



OPERATION CERBERUS NORTH 2

PLAYER GUIDE

Welcome to *Operation Cerberus North 2* from Ground Pounder Sims. Sequel to Operation Cerberus North, and continuing the story line from the Weasels Over Syria Campaigns, OCN 2 will see you resume the role of RAF exchange pilot Fight Lieutenant David 'Steep' Hill as he returns to the Middle East in another exciting and immersive campaign set within the ongoing Ground Pounder Sims storyline. OCN 2 contains a number of special features created specifically for the campaign, you'll find details of these within this guide as well as all the other important information you'll need to enjoy the campaign to it's fullest.

Thank you for your support in purchasing this campaign and I hope you have a great time flying it.

Chris,
Ground Pounder Sims.

Please check out my website www.groundpoundersims.com where you can find demos of all my campaigns, along with 'The Vault' - an online collection of all the documentation from all my campaigns.

For feedback, queries, bug reporting and news you'll find me as **ChillNG** on the ED forum :

<https://forums.eagle.ru/forum/842-ground-pounder-sims/>

As well as in these locations:



Discord <https://discord.gg/F6x7G4buJk>



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TOP SECRET

OPERATION CERBERUS WEST

THEATER INTELLIGENCE BRIEF

SYRIA & LEBANON
MAY 3RD, 2014

JOINT PUBLICATION

DEPARTMENT OF THE ARMY
DEPARTMENT OF THE AIR FORCE
DEPARTMENT OF THE NAVY

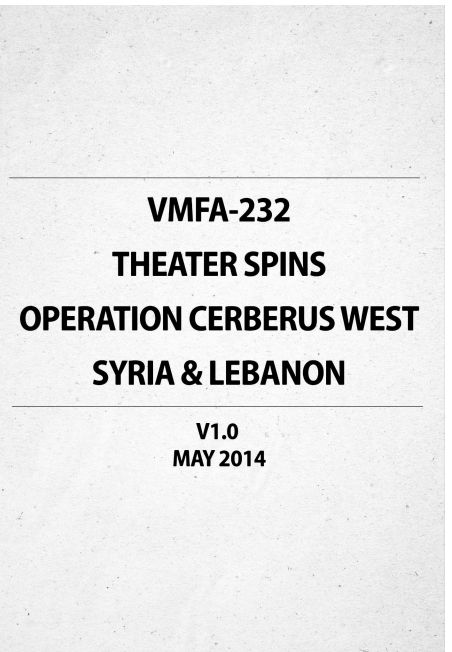
The campaign comes with extensive documentation. This can be found within your DCS install in the same folder as this document.

(YOUR INSTALL LOCATION>mods>campaigns>F/A-18C Operation Cerberus North 2>doc)

Within this folder you will find all the mission briefings and copies of the mission kneeboards.

Included with the campaign documentation is an extensive 'intelligence briefing' which will provide detailed background information on the scenario along with technical details on the main threats that you may face throughout the campaign. It is well worth a read to both flesh out the story and aid you in understanding the threats you will face during the campaign.

The campaign documents also include detailed SPINS (SPecial INSTRUCTIONS) for the scenario, it is worth taking the time to read these, they are not for show - all the details found within have relevance to the campaign and to achieve maximum mission scores (and to stay safe) the procedures outlined will need to be followed. The SPINS are also available inside every mission within your kneeboards.



OCN 2 has a big difference to Operation Cerberus North...you'll be operating from the boat!

But that's not all. OCN 2 also uses a **custom built supercarrier air traffic control system** built specifically for this campaign, in place of the default supercarrier ATC. This was developed for two primary reasons, first to ensure all comms between the player and the carrier were fully customisable, and with the same voice the player character uses for all other communication.



The second reason was to enable your operations around the boat to contribute to your mission score, as well as allowing scripted moments to be inserted into the process. Built from the ground up, the campaign carrier ATC system allows for case 1, case 2 and case 3 operations around the boat for both departures and recoveries, and features a custom LSO and even a barricade system. Further details on departure and recovery procedures can be found in the campaign SPINS.

A practice mission for carrier operations in OCN 2 can also be found on the Ground Pounder Sims website, be sure to check it out!



The campaign carrier ATC system can also be disabled if you would rather use the default DCS Supercarrier ATC. To do so simply select the option within the F10 radio menu at mission start, this will disable the custom ATC system, but please note it will prevent you from achieving maximum mission score. Please note this option is only available prior to takeoff, and cannot be selected once airborne.



You will also find two other options within the F10 radio menu at mission start.

'**Immortal On**' does exactly what you would expect it to, it makes you immortal for the mission ahead. Please note this option is only available prior to takeoff, and cannot be selected once airborne.

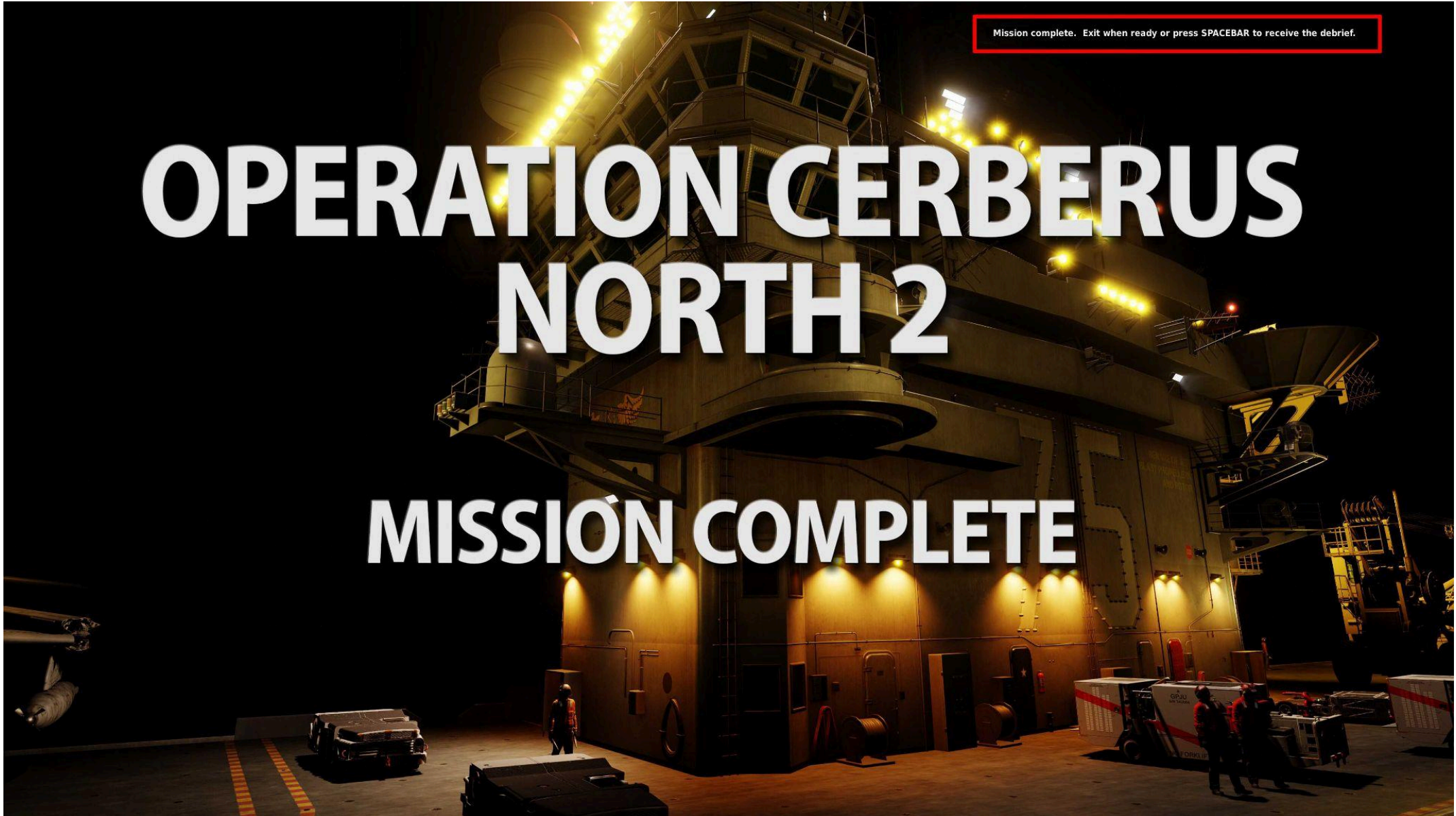
Use of immortal mode will limit your mission score to 60 points, to achieve maximum score you're going to have to take some risks.

The final option is to disable the interactive startup. More on this below.



Every mission in OCN 2 will have an **interactive startup** available to you. During this process your plane captain will talk you through the startup process, instructing you on which checks to make, clearing you for engine starts and providing assistance in getting your aircraft ready for the mission. If you do not wish to make use of this feature then it can be turned off within the F10 radio menu, as shown above. If the interactive startup is disabled you are free to start the aircraft any way you wish, and the mission will continue as normal once you have departed the carrier.

Upon receiving the mission complete message you will be given the option of viewing the **mission debrief**, to do so press the SPACEBAR when requested. A series of messages will then play in the top right of the screen showing both your performance around the boat and your performance against your mission objectives, along with the associated scores you have received. Note that if you have immortal mode selected the debrief will be limited.



Radio communications are a major part of this campaign. All radio transmissions are made through the DCS radio system and require you to stay tuned to the correct radio frequencies. There will be reminders to set your radio for all important and required events in the mission, however minor events and comms may be missed if you are not on the correct frequency. With the exception of tanker comms, all radio communication options in this campaign will be made through the F10 radio menu, **do not use the regular communications menu (F2, F5, F7 etc) options to talk to your flight, ATC or AWACS etc - it will not work.** Please also make sure easy comms is disabled in your DCS settings. However note that if you disable the campaign carrier ATC and use the default carrier ATC then these comms *will* be handled through the F5 ATC option.

Please also note that all radio frequencies are customised and are set out in the mission documentation and kneeboards, do not use the frequencies found in the F10 map or in-game briefing screen.



As a design decision, the missions in OCN 2 have been designed to not require air to air refuelling. Providing the flight plan and fuel plan are followed, all missions are fully completable without AAR. However, should you wish to refuel manually, you're still able to contact the tanker through the default comms menu and do so. Details of tanker tracks can be found within the SPINS and within your kneeboards. A recovery tanker, callsign 'Bloodhound' will also be on station at 12,000 feet overhead the carrier on every mission, details on this are also within your SPINS.

The missions in OCN 2 have been designed to be as immersive as possible. For me the most important part of immersion is not the level of realism but actually covers the way the mission interacts with the player, allowing a level of freedom and avoiding jarring you back into reality by restricting your actions too much. Missions will have many scripted moments, and although the player will generally be required to be in the right place and do the right thing at the right time, every effort has been made to pre-empt a wide variety of outcomes and whatever action you take the mission should react accordingly. There will be lots of opportunity to make decisions and as far as is reasonably possible the missions will react to your decisions and performance in an immersive and interactive way. The decisions you make and the level of your performance early in a mission may well affect the experiences you have later.



All mission tasks have different success states, the failure of a task will not fail the mission, but will instead result in lost points on your mission score and likely, a damaged ego.

Almost all tasks throughout the campaign can also be aborted so if you run out of fuel or ammo then just abort and head for home.

During the campaign the AI will carry out many tasks for you. To safeguard against any rogue AI unit behaviour, all AI unit tasks always have failsafe triggers built in. Should you find yourself wondering if an AI unit has gone AWOL then please just wait. The backup trigger should fire, typically within around 3-5 minutes, and progress the mission.

All missions have a range of achievable scores out of 100 points (the first 50 points are awarded on mission start). 10 points are awarded on mission completion and up to 10 further points are usually available for following full and correct carrier procedures. The remaining 30 points will be awarded for mission performance. Achieving 100 points in a mission can be a real challenge!

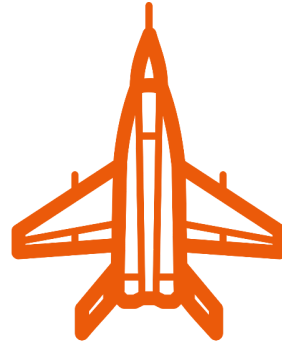


Please do not change the aircraft loadouts for any of the missions, many trigger conditions are tied to specific weapons and changing the loadout may break the mission. I appreciate some players do like the freedom to alter their loadouts, but due to the highly complex nature of these missions this is not recommended.

Please note that all the events that take place are fictional and are not intended to represent or replicate the actions of any specific operation, nation, organization, company or individual.

Thank you to 'BlackMamba' for providing the French voiceovers in mission 7.

And finally, as ever, my eternal gratitude to both 'Snakedoc' and 'Gucci'. These two individuals provide outstanding testing and feedback on all my campaigns, and play a big part in shaping the finished product you all enjoy.



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