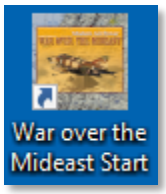
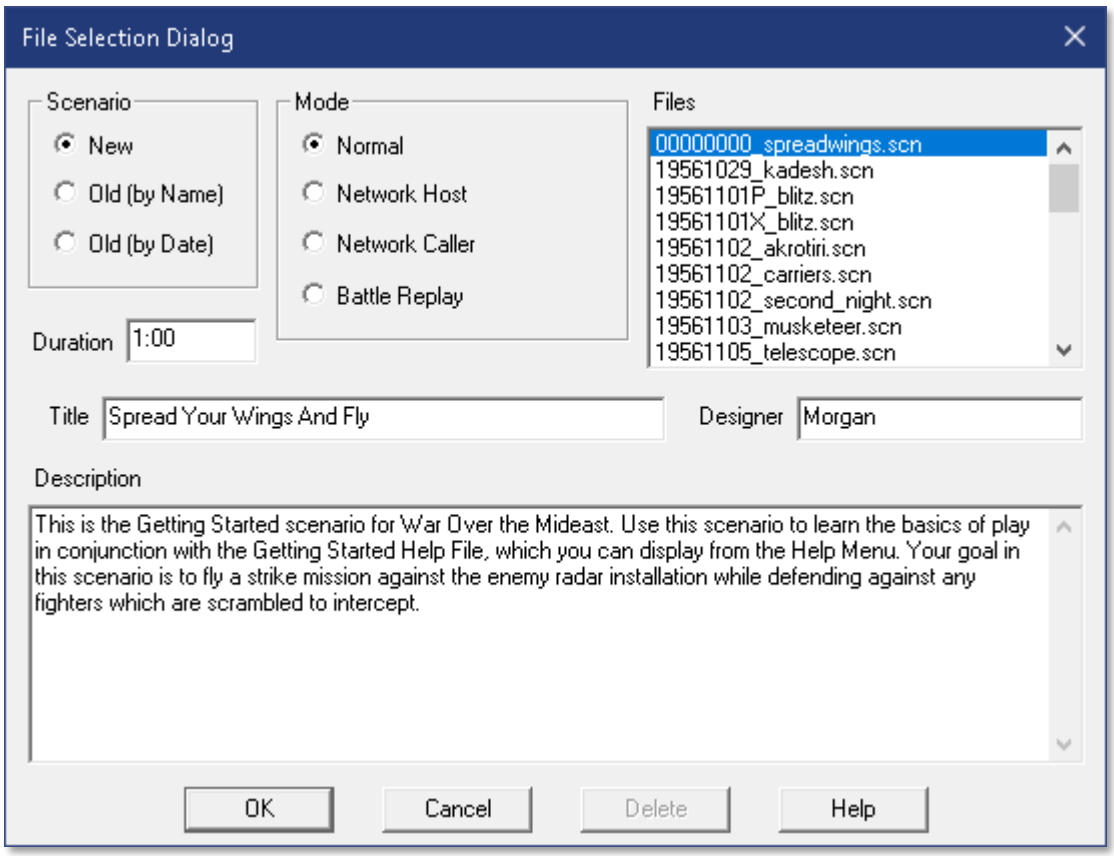
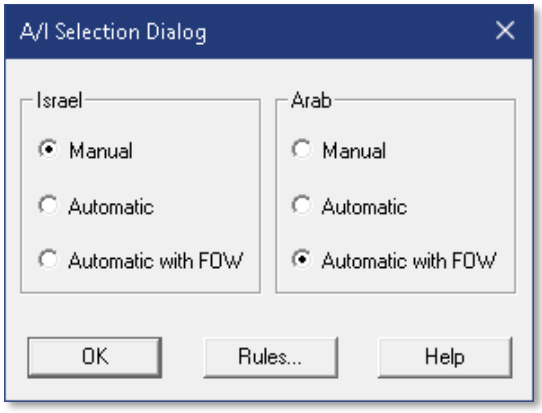
War Over the Mideast Getting Started



This file will help you get started quickly with War Over the Mideast. If you have just installed the game, then the Main Program should be running. Otherwise, to run the Main Program, click on the icon created on your desktop. You can print out these instructions by using the Print button above.

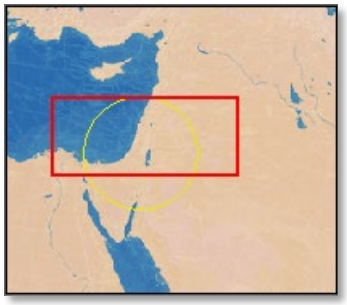


By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. We will be playing a hypothetical scenario designed to illustrate several features of the game. In the list of files displayed by the File Selection Dialog, select **00000000_spreadwings.scn**. You can read a short description about the scenario at the bottom of the dialog. When finished, click on the OK button.



Next, the **A/I Selection Dialog** will appear. Select Israel Manual (default), Arab Automatic with FOW (Fog Of War), then click the OK button. Once you

have the scenario selected and sides chosen, you will be presented with a map of mission area, which includes Israel, Lebanon, Syria and the eastern Mediterranean. The “Spread Wings” scenario includes two Israeli airbases, a command center and search radar, with the same elements duplicated on the Arab side. The two airbases each have one flight of two aircraft: One flight configured for air superiority and the other for ground strike. As the Israeli player, your mission is to bomb the Arab radar and safely return home. The Arab force may scramble its fighter flight to intercept if you are detected, so you should plan on having your air superiority flight escort the strike flight and engage any Arab fighters.

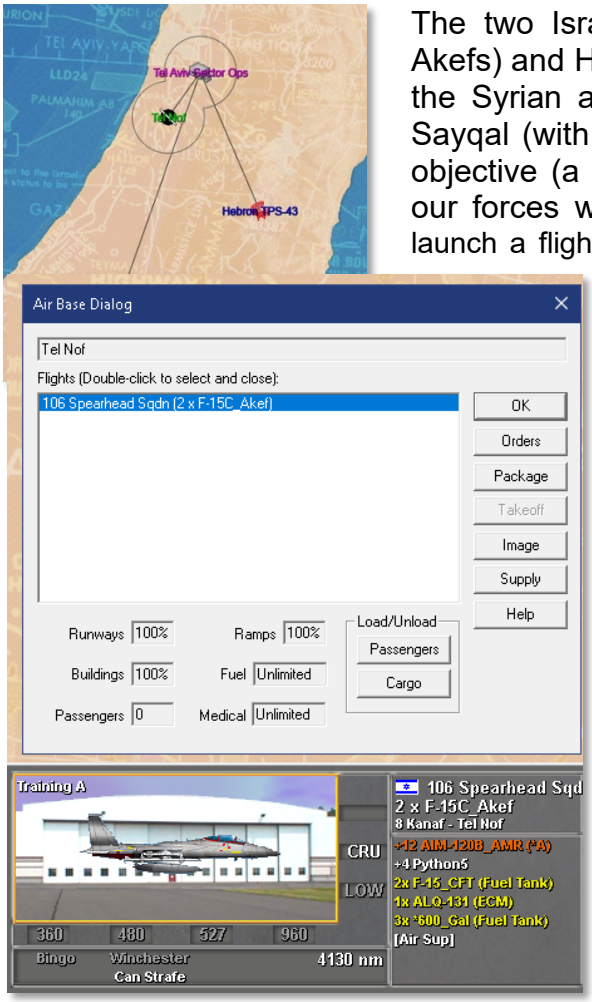


In the lower right-hand corner of the screen, you will see the **Jump Chart** which displays the overall situation. Any blue dots that appear represent Israeli flights. Any red dots you happen to see there will be Arab (in ths case, Syrian) flights. The red rectangle indicates how much of the overall situation is visible on your **Main Chart**, which is the larger display on the screen. Click anywhere on the Jump Chart and the Main Chart will automatically scroll to that location.

You can zoom in and out on the Main Chart in two ways:

1. If your mouse has a scroll wheel, you can roll that to zoom in and out.
2. You can use the hot keys 1, 2, 3, 4 and 5 to jump to that zoom level.

Also notice that if you move the mouse to the edge of the screen while zoomed in, then the Main Chart will scroll in that direction.



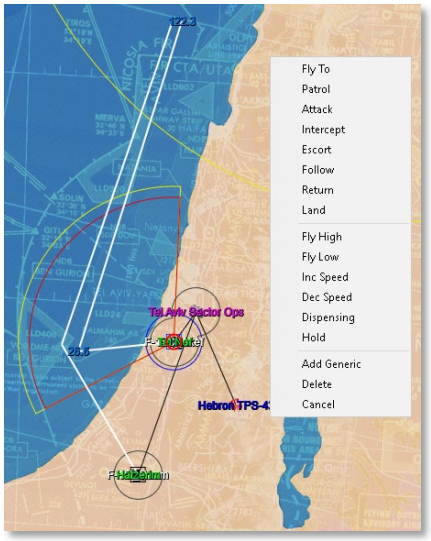
The two Israeli airbases are Tel Nof (with a flight of F-15C Akefs) and Hatzerim (with a flight of F-15I Raams). To the north, the Syrian airbases are Al Qusayr (with Su-27 Flankers) and Sayqal (with MiG-29UB Fulcrums). The location of our mission objective (a “Bar Lock” search radar) is currently unknown, so our forces will have to find it before conducting an attack. To launch a flight from either Israeli airbase, simply double-click on the desired airbase and the **Air Base Dialog** will open. Let’s launch a flight from each base. As described on the dialog box, double-click on any aircraft flight you wish to launch (the only flight in this case), to select it and the dialog box will disappear. You could also click once to select a flight and then click the “Orders” button to choose a destination from any preplanned routes, but this scenario is open-ended and no plans have been made yet.

More details about the selected flight will appear at the bottom left corner of the screen. In the example depicted here, this information shows you that the Israeli flight consists of two F-15C Akefs. The flight is part of the 106th “Spearhead” Squadron. While still landed at the airbase, it has

a remaining range of 4130 nautical miles and an armament of twelve AIM-120B and four Python 5 air-to-air missiles. The AIM-120B's are shown in orange because they are the current weapon selected for launch. AIM-120B missiles use active-homing radar seekers, indicated by the (*A) following their name, which means that you can "fire-and-forget" at targets during combat. The Python 5's are short-range, IR-homing missiles which are intended for dogfighting.

Next, select an area on the map where you wish your flight to head. This can either be an empty space on the map, a friendly flight you wish to follow, or target you wish to attack. Simply **right-click** anywhere you choose on the map to launch a flight and a white line will appear. This indicates the selected flight's current orders. By default, the number displayed at the end of each line segment is the time required to reach that point, though this can be changed to show distance. Launch both your F-15C Akef and F-15I Raam flights to the northwest and head them out over water above the Mediterranean.

Notice that you can control the speed of the game using the Run Time buttons 0x through 10x. In this game, 0x means paused, although orders can still be given in this state. 1x means the game will run in real-time and each increasing speed means that the game will run in that multiple of real-time. You can also toggle the running and pausing of the game by pressing the space bar. Below this section of the interface are buttons to **Load** a new scenario and to **Save** the current battle in-progress. The date and time are also shown here, as well as the remaining time in the scenario. Notice that you have one hour in this particular scenario. Hit the 1x button to see your flights to take off.



Once both of your flights have launched, plan on routing them north toward your mission search area. The easiest way to command them to do this is with the **Flight Orders Menu**. With a flight selected, hold down the **Shift** key and **Right-click** on the Chart. A list of commands you can use will be displayed. Unlike right-clicking directly on the map, you can chain together multiple orders this way. All orders are given in sequence unless overridden with immediate commands by right-clicking directly on the map. Shift and right-click on an area north of your flights and select "Fly To" which will set a route waypoint.

Under the View Menu at the bottom of the screen, you can select "All Orders" to see the white route lines and attack orders given to all flights at once. Otherwise, these will

only appear when a flight has been selected. You can also highlight “Missions” from the same menu box to toggle a color-coded box around each of your flights. Your Raam flight, for instance, will have a black box indicating their [Strike] mission, and your Akef flight will have a blue box indicating [Air Sup]. The hotkey “A” can also be used to toggle all text labels seen on the Chart.

With our flights airborne, we can now take a closer look at the various orders we can give them en route. After selecting our flight of F-15C Akefs, we can see that they are currently set to fly at a speed of 480 knots and at CRU (Cruising) altitude. These values can be changed by clicking on the other settings nearby, or have them change settings at waypoints by selecting the appropriate option on the shift right-click flight orders menu (Fly High, Fly Low, Inc Speed and Dec Speed).

For the aircraft shown above, the two available altitudes are:

- CRU – Cruising altitude. Encompasses most normal flight and combat operations.
- LOW – Low altitude. This is as low as the pilots are are willing to dare. Flying at low altitude increases fuel consumption but reduces land-based radar detection range to the brown circle displayed.

  (Note that some special aircraft, such as the SR-71 Blackbird, can have a third, extra-high altitude such as space or near-space. More modern aircraft, such as your F-15I Raams, can use terrain-following radar to fly even lower at NOE, or “nap of the Earth.”)

The four available speeds are:

- 360 kts – Loiter speed. The lowest speed, used to conserve fuel.
- 480 kts – Cruise speed. This is your normal operating speed.
- 527 kts – Military Power. Use this speed when you need to go as fast as possible without resorting to afterburners. For aircraft without afterburners, this is the highest possible speed.
- 960 kts – Afterburners. Use this speed with caution as it very quickly burns fuel. External fuel tanks are often jettisoned to reach this speed.

Note that when you change altitudes and speeds, the remaining flight range of your aircraft

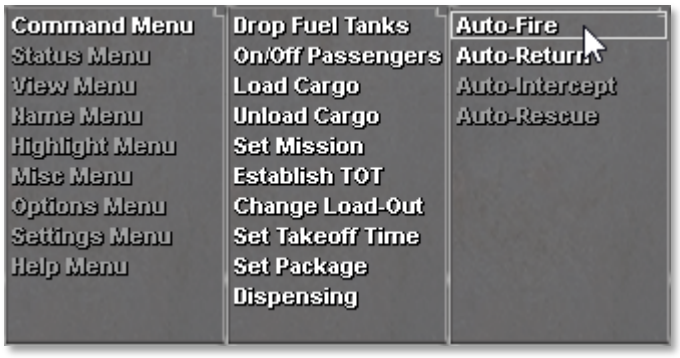
increases and decreases accordingly. On the main chart, this is also depicted by a large, black circle when the flight is selected. Since these fighters have generous fuel reserves and external tanks, this circle will not appear until much more fuel has been burned off.

With your flights over the sea, the colored lines that appear when they are selected are now more visible. Yellow indicates radar coverage, while red indicates the range of the currently selected weaponry. The blue circle reflects visual range, within which most targets can be detected and identified. At low altitude, a brown circle indicates the distance to the horizon, which is useful when avoiding ground-based radar and SAM sites. Many different colors exist for the ranges of other systems, such as the teal circle around your F-15I Raams indicating ELINT (Electronic Intelligence), which can detect and identify targets at a distance.

Many of these colored regions can be affected by different flight orders. Selecting different weapons changes the red weapon range, while changing altitude can sometimes affect radar and other systems. Usually, low altitude will not affect the maximum range at a distance, but will cap detection range at the horizon against other targets that are also at low level.

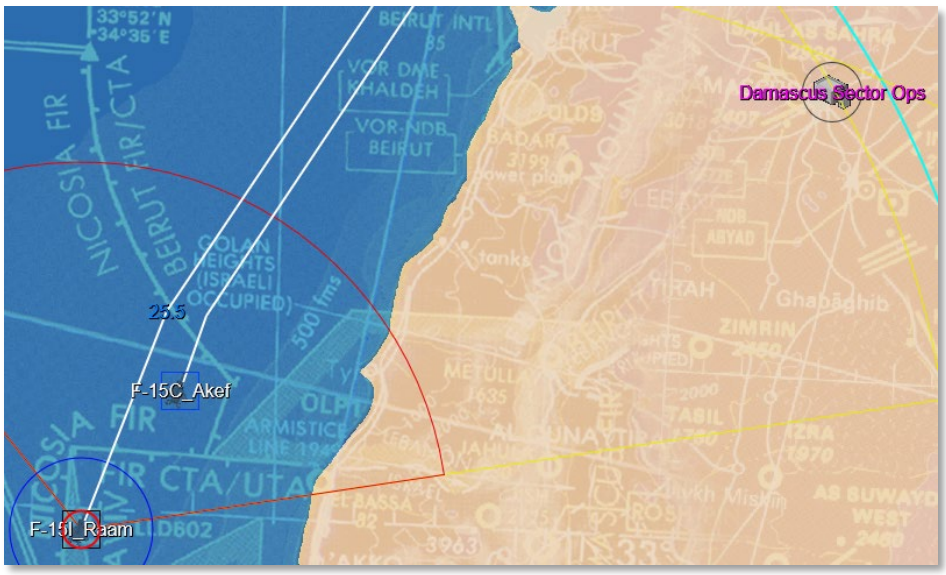
As we approach the enemy's airspace, it may be prudent to avoid flying at high altitude so as to avoid detection. Plot your flight paths northward and plan a turn northeast toward the ridgeline west of Al Qusayr airbase for both flights. Since we do not have any information to go by yet, you will be refining this flight plan later as your sensors detect enemy units.

Keep your F-15C flight out ahead of the F-15I flight with AIM-120B AMRAAMs selected. The Command Menu at the bottom of the screen includes an option for **Auto-Fire**. With this highlighted, the F15C's will automatically fire on any target which enters firing range. **Auto-Intercept** will also override any existing orders and cause them to fly directly towards the nearest detected threat. If both options are left off, you must direct your fighters at the target manually and launch missiles manually by holding down the left **Control** key and **right-clicking** on the target within range.

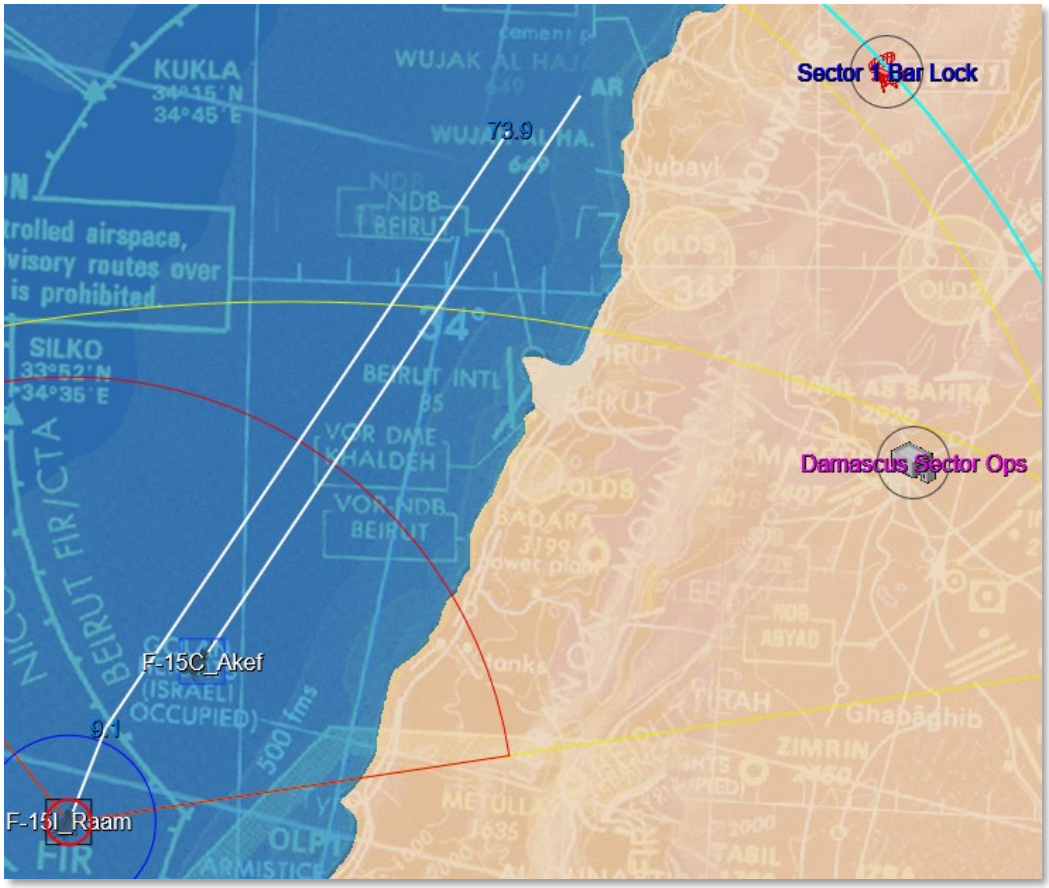


Meanwhile, the F-15I Raams will be using their BSU-50 Ballute bombs when they detect the location of the radar site and execute the attack. The player doesn't need to manually select bombs when attacking a ground target with air-to-ground ordnance, as the aircraft will change weapons automatically, but this may still be necessary if you wish to choose one type of ordnance and save a different one for later strikes. For self-defense, the Raams should be flying the route with their own AMRAAMs selected. On the attack run, they will automatically switch over to bombs.

While your two flights are following their assigned paths, you can "pop" them up and down momentarily so your sensors will get a better view of the target area. Your Raams are also equipped with both ELINT (teal circle) and air-to-ground radar (same area as the air-to-air radar), which make them far better detectors than the Akefs. They could be left at high altitude to provide sensor data that the Akefs, still hidden at lower altitude, can take advantage of.

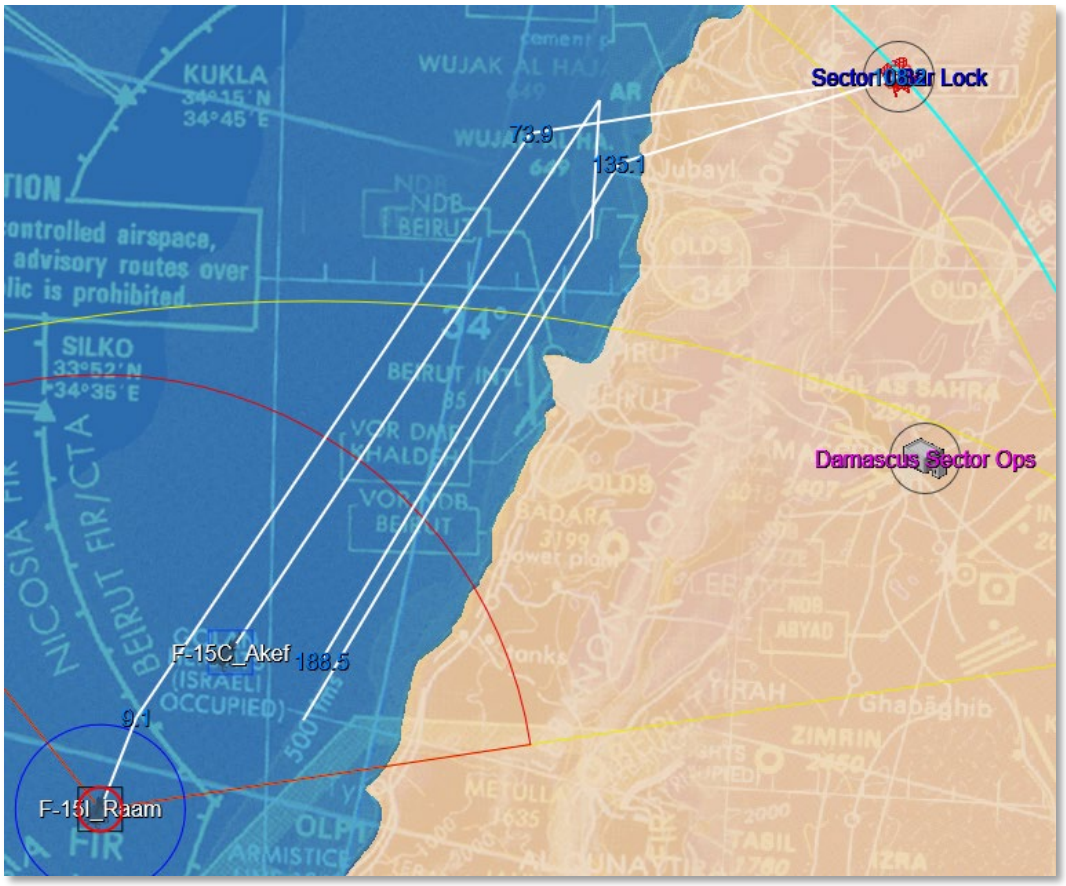


In the picture above, the Raam flight has popped up and its synthetic aperture radar has detected a structure outside Damascus. ELINT gear has identified its emissions as coming from a command center. The radar we are attempting to destroy on this sortie is no doubt feeding information to this location. We could try knocking out this command center, greatly disrupting enemy activity across the whole region, but such targets are often fortified and well protected by AAA (Anti-Aircraft Artillery) and SAMs (Surface-to-Air Missiles). For now, we'll stick with our original objective. Pop the Raam back down to NOE altitude and continue flying north. After a few more miles, pop it back up for another peek.



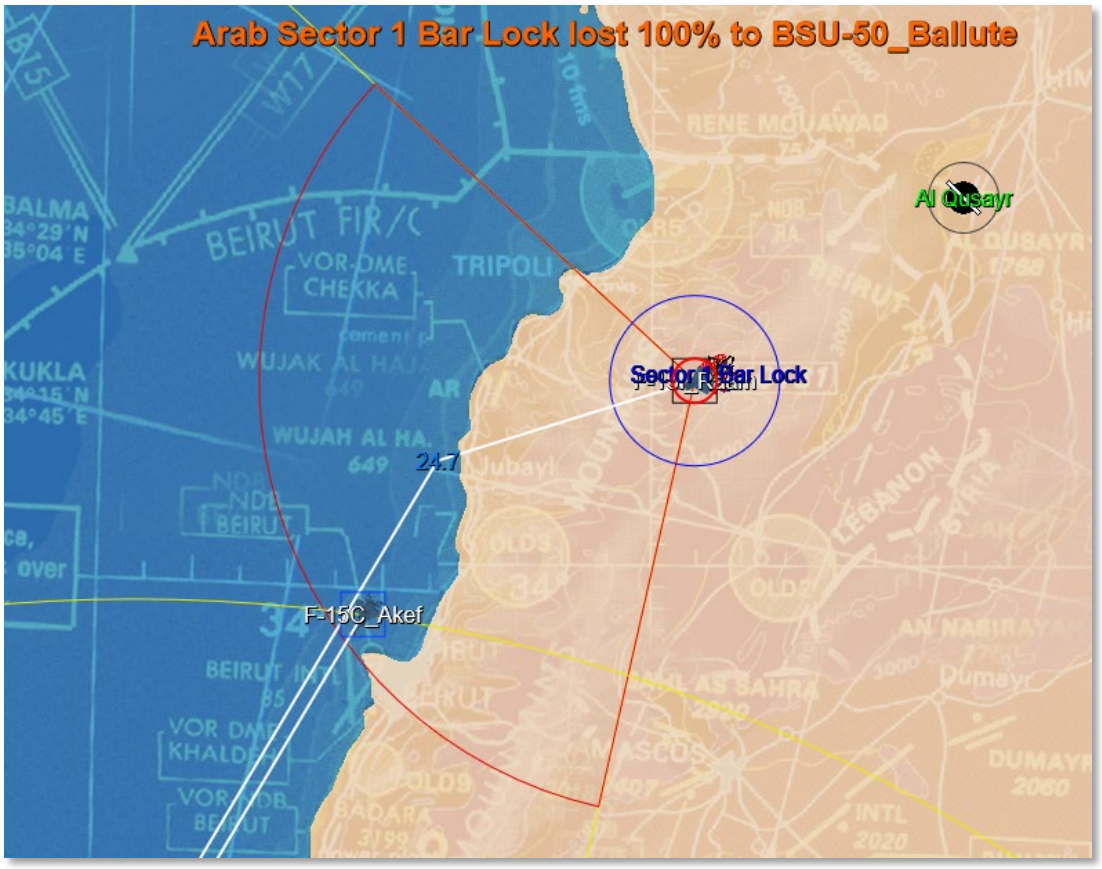
After a few more miles, the Raam flight detects the enemy radar as it drifts into range of ELINT receivers. With its location (and its detection range) confirmed, the radar can now be targeted for an attack and the F-15's can remain at low altitude for the remainder of the sortie. With the Raams selected, you can delete any flight plan leg that doesn't head toward the radar (Shift, right-click, "Delete") then either right-click directly on the radar or Shift, right-click on the radar and select "Attack" from the flight orders menu. This will put a red box on the target. The order will be carried out even after contact is lost with the radar by going back to low altitude.

Our Raams will make a high-speed, low-altitude pass on the radar and drop their bombs, but our Akefs cannot follow. If they get too close to the radar (within the brown circle) they will be detected. Syrian fighters would no doubt be scrambled from the nearby airbase. We still want to provide cover if necessary, however, so keep your Akefs' flight plan close by and have the Raams return to them as soon as possible.

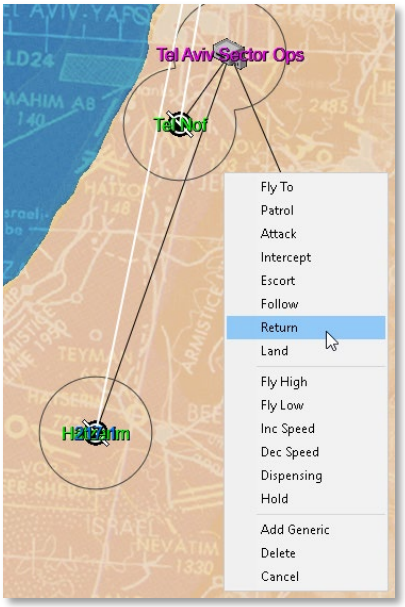


So far, there has been no enemy response and our Raams are poised to strike. Increase their speed to maximum (afterburners) and let them make a pass on the radar. The Akefs should be kept milling around nearby, either by reducing their speed, dragging out their flight path or by using the “Patrol” order (flight orders menu) to have them move back and forth between two designated points. The **Patrol Dialog** will ask for a holding time, measured in minutes:seconds. Leaving this set to 0:00 will result in an indefinite holding pattern.

If the Raams could not attack so stealthily, or if enemy aircraft were maintaining a defensive CAP (Combat Air Patrol), it would have been more prudent to keep the Akefs moving towards the Arab airbase at Al Qusayr, ready to respond to any threats on a moment’s notice. As things stand, we won’t have to chance it.

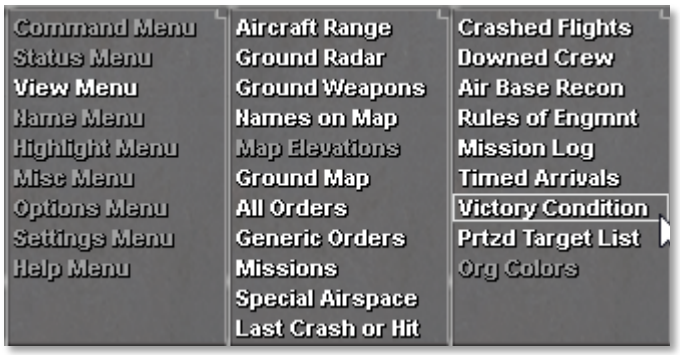


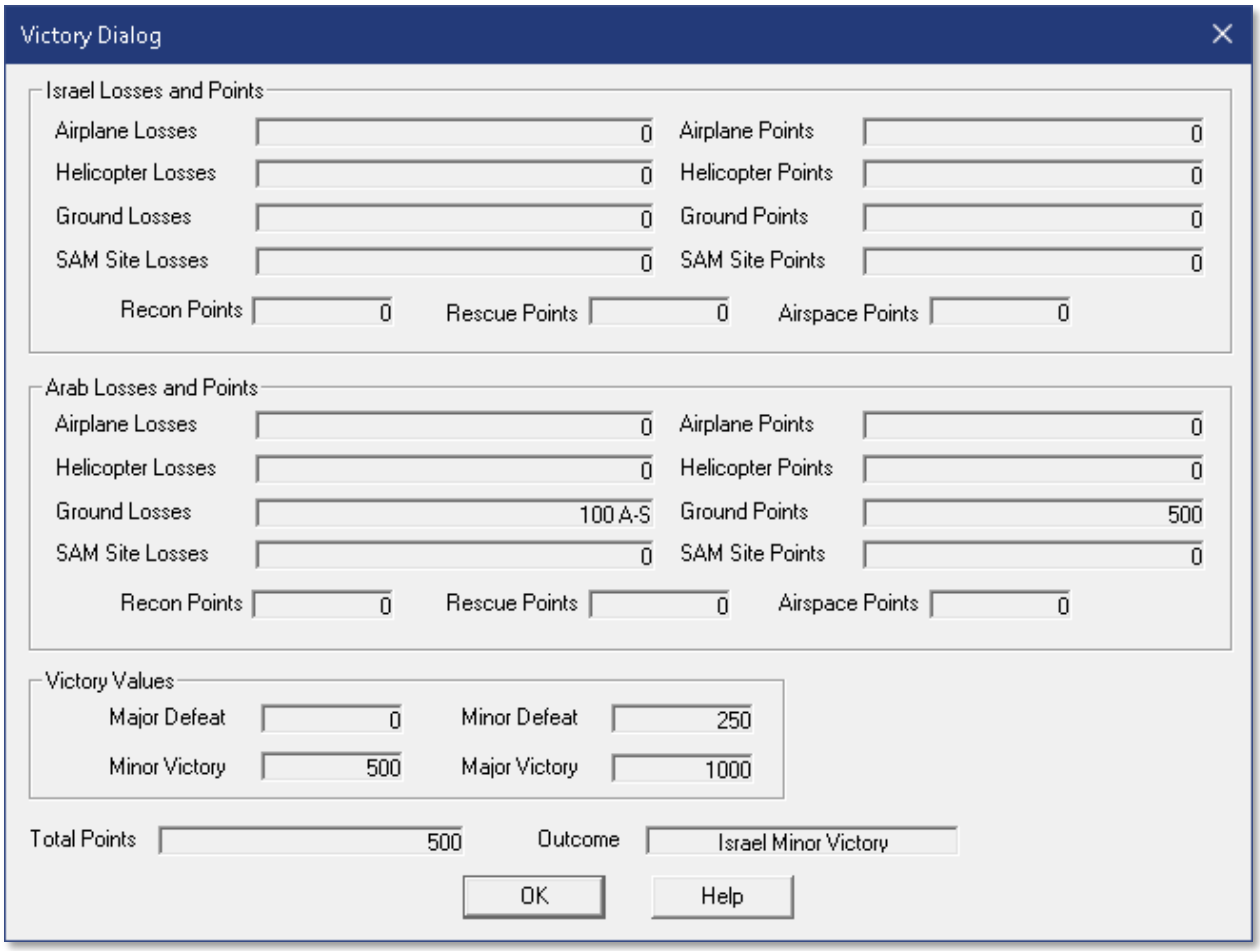
The BSU-50s were a good choice of munition for this target. Since their descent was slowed down by ballutes, they allowed the Raams to drop at very low altitude, without being engulfed by the detonations. Our fighters went in and got away before the enemy knew what hit them. With the radar destroyed, the only other possible detectors would be radars located at airbases and those mounted on any airborne fighters. The ELINT systems on our Raams have not detected any radar coming from the airbases (which would have appeared with yellow circles around them) nor have they found any airborne emissions (which would appear as green lines radiating out towards the emitter). From the looks of it, we could easily return home now without a scratch. A flight path order can be given to "Return," which will send the aircraft back to their starting location (home base), or you can right-click on any other airbase, or give the "Land" order, to return to a different location.

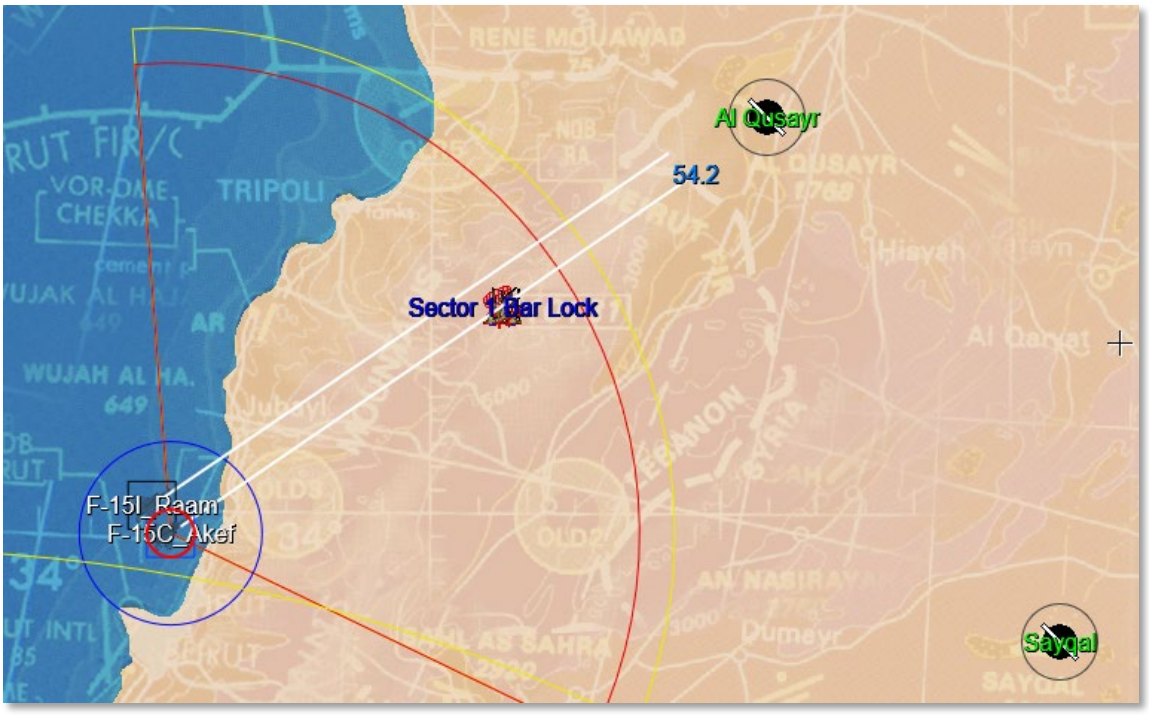


But perhaps we're not quite done? A glance at the **Victory Progress** bar at the bottom right of the screen, just above the Jump Chart, shows that we have not yet scored a "major" victory. That would have meant the bar

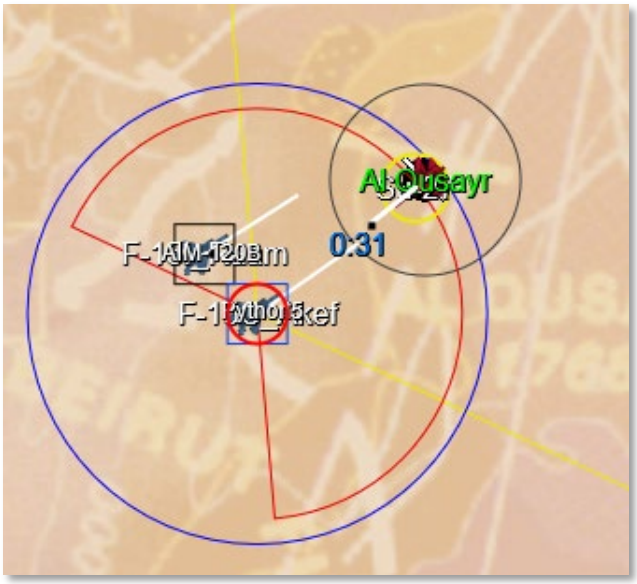
was totally filled. Using the View Menu at the bottom of the screen, we can click on “Victory Condition” to look at the **Victory Dialog** and see why this is the case. It would seem that destroying the radar installation alone was only sufficient for a “minor” victory. Clearly, high command expects us to do more than that after all. It’s time to see what our fighter pilots are really made of.







With our two flights rejoined, let's turn them around and see if we can't get some of the Arab fighters to launch. Going back to normal cruising altitude, let's start with their air superiority base at Al Qusayr. With no radar to provide early warning, we can expect the airbase to detect our fighters once they are within visual range (blue circle). This is very dangerous, since at such close range we will not be able to take advantage of our AIM-120B missiles. Had we alerted the enemy earlier, it could have resulted in a typical BVR (Beyond Visual Range) engagement. Even so, for this example, we will press onwards to see what happens.



At eight nautical miles, we have reached the airbase, where events take place very quickly. The black circle around the base indicates the range of defensive weaponry such as AAA, which we are still safe from. However, as soon as we arrive, an enemy flight scrambles and opens fire. Their missiles are depicted as black dots with white trailing lines. In a few moments, our fighters pick up the "bandits" which are immediately identified as two Su-27 Flankers. The yellow circle that appears indicates that they are within our weapons range and are "locked up," valid targets to attack.

Both of our flights have launched missiles as well using the **Auto-Fire** setting. Our Akefs were closer and engaged with Python IR missiles, while the Raams fired some of their AIM-120B AMRAAMs instead. Both are fire-and-forget. The Su-27s are only attacking our Akefs, leaving the Raams free to pursue.

Although dodging or "trashing" missiles at this range is far easier said than done, we can maximize our chances of survival by "dragging" the enemy flight with our engaged fighters while simultaneously pressing the attack with the rest of our formation. Using the 0x pause function to give these split-second orders, send the Akefs away from the incoming missiles at maximum speed, buying the most possible time. Notice that they will drop their external fuel tanks in the process to free up the excess weight and drag. The Raams should be directed at the enemy flight and also have their speed increased to full power. By default, aircraft that automatically engage will only fire one salvo at a time: An enemy flight of two meant each of our shots consisted of two missiles. Since Pythons and AMRAAMs are fire-and-forget, we don't need to "support" those missiles to the target and are free to fire more just in case the first ones fail. Using your Raams, hold left **Control** and **right-click** the enemy flight to manually fire a second wave of missiles.

The enemy Su-27s "switched" to our Raams at the last second, but with six missiles bearing down on them it was too late to matter. Both were "splashed" to the Pythons, wasting all four of our AMRAAMs that were also fired. This made for an expensive exchange, but losing aircraft would have been even worse. Meanwhile, our flight of Akefs managed to evade the missiles fired at them, making the whole engagement a "clean kill."

The Victory Progress bar is still not full, so we'll repeat this performance at Sayqal. This time, however, the enemy refuses to take off, perhaps because the enemy knows the odds are stacked against them. We can't launch Pythons or AMRAAMs at ground targets, but we're not out of the fight just yet. Both of our flights are equipped with 20mm cannons, granting them the "Can Strafe" attribute seen underneath their aircraft pictures. Although the enemy airbases have some form of AAA defenses, we can try shooting the enemy aircraft as they sit idly on the ground. Push both flights up to maximum speed and right-click on the airbase. The **Airbase Targeting Dialog** will appear, giving us multiple options. We don't have the right kind of ordnance to attack the hard, concrete Runways, nor are we interested in attacking the ammunition stores of the Buildings. To attack the Entire Air Base would distribute damage evenly, which would also not be ideal. Rather, we will target both of our flights towards the Ramps, where the enemy aircraft are parked. So long as the airbase doesn't have any hardened aircraft shelters, we may be able to catch their jets in the open.

Fortunately, their AAA defenses were unable to score any hits on our fast, highly-maneuverable fighters. Unfortunately, despite having caused some damage to nearby assets like fuel trucks and hangars, we failed to destroy any aircraft this time. Our fighters only reserved enough ammunition for a single strafing attempt, and so "Can Strafe" is no longer highlighted. We'll have to return to base in order to re-arm, but the fourteen minutes left in this scenario won't be enough time to do so. We'll have to settle for that minor victory after all. Perhaps you could have done better?

Synchronizing and sequencing both attacking and supporting elements is an intricate operational art, often learned through trial and error. In our example, we relied on superior technology and tactics to hit the target without the enemy being able to respond. This will not always be the case. You are encouraged to replay this scenario without relying on the low-altitude performance of the F-15I's, baiting enemy fighters into attacks out in the open. You can also experiment with targeting different objectives, such as knocking out the Ops Center first, or hitting airbase ramps with bombs. Lastly, you can fly the scenario from the Arab side instead, which will give the opponent a distinct technical advantage.

To learn more about War Over the Mideast and Modern Air Power game series at this point, you should refer to the following manuals:

- **Quick Reference (.pdf)** – This is a one-page reference of the basic commands you need to know.
- **User Manual (Userx.pdf)** – This is a complete reference of gameplay features in Modern Air Power.
- **Main Program Help File (Mapx.pdf)** – This help file covers the game interface and various simulation calculations in greater detail.
- **Scenario Editor Help File (Apedit.pdf)** – This help file covers features which are specific to the Scenario Editor.
- **Order of Battle Editor Help File (Apoob.pdf)** – This help file covers the features of the Order of Battle editor.
- **Parameter Data Editor Help File (Apparam.pdf)** – This help file covers the features of the Parameter Data editor.

For Product or Support inquires please contact HelpDesk@wargameds.com

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