Stingrays Playground

1   Introduction

The Stingrays playground mission is a very powerful mission suite for anything from training or free flights, all the way up to complex multi-flight operations with dynamic control of friendly and enemy ground, air, and naval forces.

This capability is provided through a number of scripts, DCS base features, and mission editor tricks.

2   Base mission

The basic mission is set up with a variety of slots including Carrier-based F/A-18's and F-14's, Harriers, Warbirds, helicopters, and most other types of aircraft in DCS. The base mission also has a series of A2G static ranges.

2.1   Ranges

There are 7 A2G ranges in the base mission, each with a different set of targets and simulated scenarios.

2.1.1   Range 1

A basic A2G bombing range with a group of 4 conventional circle B targets space 250' apart and 4 conventional circle A spaced 500' apart.

2.1.2   Range 2

A set of 4 strafe pits space 250' apart, meant to be attacked from the south.

2.1.3   Range 3

A large field with a number of tank and fuel truck targets spaced randomly across the area.

2.1.4   Range 4

A small simulated town with tank and truck targets spaced along two main streets.

2.1.5   Range 5

A simulated SA-6 emplacement, immediately adjacent Range 6

2.1.6   Range 6

A small simulated airfield with aircraft silhouette targets

2.1.7   Range 7

A large simulated town with many targets spread across, hiding in between buildings and in alleyways. There is also a large military base to the north, with a road checkpoint and static convoy on the road between the two.

2.2   Spawn locations

Friendly aircraft have a number of places to spawn from.

- Hornets and Tomcats spawn from the Carrier (more on that in a dedicated section)
- Warbirds spawn from Krymsk
- A-10s spawn from Novorossiysk
- F-16s spawn from Gelendzhik
- Helicopters spawn from FARP DUBLIN
- Harriers spawn from FOB VODKA

3   Spawn locations

3.1   Carrier

The carrier follows a LARC, controlled by the Carrier Script, detailed in section 4.1. The carrier will have continuous C2 and recovery tanker support, as well as a recovery helicopter.

3.2   Airbases

All of the airbases are a very basic setup with cold start aircraft, and a few ground units to maintain control of the airfield, to ensure rearming and refueling are available.

3.3   FARP Dublin

FARP Dublin is a Forward Arming and Refueling Point, or helicopter base. This distinction would depend on the scenario you imagine for your sortie. FARP Dublin consists of a number of FARP "Ts" which allow rearming and refueling. The area between the two rows of Ts is considered the runway, and helicopters should take off and land in this area, then hover-taxi to their parking spots.

3.4   FOB Vodka

FOB Vodka is a roadside rearming and refueling point for Harriers. It consists of Marston mat parking areas with camouflage covers, a few small structures and a road to serve as a runway.

Be advised, there is an "F10 other" option in the communications menu to remove obstructions from FOB Vodka

Note:

All Harrier pilots should ensure that they have
used the F10 Other option to remove
obstructions from FOB Vodka prior to taxi. No
harm is done if this option is selected more than
once, so have at it.

4   Script functions

4.1   Carrier Script

The Carrier script primarily simulates a 90-minute landing and recovery cycle (LARC). This means that the carrier will turn into the wind and fly for 25kts down the angle. The carrier constantly calculates how long it will take to return to its starting position at flank speed and will automatically turn downwind in order to make it turn upwind every 90 minutes. That means that for nearly half the time, the carrier will not be ready to recover aircraft. This simulates how cyclic ops are done by the real carrier groups.

The script offers several user-interactable features. Firstly, information about the carrier can be gotten by selecting the "F10 other" comms menu, Carrier Script, Roosevelt, get information for Roosevelt. This will display information like the LARC status, TACAN and radio information, and other useful information.

The carrier script also allows users to override the LARC and force the carrier to recover aircraft. This means if it is driving into the wind, it will continue to do so. If it is flying downwind, it will turn upwind to recover aircraft.

Note:
Do not leave the carrier on over-ride for
long periods, or it will run aground.

4.2   Zeus

The Zeus script allows players to spawn and control AI assets. This is done from the map.
There are two major capabilities, spawning, and moving units.
To spawn a unit, check the in-game brief for a list of spawnable units. For example,
"-spawn SU-27" or "-spawn SA-6".
This can be copied by selecting it with the mouse, and pressing CTRL + C.
Create a map marker where you'd like the unit to spawn, paste the text into it with CTRL +
V, then delete the marker. The script will spawn the unit where the marker was located on
the map.

When spawning aircraft, a second (optional) argument can be given to specify the altitude
to spawn at, in feet. For example,
"-spawn SU-27,30000"

Air, Naval, and ground units can also be given waypoints to fly to. There are two separate
waypoint commands, one for air units, and one for everything else.
The waypoint command for air is "-wpa", while the command for everything else is "-wpg".
To use the waypoint commands, select the group on the map to see its name displayed in
the lower left-hand corner. Then, type the command "-wpa" or "-wpg" followed by a space,
then the name. For example,
"-wpa RUSSIA air 1".
For aircraft, an altitude can also be assigned, for example,
"-wpa RUSSIA air 1,30000"
Again, delete the marker to set the waypoint.

If there are multiple groups of ground units near each other, and you wish to combine them
into one, use the command "-group".
The group command will look for any units near the marker and combine them into one
group.

4.3   CTLD

CTLD is widely used in the DCS community for helicopter ops, and its usage is well
documented elsewhere. The loading zone for CTLD is the outpost just east of FARP Dublin.
It is clearly visible from the parking spots there.

4.4   Range script

A simple range script will record all hits with guns, and near misses with rockets and
bombs. A pop-up message will inform pilots how accurate their ground attack is, and an
F10 other option exists to show the top 5 results.

4.5   Artillery script

Any artillery spawned during the mission from Zeus or CTLD will automatically look for and engage targets. Ground units spawned during mission time will act as artillery spotters, calling in their own artillery support.

4.6   F10 do

This is an advanced script that allows users to directly run script inside the mission. A password must be provided to use this function. To run script, type
"-do <password> script" in a map marker, then delete it.

4.7   IADS

A simple deployment of the IADS script is implemented in the mission but has limited effect unless combined with complex usage of the "F10 do" script.

4.8   Mission loading script (server-wide)

This allows users to load missions using the DCS multiplayer chat function. To start the process, enter "-load" into the multiplayer chat.
The server will respond with a list of missions and directories. Directories will be prefaced with a "/" i.e., "/Training", while missions will be prefaced with a number, i.e. "1 Playground Cauc"
To load a mission, simply respond with the corresponding number. For example, to load the playground from the example above, simple respond "1"
 To enter a directory, respond with the directory name, such as "Training".
The server will list missions and directories inside of the chosen directory.
To return to the base directory, enter "cancel".

5   TACAN Beacons

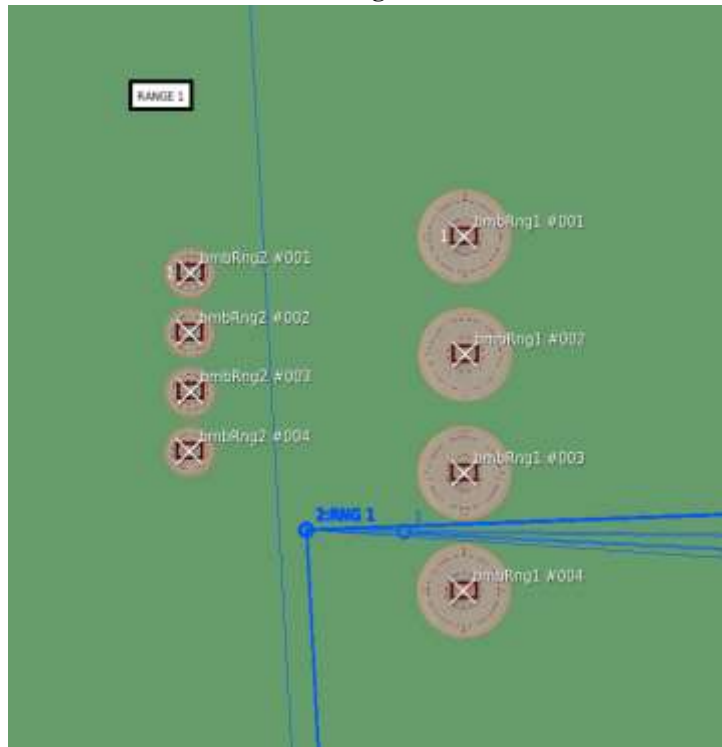Various TACAN beacons are stationed around the map to assist in navigation. Please see the following chart

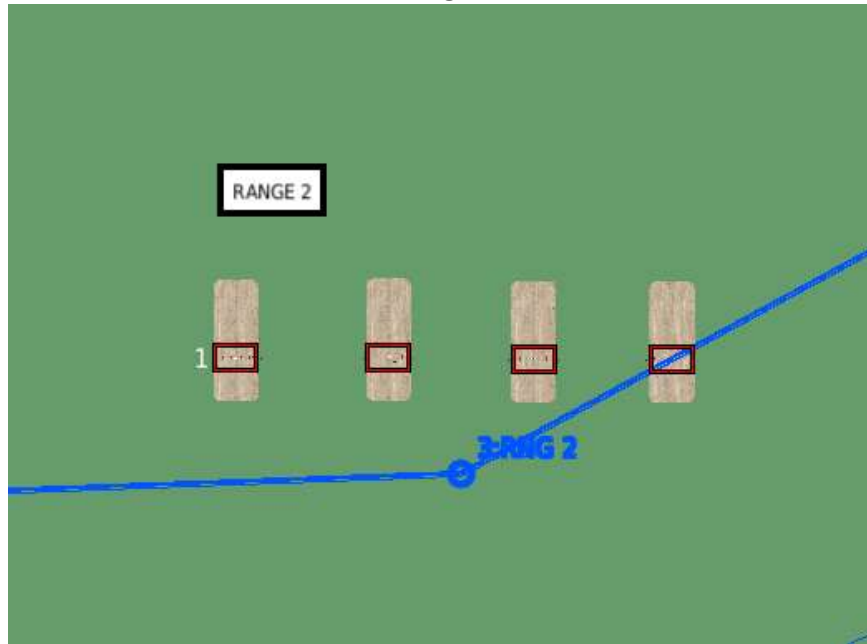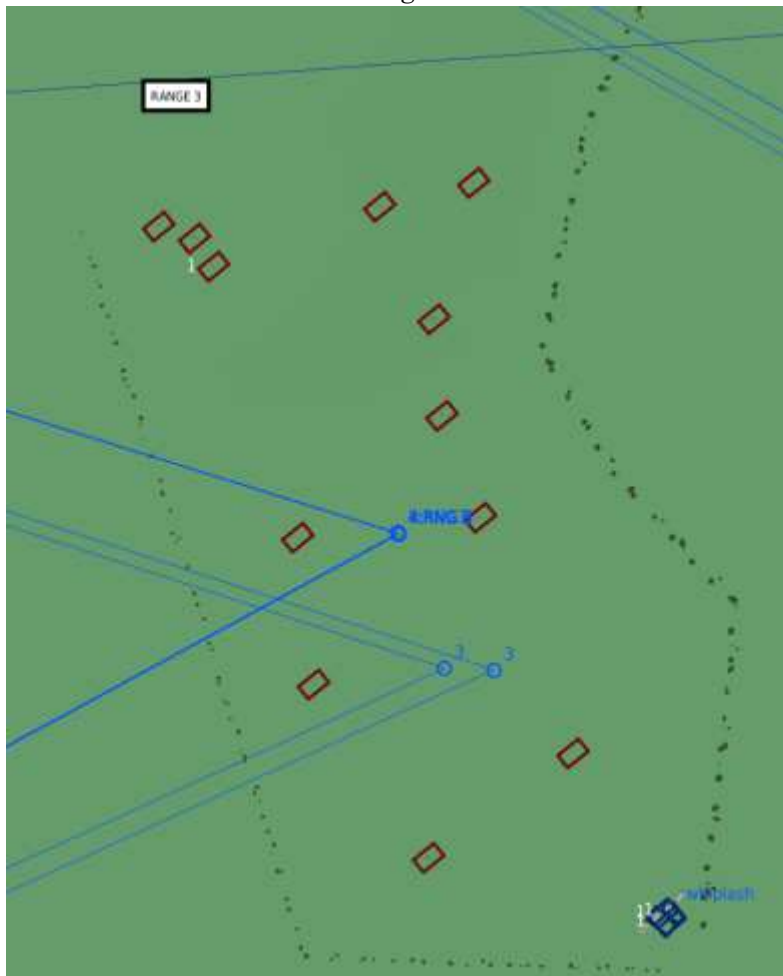| TACAN/FM HOME		
NAME	X/FM	CODE
NOVOROSSYSK	50	NVO
GELENDZHIK	51	GDK
KRYMSK	52	KMK
FARP DUBLIN	53	DBN
FARP VODKA	54	VKA
RANGE 1	55	RA1
RANGE 2	56	RA2
RANGE 3	57	RA3
RANGE 4	58	RA4
RANGE 6	59	RA6
RANGE 7	60	RA7

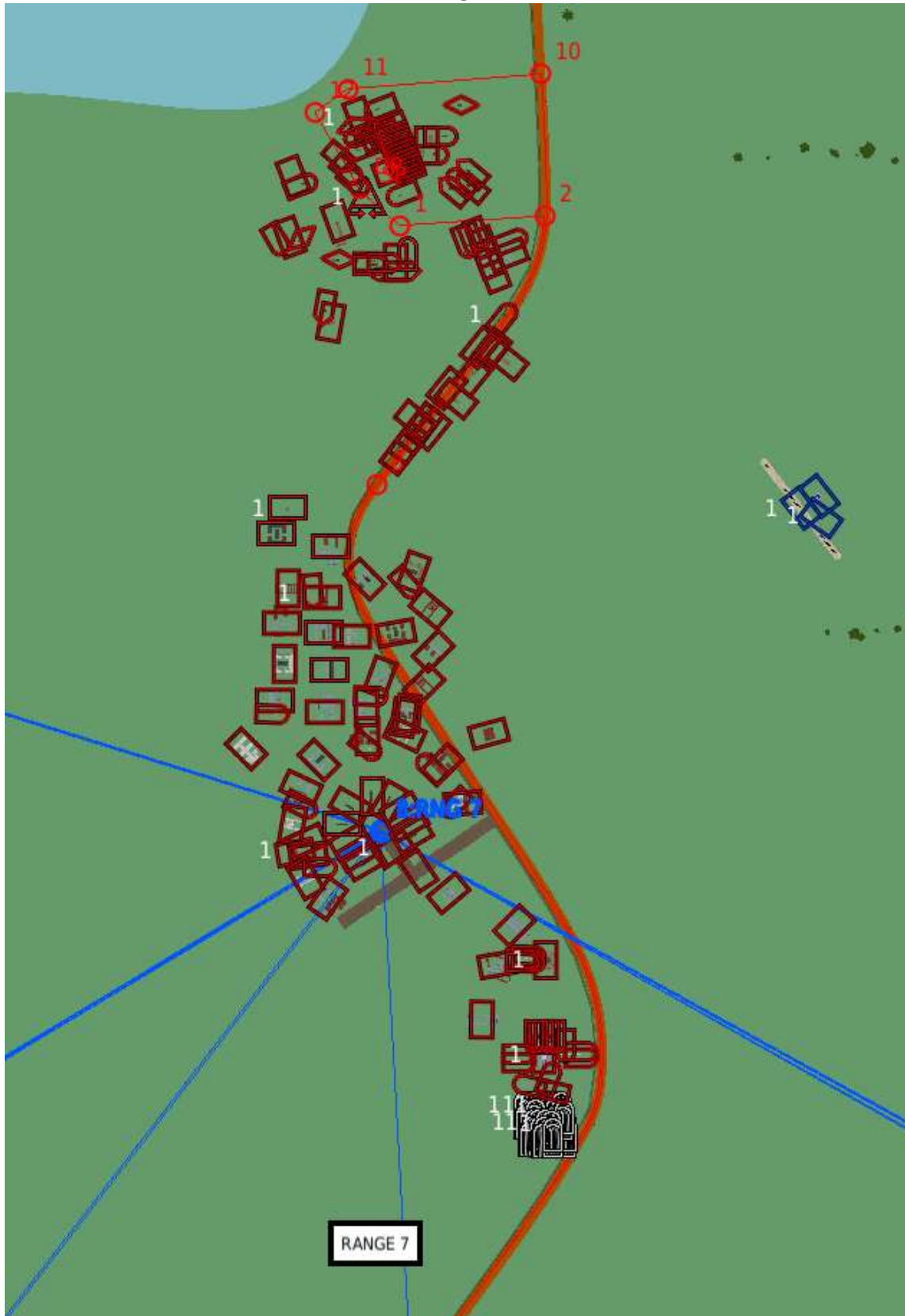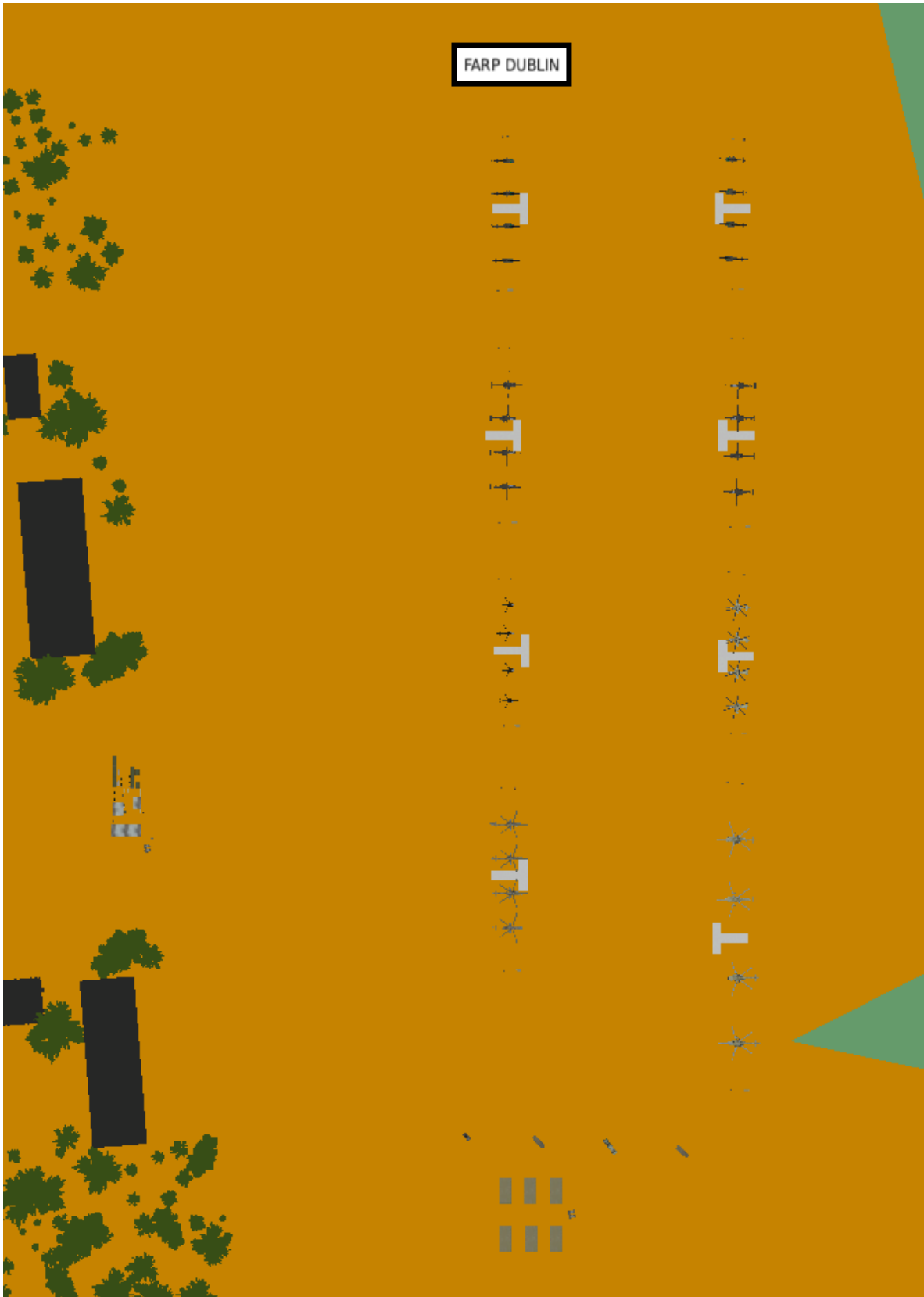Playground maps
General Area
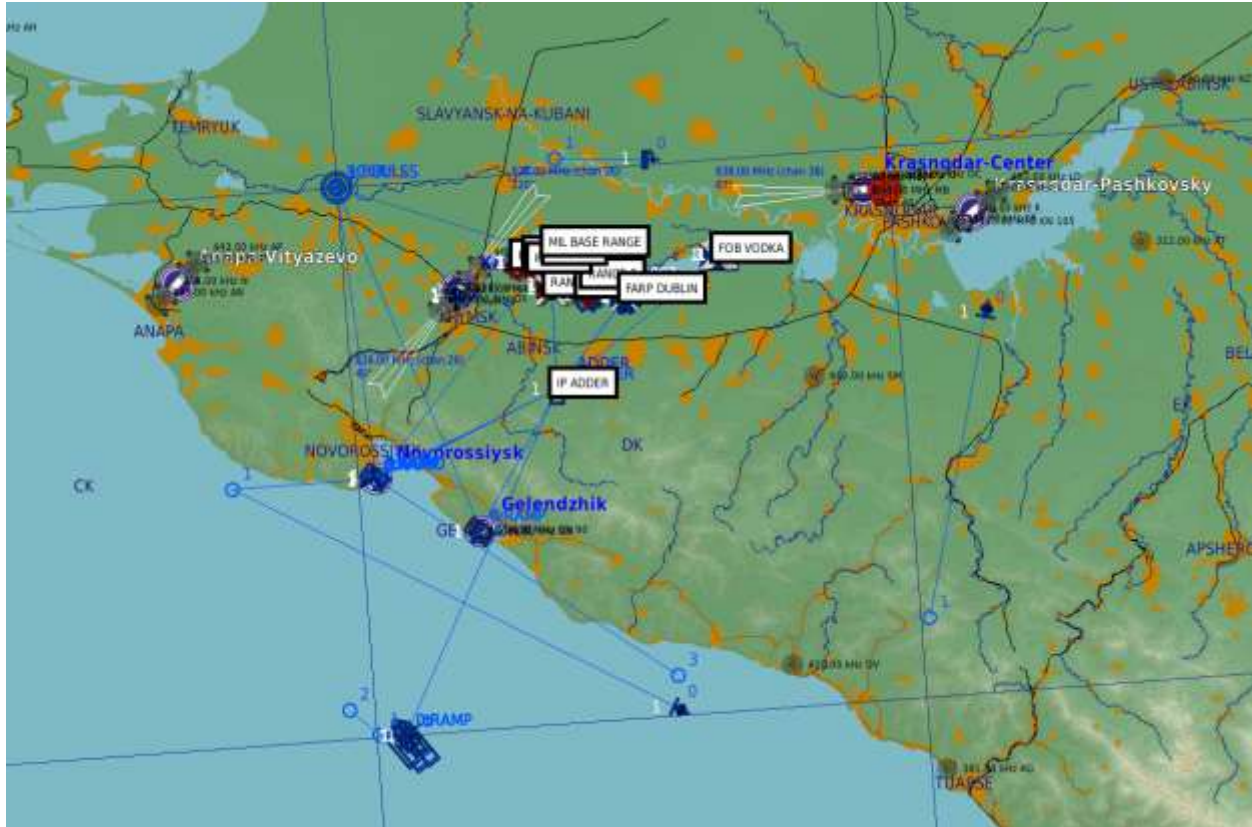
Range 1

Range 2

Range 3

Range 4

Range 5/6

Range 7

RANGE 7

FARP Dublin

FARP DUBLIN

FOB Vodka