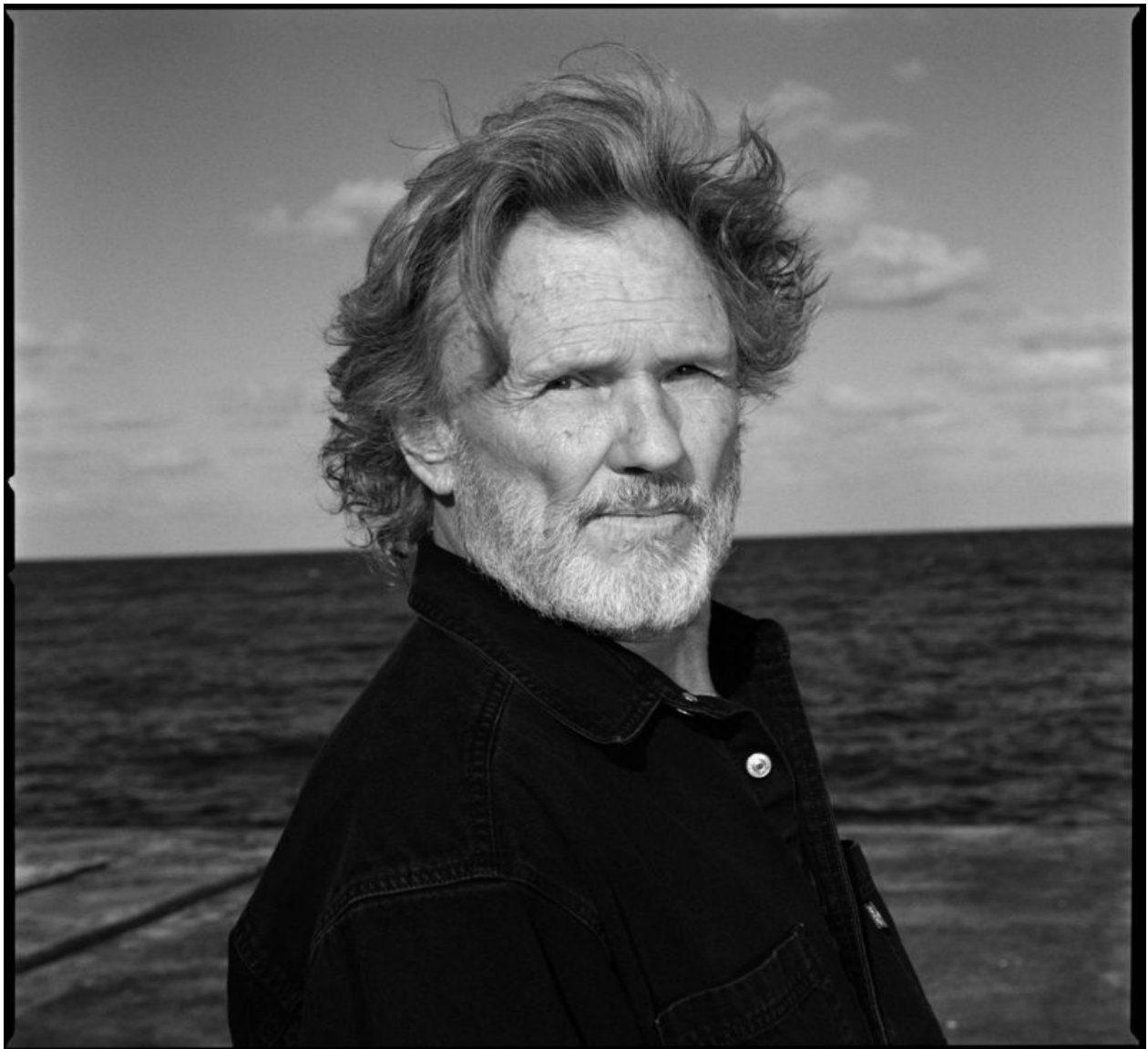


Mission Entry

“How do I get myself into these things”

This mission would combine several aspects of flight simulation in a series of tasks. Your basic premise is that you are providing relief to a small south american island country(pick one).

Starting out at a dirt strip in a twin engine plane such as the Baron(not a new shiny one) or even a DC3, you are a grizzled bush pilot who has been dragged into a situation against his will, and is acting as a mercenary.



Stage one: to appear as one radar blip to radar of your country of entry you would have to close range formation fly behind another plane who is allowed to be there (all the while maintaining radio contact with the other pilot who is a local sympathizer). This is a scene from the 2005 Miami Vice which featured this exact thing.



Stage two: in the enemy airspace you have to remain within certain flight conditions i.e. very low to the water and slow, while battling wind and weather. Here you would have to drop something (like flour bombs but not called flour bombs) to some boats in the water (like relief supplies or something).



Stage 3 short landing on a dirt strip to pick up a defector, low light conditions i.e. dawn, maybe follow a river visually to find it, no VASI lights , bumpy landing like African Airstrip Adventures



Stage 4, turn around fly back out behind the other aircraft who is going to rendezvous with you follow him out of airspace land back at your home strip.

I have not played the missions in FSX so I don't know if this has all be done before, but this seems fun to me.