by the end of the session, will be counted as a mission kill. These units cannot be repaired and used in following sessions. They can either be abandoned or returned to port in a "GREEN" state condition.
3. At the end of a session, the Game Master will determine if a specific unit has passed the "disabled" or "mission kill" thresholds.
4. Ship unit damage will be carried over sessions (simulated).
5. The heavy armament of ship units will be logged and carried over sessions (simulated). Heavy armament includes long range surface-to-air missiles, long range anti-ship missiles and cruise missiles. If a unit is out long range surface-to-air missiles, it will be limited to "Return Fire" and only allowed to defend its self ("Free Fire"), when incoming missiles are under two nautical miles.
6. Ship units can be resupplied at sea or at a friendly port in theatre.
7. Cargo ships can act as tenders and resupply war ships at sea. They need to load the supplies at a friendly port in theater.
8. If there are no hostiles within a fifty nautical mile radius from a unit, it can travel between sessions. The distance it can travel will be limited to the distance it can cover, doing three quarters of its maximum in-game speed and the time interval between sessions.

6.5. Logistics and Repairs:

1. Logistics are done by aircraft, train, ship, or logistic units (RRUV and Logistic Group).
2. The delivery of goods happens during a game session.
3. Transported cargo and units gets into play in the next session, after they have been delivered.
4. During staging, all purchased resources will be already in theater.

5. The function of the default airbase munition and fuel storage will be replaced by a static ammunition depot and a fuel tank (no storage limitations). These static structures will be placed next to the existing, default storage locations. If they are destroyed, everything stored in them will be lost.
6. Additionally built storage facilities, which are in-range to be automatically picked up by the airbase loading system, will not require logistic operations to be transferred between other storage facilities on base.
7. Additionally built storage facilities cannot be placed inside populated areas (towns, cities, etc.), or glitched inside other objects. The facilities can be placed inside forests.
8. Ammunition depots will not store aircraft (simulated).
9. Airbases will act as a spawn location for repair and construction materials.
10. Construction and repair actions on base do not require the transport of materials.
11. For a structure or unit to be repaired/constructed between sessions, a certain amount of RRUV vehicles need to be present in the vicinity of that specific structure, or unit.
12. RRUV units can attend to one task at a time between sessions.
13. The damaged sections of a runway will be blocked off with static barricades.
14. The Game Master will determine the required amount of repair work needed, when dealing with the repair of damaged structures.
15. Ship resupplies can be spawned at ports.
16. Ordinance and equipment, which have multiple configuration, which do not change their function or warhead can be switch into these configurations for free, but that has to be done during the planning phase of a round. Such equipment includes items such as: MK82LD/AIR/SE, LITENING/LITENING Hornet Cheek station, L005/RKL609.

6.6. Aircraft:

1. Aircraft can operate from following military airbases only: Gudauta, Kobuleti, Krasnodar Centre, Krymsk, Maykop, Mozdok, Senaki, Sukhumi, Tbilisi and Vaziani. Rotary wing assets can also operate out of Forward Operating Bases.
2. Each individual aircraft can be setup with up to two loadouts, which would be represented by different slots in-game.
3. While an aircraft, with its selected loadout is active (spawned), it is forbidden for its other loadout slot to be occupied and used.
4. Aircraft can only be grouped as a single, pair or four in the Mission Editor.
5. Factions can choose each aircraft's individual board number and callsign. They have to be unique for each aircraft.
6. Aircraft groups will be named by their coalition, followed by the board numbers of the included aircraft and a loadout number (e.g. Blue 951-972 L1.).
7. All loadout slots of the same aircraft should be located on top of each other. In case of a shelter spawn, L1 will be placed as "Takeoff from ramp" and L2 will be placed on top of it, as a "Takeoff from ground". To open the doors of the shelter, enter L1 first and then switch to L2, if required.

8. To simulate a Su-25SM, the following ordinance are forbidden from use on the Su-25T: 9A4172 (AT-16 Stallion/Vikher), Kh-25(MP/MPU), Kh-58U and L-081 Fantasmagoria ELINT pod.
9. Mercury LLTV Pod is included with every Su-25SM.
10. Aircraft will be represented by static infantry units on base. This will allow the destruction of aircraft, which are not currently slotted in.
11. Do no re-slot to rearm and refuel your aircraft (if hot-refuel and hot-rearm) if you are going to continue flying it. Only re-slot if a bug requires you to do so.
12. A logged system malfunction of a jet, at the end of its flight will down it, if the aircraft slot is exited. This jet will not be allowed to fly for the remaining duration of the session.
13. If an aircraft receives structural damage to isolated sections of its airframe, it will not be allowed to make subsequent flights and it will be downed for repairs for a certain amount of days.
14. If an aircraft has received structural damage in multiple locations of its airframe, it will be considered a write off and not allowed to continue flying after concluding its flight. Cannot be repaired.
15. Inform the Game Master of any structural damage received on aircraft during sessions, before exiting the aircraft slot. Failing to do so, will result in the write-off of that aircraft.
16. Commanders can dedicate aircraft to an alert loadout. Alert aircraft will be running on player spawn and can start their flight immediately. Their loadouts are limited to two beyond visual range weapons, short-range heat-seeking missiles and fuel tanks. Alert aircraft can have only one loadout.

6.7. Flight Planning:

1. All flights have to be logged in a flight plan (FP). A "Google Sheets" file will be provided to each faction. The following information is required:
 - Flight Callsign.
 - Aircraft Type.
 - Number of Aircraft.
 - Aircraft Bord Number(s).
 - Activation Time.
 - Weapons.
 - Fuel.
 - Status (*).
 - Malfunctions (**).
 - Damage (**).
 - Remarks (***)
 - Signature.

NOTE: Lines marked with (*) can change with the development of a flight.

NOTE: Lines marked with (**) are to be filled at the conclusion of a flight.

NOTE: Lines marked with (***) may require information which has to be filled in at the start of a flight and additional information which is filled at the conclusion of a flight.

- a) Flight Callsign – Contains the flight call sign.
- b) Aircraft Type – Contains the aircraft type.
- c) Number of Aircraft – Contains the number of aircraft in the flight.
- d) Bord Number(s) – Contains the bord numbers of all aircraft in the flight.
- e) Activation Time – Contains the time at which the flight plan becomes active, and aircraft are allowed to move under their own power (i.e. taxi and take-off). Time has to be local, in-game time (mission time). All aircraft who will participate in a FP, have to be spawned, before the time of activation is reached. If this parameter is not met, the flight plan is terminated. Spawned aircraft can use the re-arm and refuel functions, while waiting for the activation time.
- f) Weapons – Contains the different munition and drop tanks, which are carried by the aircraft. Gun is not required. Note weapons loadout differences between aircraft, using bord numbers.
- g) Fuel – Contains the loaded amount of internal fuel on the aircraft. Note internal fuel quantity differences between aircraft, using bord numbers.
- h) Status – Contains the current status of the flight plan. The following statuses are possible:
 - Planning: The FP is being currently planned and not yet active.
 - Active: The activation time of the FP has been reached and now the FP is active.
 - Destroyed: All aircraft, included in this FP have been destroyed.
 - Landed: At least one aircraft has successfully returned to base.
 - Terminated: The aircraft did not spawn before the activation time of the FP.
- i) Malfunctions – Contains a Yes or No answer, depending if any of the aircraft has had a random system failure. Aircraft with malfunction has to be specified with bord number.
- j) Damage – Contains a Yes or No answer, depending if any of the aircraft has received damage. Damage includes system malfunctions. Aircraft with damage has to be specified with bord number.
- k) Remarks – Can contain the following remarks:
 - Cold/Hot start – This should be specified when creating a new flight plan.
 - Landing time – This is the time at which the aircraft is parked on the ramp and is no longer planned to taxi or take-off again. Time is local mission time.
 - Shutdown – If the aircraft is going to be shutdown. This automatically includes a refuel and re-arm.
 - Hot refuel – This should be specified if the aircraft is going to be refueled, without switching off its engines.
 - Hot re-arm – This should be specified if the aircraft is going to be re-armed, without switching off its engines.

- Destroyed – This should be specified if any of the aircraft has been destroyed, including its bord number.
- Signature – Contains the signature of the person who filled in the flight plan. He will be held accountable.
- Cold starts have a ten-minute wait time to simulate pre-flight checks. The activation time of a FP, including aircraft with a cold start, has to be no sooner than ten minutes after mission start, a previous “Landed” or “Terminated” FP.
 - The landing time of the flight plan is considered to be the time at which, all aircraft of the flight have landed, parked at their parking location and stopped moving.
 - Refueling has a twelve-minute wait time for fixed wing aircraft and six minutes for helicopters. The activation time of a FP, including aircraft, which have ended a previous FP with remarks “Shutdown”, “Hot refuel” or need a refuel during a “Cold start”, has to include the additional time required for refueling.
 - Re-arming has a eighteen-minute wait time for fixed wing aircraft and ten minutes for helicopters. The activation time of a FP, including aircraft, which have ended a previous FP with remarks “Shutdown”, “Hot re-arm” or need a re-arm during a “Cold start” has to include the additional time required for re-arming.
 - All wait times add up.

	FP #001	FP #002	FP #003
Flight Callsign:	Hawg 1	Hawg 1	Uzi 1 Flight
Aircraft Type:	A-10	A-10	F/A-18
Number of Aircraft:	2	2	2
Aircraft Bord Numbers:	951, 952	951, 952	113,117
Activation Time:	10:35L	11:13L	11:30L
Weapons:	2x AGM-65G, 2x GBU-12, 1xGBU-38, 1x MK-82, 2xAIM-9M	2x AGM-65G, 2x GBU-12, 1xGBU-38, 1x MK-82, 2xAIM-9M	1x AIM-120C, 2x AIM-9X, 2xAGM-65F, 2x AGM-88C, 1x LITENING
Fuel:	10500 LBS	10500LBS	11000 LBS
Status:	Landed	Landed	Landed
Malfunction:	No	No	Yes (117)
Damage:	No	No	No
Remarks:	Cold Start. Landed at 11:03L. Hot Refuel and Re-arm.	Hot Start. Landed at 11:55L. Shutdown.	Cold Start. Landed at 12:30L. Shutdown. Repair (117)
Signature:	Shadow	Shadow	Shadow
Status:	PLANNING	<- FP is still not activated.	
	ACTIVE	<-FP is active and aircraft can taxi and take off	
	DESTROYED	<- Both aircraft have been destroyed	
	LANDED	<- Atleast one aircraft has successfully landed back	

Figure 1. – Example of a Flight Plan table.

6.8. Administrative Penalties:

- “Free Pass” – Everyone makes mistakes, especially when having new experiences. This will include notes on what the penalty was for.
- “Warning” – Official warning, after receiving previous “Free Pass”. Stop doing what you are doing, or your team will have to carry your burden.
- “Penalty” – Your aircraft will be counted as “Destroyed”.
- “Ban” – You will be banned from participating in future event for an unspecified amount of time.

7. Credits:

This document, the campaign concept “Crisis in the Caucasus”, as well as the “Dynamic War Project” are created by Shadow.

Thank you for taking interest in my project, without the players, there will be no project. I hope you can see what I aim to accomplish and would like to join me and have fun playing. Thank you!