

[MISSION NAME] 650511 SONG BE

TARGET: VC forces vicinity  
US Camp Song Be, SVN

BEST BAILOUT: OUT OF COMBAT AREA  
DEFENSES: SMALL ARMS, 51 CAL

SQUADRON ASSIGNMENT:  
118th AHC "Bandits"

AIRCRAFT AND NUMBER:

(3) UH-1B Gunships  
(2) UH-1D "slicks"

CALL SIGN: TAMPA



**CONFIDENTIAL**



## HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



## GAMEPLAY

This mission follows Song Be 1 & 2. The last application of American firepower came in the form of UH-1B gunships from Cu Chi.

Take off and fall in with Tampa flight. Upon arrival there is plenty of fighting. Take out the 51 cal if it's still operating then go to work on the VC that are threatening the Special Forces Camp.

When you are out of ammo, head for Cu Chi and land.

Use the view padlock (Function 4 in Default) often in formation or during the strike.

Like any Army mission.  
It's them or you.





[MISSION NAME] 651114 AIR CAV

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 229th AVIATION BATTALION, 1st AIR CAV  
AIRCRAFT AND NUMBER (16) UH-1D "slicks"

SQUADRON ASSIGNMENT: 20th Aerial Rocket Artillery  
AIRCRAFT AND NUMBER (2) UH-1B\_HOG

TARGET PHOTO: C-123 501

**CONFIDENTIAL**



## HISTORY

The Battle of Ia Drang Valley was the first meeting of the US Army and NVA units in battle. Images written in the news still linger in the minds of people who read them at the time of PAVN troops executing the American wounded. There are many accounts of this battle which ended in a costly defeat for the NVA but lessons learned about not attacking US forces when they could wield their air power.

These are the missions of several men who fought there.



## GAMEPLAY

AIR CAV: Launch from Plei Mei with a squad of assault troops aboard. Follow the nearby Hueys into Xray until you see the smoke marker. Land at the LZ and release the squad with the pickle button. Then return to Plei Mei to land. Your door gunners will fire on their own at ground targets. Your job is to get the troops safely to the battle area.

Mastering thrust vectoring.  
Keeping your head. Picking  
your targets. These together  
are a tough mission.





[MISSION NAME] 651114 LZ XRAY

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 20th Aerial Rocket Artillery

AIRCRAFT AND NUMBER (6) UH-1B\_HOG

TARGET PHOTO: C-123 501

**CONFIDENTIAL**



## HISTORY

The Battle of Ia Drang Valley was the first meeting of the US Army and NVA units in battle. Images written in the news still linger in the minds of people who read them at the time of PAVN troops executing the American wounded. There are many accounts of this battle which ended in a costly defeat for the NVA but lessons learned about not attacking US forces when they could wield their air power.

These are the missions of several men who fought there.



## GAMEPLAY

LZ XRAY: You are one of several aerial rocket artillery (ARA) ships operating out of Plei Mei Special Forces Camp. Your mission is to attack enemy soldiers engaged with US Army troops at LZ Xray. Use your ordnance sparingly. The battle is determined by your skill in shooting.

Mastering thrust vectoring.  
Keeping your head. Picking  
your targets. These together  
are a tough mission.







ION NAME] 651204 ARA Seven Sisters

ST: Engage VC forces on the hilltop. destroy bunkers  
ENSES: SMALL ARMS

ON ASSIGNMENT: 118th Assault Helicopter Company "Bandits"  
AFT AND NUMBER: UH-1\_B Heavy Hog (2) UH-1\_B Gunship (1)

CALL SIGN: KINGFISH



## HISTORY

It's the end of 1965. Search & Destroy missions are being used to try to take control of the Mekong Delta, an area always beyond government control.

A system of hills called the Seven Sisters is a stronghold. You are flying a Heavy Hog for the 118th AHC from Can Tho in support of an assault on the hilltop. The VC know how to defend themselves. But so do you. You are flying a heavily-armed Aerial Rocket Artillery equipped UH-1.



## GAMEPLAY

Kingfish Lead and two are already airborne in their gunships. Lift off and find them and follow in trail to the assault area. On your way in, you will see Austin FAC marking and Ramrod flight of two F-100's hammering the hilltop. Follow Lead around the hill and attack when he calls in hot. You have rockets and grenades to fire.

When you have expended your ordnance, go back to Can Tho Army Base and set her down where you started.



Like any Army mission.  
It's them or you.



**CONFIDENTIAL**





[MISSION NAME] 660615 MOBILE RIVERINES  
TARGET: COVER EXTRACTION OF SF PATROL

DEFENSES: SMALL ARMS

SQUADRON ASSIGNMENT: HA (L)-3 USS GARRETT COUNTY  
AIRCRAFT AND NUMBER: (2) UH-1B  
ORDNANCE LOADOUT: 2.75 IN. RKT, 7.62

CALL SIGN: OYSTER  
HEADING/DISTANCE TO TGT: 355/7 NM  
ETD: 0800 TIME OVER TARGET: 0815

WEATHER BRIEF: BKN 4000 NM

**CONFIDENTIAL**

NM



## HISTORY

The Navy patrolled the rivers in the Mekong Delta using WWII surplus landing craft and plastic boats. Ingenuity was one of their unique weapons. The Brown Water Navy, as they called themselves, worked with the Army to fight the Viet Cong day and night in the muddy, hot waterways. They had an air arm, too: the SeaWolves that flew old Army UH-1B's. This story is from one of the seamen who fought on the ATC's and Monitors as part of that force.



## GAMEPLAY

Watch Lead across the way aboard the LST. When he lifts off launch from the ATC-H where you are gassing up. Join up with Lead and proceed upriver until he finds the fire fight. There's plenty to go around. Take out the shooters first. Be sparing with your rockets. You must take out the VC for the boats to survive.

When you are out of ordnance, proceed along the programmed pathway to the next river to the east and land on the LST moored there. Slow to about 12 knots and NO LESS. Then drive it onto the helipad and immediately hit B for brakes so you don't slide off.

Then you are done. Go below and have some ice cream. That's right. The Navy always had ice cream.

Sounds pretty straight forward.  
Let's go fly!





**CONFIDENTIAL**

[MISSION NAME] 661031 SEAWOLVES LONG XUYEN

TARGET: RIVER TRAFFIC. VCNTY LONG XUYEN, MEKONG DELTA

DEFENSES: SMALL ARMS

BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: HA(L)3/ LST 786, MEKONG RIVER

AIRCRAFT AND NUMBER (2) UH-1C

ORDNANCE: (14) 2.75 RKT, (1200 RNDs) 7.62

CALL SIGN: VIPER 11

HEADING/DISTANCE TO TGT: 360/8 NM

ETD: 1600

TIME OVER TARGET: 1620

CONTROLLING AGENCY: VIPER LEAD

WEATHER BRIEF: BKN 6000 FT WINDS 36003G08 VIS 10 NM

TARGET PHOTO: UH-1D US ARMY



## GAMEPLAY

You are being scrambled off Garrett County to intercept enemy supply sampans near Long Xuyen Ferry. Launch as you would off a carrier and get into trail behind Viper 11.

Don't waste rockets. If you have the ordinance, attack the VC on the west side of the river. Remember that your right side door gunner is also a weapon. The left side gunner will fire automatically.

When you are through, land on the LST which can be found sailing south down the Mekong River. Or fly to the Army base at Can Tho to land. Lower your "gear" to extend the landing light. Setting your controls at NORMAL makes the Huey more realistic.



## HISTORY

Half the population of South Vietnam lived in the Mekong Delta region...and most of the Viet Cong. The Brown Water Navy's fleet of ATC's, Monitors and PBR's patrolled but their air power was supplied by Army Hueys. Seeing a need for a more coordinated approach, the Navy sought volunteers for a helicopter attack squadron to operate from bases and boats in the river areas.

Initially, the result was Helicopter Combat Squadron 1. After initial successes, Helicopter Attack Squadron 3 was formed and nicknamed Choi Ben by the Viet Cong...or SeaWolves.

Formation flight. Flight discipline in picking targets. Getting home in the dark.





[MISSION NAME] 670426 BIG MOTHER

RESCUE DOWNED P [REDACTED] HAIPHONG HARBOR

**SECRET/NOFORN**



WEATHER BRIEF: SCT 12000 FT WINDS [REDACTED]



## HISTORY

"Feet Wet". It was the best place to bail out. The reasons were that the US Navy owned Tonkin Gulf and Navy rescue helicopters prowled the coast during strikes.

This is a story about one crew that was loitering outside Haiphong when an A-4 went down short of open water. The pilot's chances of avoiding capture were slim since he was in Haiphong Harbor within full view of the people on the shore surrounding him...shooting.

Enter Steve Milliken and the crew of Big Mother working from the cramped afterdeck of the USS Mahan. Braving withering fire, SAM's, low fuel and a tiny deck, they made the pickup and set a new speed record for the Sikorsky SH-3 on the way out. The only fitting comment about such flights is YGBSM!



## GAMEPLAY

Launch and head for Haiphong on the map. Stay below SAM minimums. Some very dangerous AAA awaits you if you don't pay attention.

As you approach the harbor, the pilot will pop a smoke. Here's how we do a rescue in a game that doesn't allow it:

Open the door and fully deploy the hook in about 30 seconds. As you near the target, hold around 100 feet...the length of the line. "Air Brake", Full UPARROW. Hold >6 knots!!! Overfly and pull the trigger when over the pilot. This "fires" the winch and disappears him from the raft. Clean up and haul ass.

With gear down, you can also land on the water there but this rescue was done in the air.

The Mahan will be doing 33 knots so you can fly fore or aft, port or starboard just like a helicopter. The yellow marking are for the UH-2A. The white ones are for the Big Mother. Set it down with the tailwheel aboard and you are home. You cannot hit the launcher but there are boundaries that will make you explode. When you are in position with your wheels in the blocks, the mission is over.

Guts





**TOP SECRET**

[MISSION NAME] 680112 BOMBING OF LIMA 85

TARGET: An-2 Colts attacking USAF Radar facility

CONTROLLING AGENCY: USAF/CIA

WEATHER BRIEF: SCT 12000 FT WINDS 36002G02 VIS 40 NM



## HISTORY

The monsoon kept American fighter-bombers from attacking North Vietnam for almost 6 months. A secret facility was built atop Phou Pha Thi mountain in Laos, not too far from Sam Neua, the home of the North Vietnamese communist ally, the Pathet Lao. Active for only a few months, it was a thorn in the side of the North Vietnamese and plans were laid to destroy it. This is one of the first attempts and a very strange story.

You may have seen the painting by Keith Woodcock at the Air America website (<http://www.air-america.org>). The whole story is there told accurately by its participants.

Four VPAF An-2 Colts departed Dien Bien Phu airport armed with mortar shells and rockets to destroy onto the facility that was aiding in the destruction of targets in NVN.

The two attacking aircraft were run down by an Air America Bell 204 and shot down by the mechanic. Amazing.



## GAMEPLAY

Go full up vector and take off over the hootch in front of you. then climb to meet the An-2's. Ground gunners will be firing on a third Colt inbound at a lower altitude.

Your weapon is selected and fired with the trigger. Use the AK-47 tracers to pick pieces off the aircraft until they go down. Then return to Lima 85 and land.

It's not hard.  
But it is really fun.





**CONFIDENTIAL**

680124 HOVER COVER

DEFEND CONVOY FROM DONG HA TO CUA VIET, SVN



DEFENSES: SMALL ARMS

HELICOPTER ATTACK SQUADRON: HMLA 367, DONG HA USMC BASE, SVN  
AIRCRAFT AND NUMBER (1) UH-1E  
CALL SIGN: COBRA  
ETD: 0800

ORDNANCE: (18) 2.75 RET, (2400 RND) 7.62  
WEATHER BRIEF: BKN 12000 FT WINDS 0903G06 VIS 30



## HISTORY

It is January 1968 and all hell is about to break loose at Khe Sanh. The North Vietnamese want to prevent the resupply of Camp Carroll. Convoys are being successfully attacked on the roads. Eventually C-130's will be the only way to bring in supplies. For now, it is trucks.

Convoy patrol was flown by many types of aircraft but none were more effective than those covered by helicopters.



## GAMEPLAY

You are flying for HMLA-267. Your job is to patrol the road from Dong Ha to Cua Viet near the coast. In the event of an ambush, you are to attack and kill the enemy. Any questions?

Flying fast movers or even Spads in the game keeps you somewhat removed from the battle. Flying a gunship allows you to see their faces. It's a different kind of war and you are now a different kind of pilot.

Our UH-1E flies very well and is armed to the teeth. Early in the mission you will acquire some villages, trucks on the road, water buffalo, water buffalo. This is not a free-fire zone. Expect an ambush.

Be there on time.





[MISSION NAME] 680131 SEAWOLVES TET 1

TARGET: TROOPS IN CONTACT

DEFENSES: SMALL ARMS, 51 CAL  
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: HA(L)-3, LST 786  
AIRCRAFT AND NUMBER (2) UH-1B

ORDNANCE: (14) 2.75 RKT, (1200 RNDs) 7.62  
CALL SIGN: WOLFPACK 12  
HEADING/DISTANCE TO TGT: 36/3 NM  
ETD: 0730 TIME OVER TARGET: 0740

CONTROLLING AGENCY: RED CROWN  
WEATHER BRIEF: BKN 1200 FT WINDS 2701G03 VIS 20 NM

**CONFIDENTIAL**



## GAMEPLAY

You are scrambling as Wolfpack 12 from the USS Garrett County anchored off the coast of South Vietnam. There is an attack on a beach city and the adjacent air field. This is a target rich environment so don't waste ammunition.

Of special note are the water buffaloes stampeding toward the coast. Consider them Communist Cows and take the necessary action. They are a good target for the door gunner.

When through, you can land back on the LST or anywhere else you wish. The airfield attack may be over if you want to try to land there.



## HISTORY

On the last day of January, 1968, General Giap launched an all-out attack throughout South Vietnam. US Forces, ignoring warnings for weeks, were surprised at the scope of the attack. Nevertheless, the Tet Offensive was a terrible failure that destroyed much of the fighting power of the Viet Cong and the North Vietnamese that had infiltrated into South Vietnam.

But as things turned out, the American public saw that it put a lie to the government case that the US was winning in Vietnam and that the war would soon be over.

The Vietnamese snatched a victory from what was a total and humiliating defeat.

Formation flight. Flight discipline in picking targets the others don't hit. Getting home.



**CÁCH SÔNG & AN UÔNG**

**Đê Có Thẻ Khỏe Mạnh**



**Lever de Soleil**  
ressource de plage  
Sunrise Beach Resort



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**SECRET/NOFORN**

MISSION NAME: 680317 MISTY FEET WET 3

TARGET: RESCUE OF GUNSLINGER 11 CREW

TARGET PHOTO: MISTY PAC DATE UNK.



DEFENSES: HEAVY AAA  
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: USAF  
AIRCRAFT AND NUMBER: (1) HH-53 Super Jolly Green Giant  
ORD LOADOUT: NA  
CALLSIGN: GOPHER

HEADING/DISTANCE TO TGT: 120 / 25 NM  
ETD: 09.00  
TANKER RENDEZVOUS: NA  
TIME OVER TARGET: 09.24  
CONTROLLING AGENCY: MISTY PAC  
WEATHER BRIEF: BKN 7500 FT WINDS 3606212 VIS 30 NM

REF 122  
January 1, 1968

RESTRICTED

Restricted Printing Use Only  
Not Approved for Release Outside U.S.A.  
August 11, 1968



## GAMEPLAY

This is the final flight of a three parts mission. In the first one you were the pilot of Misty 31 F-100F and the witness of Gunslinger 2 downing, with the two crew members ejecting and landing Feet Wet near the shoreline.

Then you were a Marine, flying for VNF334 and joining in for the rescue attempt. You had to hurry up, since an armed sampan was heading directly to the pilot, which landed very close to the coast.

Now, you will take off from Dong Ha in an Air Force HH-53 Super Jolly Green Giant to perform two rescue Feet Wet. To rescue the pilot, who is still floating in a raft, you have to down the winch, fly overhead and pull the trigger. Or you may choose to land on the water nearby, select the Rescue Device Gun and pickle when he is at 12 o'clock. Once he has disappeared from the water get the other. Then leave and go to the MASH tent at Dong Ha. Look for the yellow smoke.



## HISTORY

Misty was formed at Phu Cat under Bud Day. O-1E's and O-2A's could not survive the defenses in Route Pack One and when the Bombing Halt came into effect, the defenses from Pack 6 were shifted into Laos and Pack One. To stem the flow of supplies, the idea of Fast PAC was dreamed up. They used F-100F's because Phantoms were ominously considered "too expensive" for this mission which was certain to take hit.

They were successful in their missions and will be famous in the history of Air Warfare as long as anyone continues to fly. Required reading is "Misty" and "Bury Us Upside Down".

Find them at: <http://www.mistyvietnam.com/>

Five stars are for the entire mission... A, B & C. All are hard. All require you to fly and think.



REF 122  
220110Z January 1, 1968





**SECRET/NOFORN**

[MISSION NAME] 690117 STORMY 02B 2

TARGET: RESCUE DOWNED PILOT, VICINITY TCHEPONE, LAOS

DEFENSES: 2PU, 23MM, 37MM, 57MM

BEST BAILOUT: HIGH GROUND TO WEST "ROOSTER TAIL"

SQUADRON ASSIGNMENT: 40 ARRS, NKP, THAILAND

AIRCRAFT AND NUMBER (1) HH-3E

CALL SIGN: COWBOY

HEADING/DISTANCE: 120/92 NM

ETD: 0730 TIME OVER TARGET: 0830



## HISTORY

There is nobody braver than the pilot of a Jolly Green Giant.



## GAMEPLAY

The mission begins with you needing fuel before making this last possible attempt at a rescue. Stay on the boom until Lion turns off. Then, you are on your own.

The pilot will pop a red smoke. You must find him.

CTRL-O opens the crew door. #6 deploys the hook. Open the ramp and lower the wheels in case you touch. Pull UP ARROW will allow you to almost hover but maintain -4 knots, coordinated flight will keep you flying.

Rescue weapons: You rescue pilots in the air by making them not be on the ground. (Hey. It's a game.) The winch is run by the trigger. Use the Photo Recce mod keypad commands to look forward and down or straight down. When you pull the trigger and the dust cloud envelopes the pilot, you will effect the rescue.

Then get the hell out of there.



If you practice flying the Jolly, this is a lot of realistic fun.





[MISSION NAME] 690311 FIRE SUPPORT BASE O'REILLY

BUILD ARTILLERY BASE

SQUADRON ASSIGNMENT: 178th Assault Support Helicopter Company  
AIRCRAFT AND NUMBER (1) CH-47



## HISTORY

The A Shau Valley always held the attention of both sides. It was the major staging area for all activities in I Corps. A map of all the fire support bases in Vietnam shows a large concentration in this area and many well-known battles. The North Vietnamese needed to destroy these bases.

The 178th AHSC (Boxcars) could be seen everywhere carrying everything. They did a highly skilled job in dangerous places.



## GAMEPLAY

This is a 3-part mission requiring a lot of skill. In the first lift, you will take a D-4 Caterpillar to the site to build the gun pits. Put it near the smoke marker. Look for the t-shirt.

You cannot hover. Keep your helicopter moving by PUSHING the stick. Do not fly with less than 6 knots. You can see down with the Photo Recce Mod.

Your external load is visible only after CTRL-O.  
Ramp is control by #7.



Very difficult flying  
but a real accomplishment.





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BUILD ARTILLERY BASE

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## GAMEPLAY

This is a 3-part mission requiring a lot of skill.

The second lift is at night and requires that you lift a cargo net from Hue and put it down near the fire marker. "G" turns the landing light off and on. Look for the ground crew.

You cannot hover. Keep your helicopter moving by PUSHING the stick. Do not fly with less than 6 knots. You can see down with the Photo Recce Mod.

Your external load is visible only after CTRL-O.  
Ramp is control by +7.



Very difficult flying  
but a real accomplishment.





[MISSION NAME] 690311 FIRE SUPPORT BASE O'REILLY

BUILD ARTILLERY BASE

SQUADRON ASSIGNMENT: 178th Assault Support Helicopter Company  
AIRCRAFT AND NUMBER (1) CH-47



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The 178th AHSC (Boxcars) could be seen everywhere carrying everything. They did a highly skilled job in dangerous places.



## GAMEPLAY

This is a 3-part mission requiring a lot of skill.

In the third lift, you must take an M101 howitzer to the top of the hill and place it in the empty gun pit...the red smoke marker. When you put it in the pit it will appear ready to go, the smoke will dissipate and the ground crew will signal you.

You cannot hover. Keep your helicopter moving by PUSHING the stick. Do not fly with less than 6 knots. You can see down with the Photo Recce Mod. Your external load is visible only after CTRL-O. Ramp is control by #7.



Very difficult flying  
but a real accomplishment.





[MISSION NAME] 690511 HAMBURGER HILL

MISSION: NVA FORCES DONG AP BIA MOUNTAIN (HILL 937)  
DEFENSES: AAA, SMALL ARMS

SQUADRON ASSIGNMENT: 101ST AIRBORNE  
AIRCRAFT AND NUMBER (2) UH-1B HEAVY HOG  
ORD LOADOUT: (48) 2.75" ROCKETS  
CALL SIGN: MAMBA 12

HEADING/DISTANCE TO TGT: 240 / 28 NM  
ETD: 0700 TIME OVER TARGET: 0720  
WEATHER BRIEF: BKN 8000 FT WINDS 3604G6 VIS 10 NM



## HISTORY

Dong Ap Bia mountain on the western edge of the A Shau Valley was heavily fortified. The US Army ordered it taken by direct assault. The USAF flew more than 245 sorties against NVA positions. Casualties were heavy. The NVA regiments atop the hill were destroyed but the American public questioned the logic in taking ground that was to be immediately vacated just to kill an enemy that could be eliminated by air power and losing American lives.



## GAMEPLAY

Your mission is to depart Camp Eagle near Hue and follow Mamba Lead across the A Shau Valley to attack Viet Cong and NVA soldiers at the top of the hill. You may have to look for them as the weather will obscure the game's ability to identify enemy targets for you.

Fighters will be striking in your vicinity also. Try to keep out of their way.

When you have expended every round, return to Camp Eagle and land.



Like any Army mission.  
It's them or you.





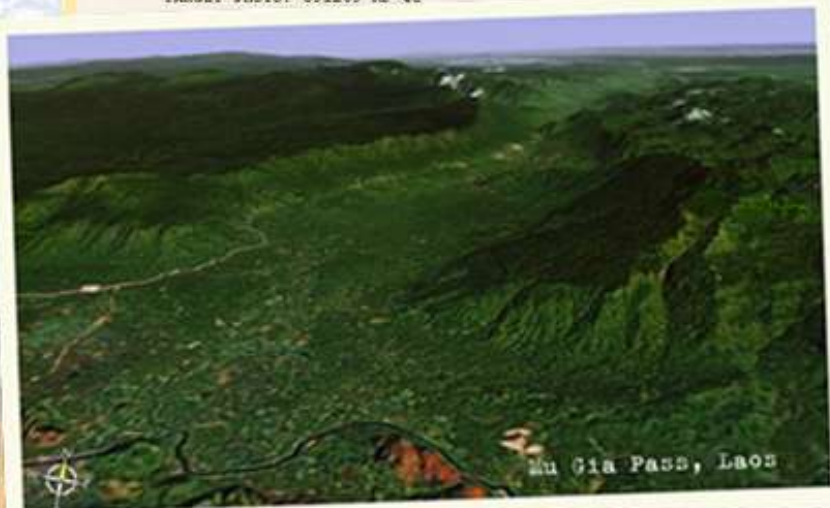
Standard Form 101-101  
Form Approved by GSA General Services, U.S.A.  
August 75, 1980

**SECRET/NOFORN**

700320 WOLF 06 SAR 3

TARGET: RESCUE WOLF 06 A

TARGET PHOTO: 691209 RF-4C



DEFENSES: HEAVY AAA  
BEST BAILOUT: HIGH GROUND TO NORTH  
SQUADRON ASSIGNMENT: 40 ARRS, NAKHON PHANOM RTAFB, THAILAND  
AIRCRAFT AND NUMBER (1) HH-3E  
ORD LOADOUT: RESCUE EQUIPMENT  
CALL SIGN: GODHER

HEADING/DISTANCE TO TGT: 092/75 NM  
ETD: 1630  
TIME OVER TARGET: 1730  
CONTROLLING AGENCY: SANDY 01  
WEATHER BRIEF: SCT 6800 FT WINDS 045 03006 VIS 20 NM

RP 1-11-4  
February 1, 1964

RESTRICTED

Standard Form 101-101  
Form Approved by GSA General Services, U.S.A.  
August 75, 1980



## GAMEPLAY

You are flying the rescue chopper for the 40th ARRS at Nakhon Phanom. It is your job to pick up the downed pilot while under whatever ground fire erupts. Your helicopter is very tough but not invulnerable. You have just enough fuel to make the grab, join with the HC-130V, and fly to Nakhon Phanom and land beside the ambulance and Medical tent.

The helo is flyable but will not hover. Practice first. Make it go where you want it to go and it will fly very much like a big Sikorsky.

Use the Wing Leveler, Autopilot and hand flying in combinations. Stay above 7 knots. It has landing gear and invisible flaps and airbrakes to control it.

Rescue weapons: You rescue pilots in the air by making them not be on the ground. (Key. It's a game.) The winch is run by the trigger. Use the Photo Recce mod keypad commands to look forward and down or straight down. When you pull the trigger and the dust cloud envelopes the pilot, you will effect the rescue. Then get the hell out of there. Do not pull the trigger on the ground! If you choose to land, select the Rescue Device, taxi where the pilot is close at your 12 o'clock then push the pickle button...not the trigger.



## HISTORY

Rick Rash was saved. Dennis Pugh was not.

There is nobody braver than a rescue pilot in a Jolly Green Giant and you are about to find out why all fighter pilots say that.

Remember me saying that flying a Spad was the Second most dangerous job?



RESTRICTED

RP 1-11-4  
RP 100 February 1, 1964











**SECRET/NOFORN**

DEFENSES: SMALL ARMS

AIRCRAFT AND NUMBER: (2) AH-1G ARA COBRA

ORD LOADOUT: (4) M200A1 ROCKET POD, 7.65MM, 40MM GRENADES

CALLSIGN: COBRA

HEADING/DISTANCE TO TGT: 0 / 25.5 NM

ETD: 07.00      TIME OVER TARGET: 07.10

WEATHER BRIEF: BKN 9000 WIND 1801G3 VIZ 10 NM



## HISTORY

By 1971, the US was pulling out. The public thought the war was over but the fighting was more intense because US troops were gone. Remaining were US air assets whose job it was to support the ARVN in resisting the North Vietnamese invasions.

There was still a lot of dying left to do and great acts of bravery were still demanded.

The area of this battle was fought over and controlled by the Marines. Now, the Army had moved helicopters into Chu Lai and the Hep Duc/Que Son Valley was back in play.



## GAMEPLAY

The mission starts with you taking off from Camp Eagle to escort the slicks to remove the team. Follow Lead.

En route you are called to hurry: leave the slicks and proceed at full speed to the target area.

The FAC will mark the enemies with WP rockets. Keep the NVA off the hilltop, where RT Kansas is dug in.

Watch out for friendly forces.



A lot of hard flying  
in bad weather.

