



FARP Hollywood 004

Raiding Enemy Compound

Runtime Aprox 55 min

Alpha (You): Huey Transport /w Door Gunners

Team Cobra: AH-1W Cobra x 2 - Leader Major Brian

Delta: Infantry Troops

The Fraternity Sim

<https://thefraternitysim.com/>

Situation

Two weeks ago Caption Charles Watson of Strike Fighter Squadron 125 was forced to eject near the town of Gali - an area still controlled by enemy forces. We believe Watson may have been hit by a surface to air missile. Although able to eject - he was captured and since then has been moved many times to help hide his location.



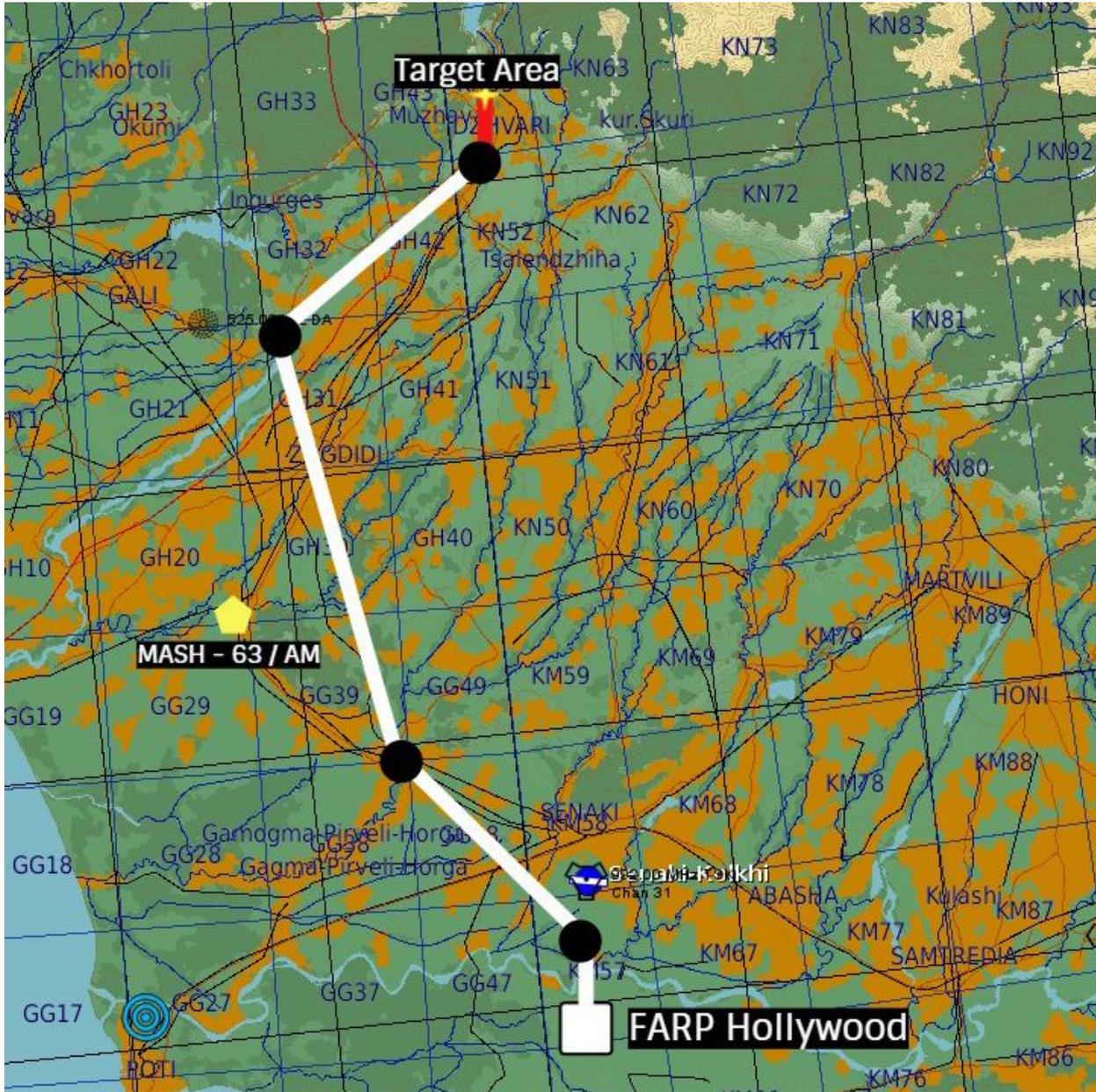
Today we have received good intel that Caption Watson has recently been moved to a compound near the Enguri Dam. Before he is moved again - next time maybe deeper within the mountains - we are going rescue the Caption by raiding the compound. Which is why we have to strike now. You are going to deliver 10 members of our special forces team upon the compound.

Because the compound is protected by anti-aircraft guns as well as other lightly armored vehicles and armed troops, you will be assisted by 2 AH-1 Cobras (Team Cobra) who are currently in route to FARP Hollywood for a randevu. You will shadow Team Cobra to the target area.

At the target area - when given the order - Alpha is to PUSH towards the compound. Team Cobra will take out any air defenses. When the air defenses you will be given the clear to land in the LZ. **For a successful mission, you must land our troops completely**

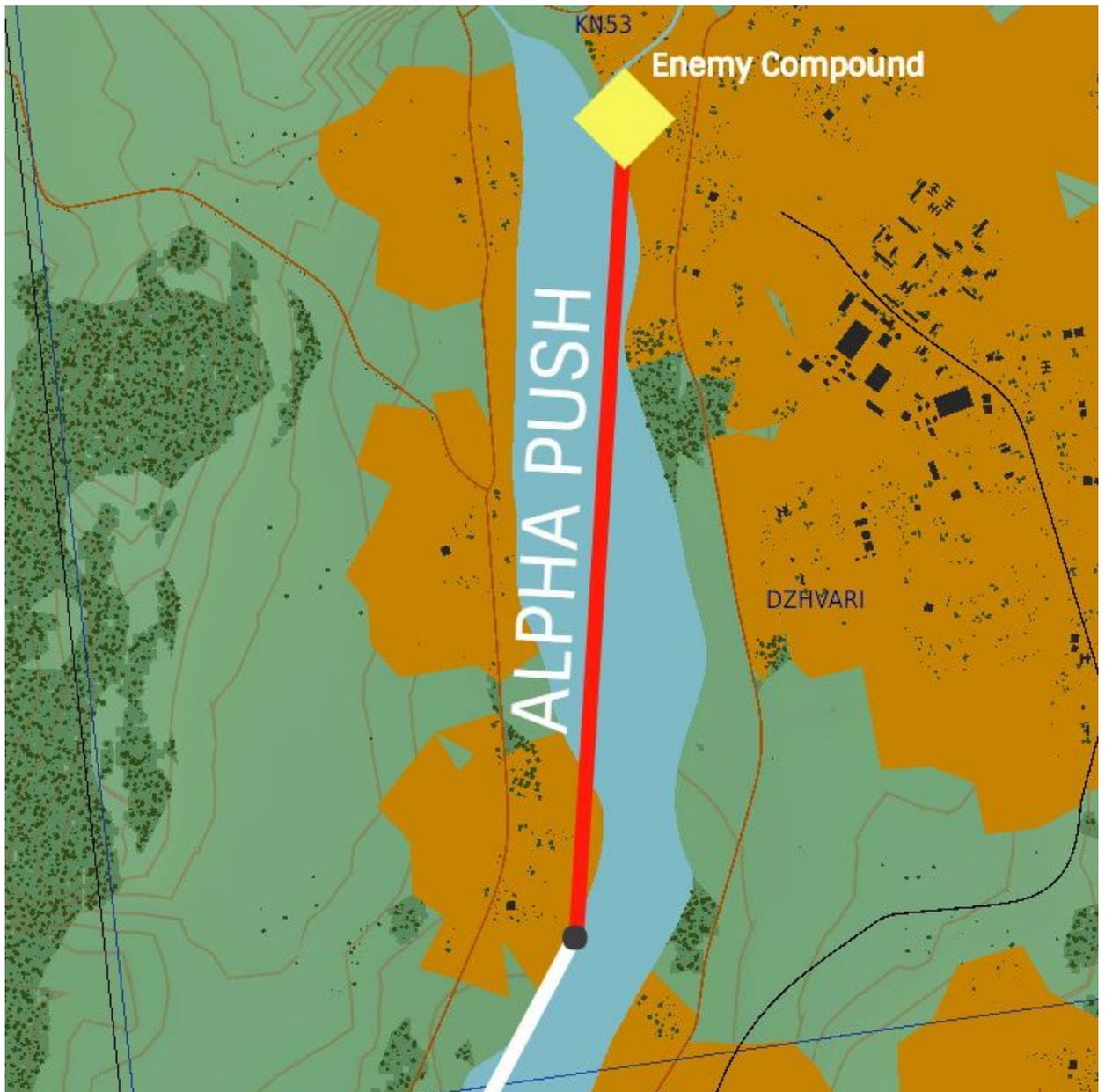
and safely within the fence of the compound. Note: Once given the order to Push, things are going to move quickly.

After landing wait for troops to return to your Huey, you are to fly the troops and rescued pilot to our MASH (63/AM) located in the town of Tsatshvi.



Your Objectives

1. Shadow 2 AH-1 Cobras to Target Area
2. On order to PUSH, advance towards compound while Team Cobra takes out any air defenses



3. When LZ cleared, land our troops to raid compound - you will receive clearance from Team Cobra



- a. Once LZ is clear you have **90 sec** to land in the LZ. **For a successful mission, you must land completely and safely within the fence of the compound. Landing outside fence will not trigger raid on the compound.**
4. After troops return to Huey, fly troops and rescued pilot to our MASH located in the town of Tsatshvi, SW of Zugdidi. In case your homing radio is damaged to locate the MASH - its located 6nm S of Zugdidi.

Radio Freq

1. FARP Hollywood - 50/AM
2. MASH at Tsatshvi - 63/AM

Extras

- **Following AH-1 Cobras:** For the most part following the Cobras is pretty simple. The only thing that may be a bit weird is when climbing to your cruising altitude. I tried to make the process as smooth as possible with AI.
- **Flight Position:** The AI #2 will fly on the left side of the lead AI AH-1 Cobra. You could fly on the left of the 2nd AH-1 Cobra or fly on the right side of the lead Cobra in V formation. When flying V formation, be sure to watch out for the AI on turns.
- **PUSH:** When given the order to PUSH, you are to break off from the group and advance towards the compound. While you are doing this, Team Cobra will be taking out any air defenses as well as providing cover.
- **LAND:** When given the cue to land you must land within the fence of the compound and do so within 90 sec.
- **HOT LZ, Ingress, Egress:** I have tried a couple of different ingress maneuvers and made it safely to the ground. To better your chances you may want to take out a couple of ground units before attempting to land in the LZ. But keep in mind, you only have 90 sec to land. Your best option for egress is to head back out the way you came in. Follow the Patara Enguri River south and get to the MASH.

