



FARP Hollywood 005

Nighttime Troop Transport thru Active Battle Zone

Runtime Approx 35 min

Alpha (You): Huey Gunship/Transport

Delta Force: Special Forces Troops

The Fraternity Sim

<https://thefraternitysim.com/>

To Install

Download and save *.miz file to "C:\users\username\saved games\dcs\missions"

Now you may load the game from "My Missions"

Situation

Six soldiers currently located in the town of Lanchhuti needs to be transferred to the town of Poti for an upcoming special forces operation. You have been assigned the task of transporting these troops.



There currently is an active battle zone just west of Lanchhuti and the use of a Huey Gunship has been authorized for this mission. You will play the role of the pilot and will assist your AI gunners to take out any threats in route to and from FARP Poti. FARP Poti is fully operational so be sure to rearm/repair if needed for the trip back to FARP Hollywood.



Your Objectives

1. Pick up special forces troops located in the town of Lanchhuti.
2. Transport Troops from Lanchhuti to FARP Poti
3. Return to FARP Hollywood

Radio Freq

1. FARP Hollywood - 50/FM
2. FARP Poti - 53/FM

Extras

- **Popping Flares:** Ground troops will pop flares when near all LZ's.
- **Lights Out!:** You will be flying thru an active battle zone. Be sure to turn off all exterior lights when flying thru the battle zone.

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- **Role of the Pilot:** Since this is a nighttime mission you will be playing the role only of the pilot. As the pilot, it will be your responsibility to get your team to FARP Poti safely. You will also be assisting the AI gunners to take out any threats in route.
 - **Lanchhuti LZ:** When you arrive at the LZ in the town of Lanchhut be aware of the nearby trees.
 - **FARP Poti:** is an active and busy FARP, let's hope there will be an available landing pad for your arrival.

