

OPERATION HORMUZ

MISSION 02 PHANTOM VANGARD

BRIEFING MATERIAL (CLASSIFIED)



TASK ID: AR-024279

USS CVN-71

VFA-97 WARHAWKS

2011.06.22



SITUATION UPDATE

As dawn broke on the first day of the air strike, the sun's golden rays painted the sky over the turbulent waters of the Hormuz Strait. The U.S. Navy Fifth Fleet, operating on the east side, executed a meticulously planned operation that sent shockwaves through the Iranian military apparatus. The thunderous roar of fighter jets echoed as the fleet successfully obliterated the Bandar-e-Jask air base and decimated military aircraft in shelters. Precision strikes also dismantled Iran's silkworm anti-ship missile launchers deployed nearby. Simultaneously, on the opposite flank, the USAF Middle East Command orchestrated a symphony of destruction. Their anti-radar attacks unfolded over Siri island and Abumusa Island, where Iran had deployed advanced air defense system. The sprawling theater of war was not limited to the destruction of physical assets. Above the azure expanse of the Gulf of Oman, the airspace turned into a deadly ballet of metal birds. U.S. fighter pilots engaged in intense dogfights, striving for air superiority. The scoreboard tilted in our favor as several Iranian Mig-29s and Mig-23s plummeted into the depths below. However, the Iranian Air Force adapted, a newfound caution and strategy permeated their aerial maneuvers. Empowered by a robust air defense system, they attempted to lure our allied air combat units deeper into their territory. The skies became a deadly chessboard, with each side vying for tactical advantage. The majority of surface-to-air missile (SAM) sites within Iranian borders remained active, constraining the battlefield to the southern coast of Hormozgan Province. It was here that the pulse of the conflict beat strongest, with the continuous hum of jet engines and the sharp crackle of radio transmissions filling the air. Recognizing the need to further tip the scales, the U.S. military planned additional Suppression of Enemy Air Defenses (SEAD) flights. VFA-97 Hawks, embraced the challenge by preparing two flights, each comprising four F/A-18C Hornets armed with air-to-surface missiles, assigned the critical task of dismantling Iran's air defense near Seerik. The mission was not just a tactical necessity; it was a strategic gambit to carve out more tactical space over the narrow Hormuz Strait. The pilots, clad in their distinctive flight suits adorned with the emblem of the Hawks, climbed into their cockpits with determination etched on their faces. The metallic beasts on the carrier deck catapulted into the sky, leaving trails of white vapor in their wake. As they soared towards their designated target, the pilots communicated in terse, focused exchanges, knowing that success hinged on their ability to navigate through the deadly dance of war. In the following days, the world would watch with bated breath as the outcome of this high-stakes chess match unfolded. The U.S. military, guided by intelligence and precision, faced a resilient Iranian force determined to protect its sovereignty. The stage was set for a protracted and intricate battle, where every move carried consequences that rippled across the geopolitical landscape.



MISSION BRIEFING

Hawk 1-1 is the Air Mission Commander (AMC), whilst Hawk 1-2 is the Deputy AMC. Hawk 1 and Hawk 2 need to collaborate to destroy two major SAM threats in the target area, Hawk 1 is designated to suppress the enemy radars; whilst Hawk 2 is designated to take out the launchers, command vehicles and radars with precision strikes. All aircrafts will start cold on deck, comms check will be performed in about 1 minute after right engine started, keep PRI COMM at Green 1 and switch AUX COMM to Yellow 1. During the cold start, remember to set up appropriate chaff/flare programs for your ALE-47 for this mission. A/A Bullseye point is at WP3 (ROCK), Bingo fuel is 4,500 lbs, double check datalink and verify all package members are in your network, this SEAD mission requires deliberate cooperation between team 1 and team 2. Also remember to input PP coordinates into your JSOW for Hawk 1, the coordinates of the targets can be found in this briefing pack. After being cleared by the taxi director, proceed to your assigned catapults.

Classic Case I departure, after 7 miles, switch to WP1 (RV) where we shall regroup at 25,000 feet MSL with 250 IAS rendezvous speed. When both flights are ready for push, switch PRI COMM to STRIKE, and Hawk 1-1 will give push order for WP2 (DRY) and lead the package to gradually climb to 30,000 feet MSL and increase to 0.75 Mach for cruise speed. The mission route is designed to avoid approaching our target area from the south side of Gulf of Oman, where fighter sweep missions are being carried out by both sides. Instead, we will be using our allied air defense system in the northeastern region of U.A.E and Oman as a coverage, to ingress safely to Jebel al Harim Mountain area, the northern tip of the Arabian peninsula stretching into the strait. The Jebel al Harim Mountain is set up as our WP3 (ROCK) and it is our base station for this SEAD mission, which is about 65nm southwest across the strait from our target area, Seerik. At WP2 (DRY), we will report feet dry, then turn to WP3 (ROCK) and check in with STRIKE. During this leg, we will also do our Fence-in checks and proceed to our base station. Keep in mind that multiple Iranian SAM sites are still active around Bandar Abbas City, so don't get too deep in the north, keep south of Larak Island.

Our basic tactic is simple, send out multiple ADM-141 decoy glider simultaneously to overwhelm the S-300 searching radars, the "Big Bird" and the "Clam Shell", or at least keep them busy and active. At WP3 (ROCK), we will initiate anti-radar attack, Hawk 2 to run in first to deploy decoys, members need to be separated from each other, we will do a 20-degree separation. Climb for altitude and full afterburner to 35,000 feet, then 50 nm from the target at WP4 (TGT), codename Megaera, release the ADM-141 decoys, we will decide the quantity and round based on situation at our base station.

PART A. MISSION BRIEFING

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Hawk 1 will orbit at base station and wait for the right time to run in to fire AGM-88 missiles at the target, we will decide quantity and round once we arrived at base station. Double check the HARM Code before launching. Once the major threats, the "Big Bird" and the "Clam Shell", are eliminated, Hawk 1 will select JSOW, and run in to attack the S-300 missile launcher groups and other supporting groups, whilst Hawk 2 need to run in together with Hawk 1 and use their AGM-88 missiles to cover Hawk 1, just in case the enemy SAM tricks us by turning off their radar and then turning back on. Our primary objective is to destroy the key elements of the SA-10 Site, the commanding vehicle, radars, generators and missile launchers; our secondary objective is to destroy the remaining supporting groups, the short-range air defense group with Tor and AAA, and the trucks and loaders, their position can be found in this briefing pack, and the satellite image was taken 1 hours ago.

Once we finished our attack, we will report back to STRIKE and request BDA. We could also abort this mission if we are out of weapons or if we think necessary. Then we would regroup at WP5 (EGR) at 30,000 feet and egress towards WP6 (OUT), we will fence out during the egress leg. The USAF KC-135 (Callsign Texaco) and KC-130 (Callsign Arco) will be operating to the west of our base station, we can go and get refueled if needed. After passing WP6 (OUT), we will turn to WP7 (REC) for our recovery, Shell 1 and Shell 2 will be ready on deck if we request recovery tankers. Fujairah Airport is our emergency airfield. Last but not least, we don't want to take too long for this mission, as our CVN-71 Strike Group is scheduled to turn heading eastward around 1200LT for some routine maintenance in this afternoon, whilst CVN-73 Strike Group will be sailing west with a full schedule of sorites. Now let's get up to the deck and get our jets rolling. Good luck.

[Designer's Note]

1. Hawk 1-1 (Tail#211) is Mission Commander and must be seated by a Player.
2. A backup of Hawk Flight with 4*F/A-18C (Hawk 3) is hot on ramp in case needed.
3. Recovery tankers are ready on deck at recovery, they will be launched upon request via F10 Radio Menu.
4. AI Hawk 2 will be activated if no Players sit into Hawk 2 Flight (after all Hawk 1 members outside DME-10), Players can use F10 Radio Menu to order AI Hawk 2 or deactivate AI Hawk 2.
5. Remember to consider wind direction if you release JSOW in TOO mode.

PART B. TACTICAL INFORMATION

TASK ID: AR-024279

**BASIC INFORMATION**

START TIME 22-JUN-2011 1000LT (0600UTC)

SCHED LAU TIME 1010LT CASE I DEP LOC N2426E5743

EXP REC TIME 1145LT CASE I REC LOC N2442E5722

HOME FREQ 305AM TCN 71X ILS 11 LINK4 336

WX CLR SR 0526LT SS 1912LT TEMP 28 C CLD 18K WIND 121 5KTS SEA 1 GOOD VSBY

MISSION OBJECTIVES

Primary Destroy major elements of Megaera SA-10 Site
 Secondary Destroy supporting groups of Megaera SA-10 Site
 Tertiary N/A

THREAT ANALYSIS

Air to air Mig-29, F-14 operating along Iran's coastal area
 Surface to air SA-10 at Megaera, SA-6 at Larak Island, SA-11 and SA-10 at Qeshm Island

FLIGHT ROSTER

FLIGHT	CALLSIGN	TAIL#	ROLE	A/A TCN	DATALINK	LSR CODE
Hawk 1	Hawk 1-1	211	Lead	11X	HK11	N/A
	Hawk 1-2	212	Wing	12X	HK12	N/A
	Hawk 1-3	213	Lead	13X	HK13	N/A
	Hawk 1-4	214	Wing	14X	HK14	N/A
Hawk 2	Hawk 2-1	215	Lead	21X	HK21	N/A
	Hawk 2-2	216	Wing	22X	HK22	N/A
	Hawk 2-3	217	Lead	23X	HK23	N/A
	Hawk 2-4	218	Wing	24X	HK24	N/A

PACKAGE ELEMENTS

FLIGHT	AIRCRAFT	NO.	TASK	TARGET
Hawk 1	F/A-18C	4	DEAD	SA-10 at Megaera
Hawk 2	F/A-18C	4	DEAD	SA-10 at Megaera

SUPPORT FLIGHT

FLIGHT	AIRCRAFT	NO.	TASK	A/A TCN	REMARKS
Magic 1	E-2D	1	AWACS		Callsign STRIKE
Devil 1	F/A-18C	2	CAP		Vul 120 min
Devil 2	F/A-18C	2	CAP		Vul 120 min
Texaco	KC-135M	1	Refuel	53X	CH10 FL250
Arco	KC-130	1	Refuel	54X	CH11 FL210
Shell 1	S-3B	1	Refuel	51X	CH8
Shell 2	S-3B	1	Refuel	52X	CH9

ALTERNATE AIRFIELD

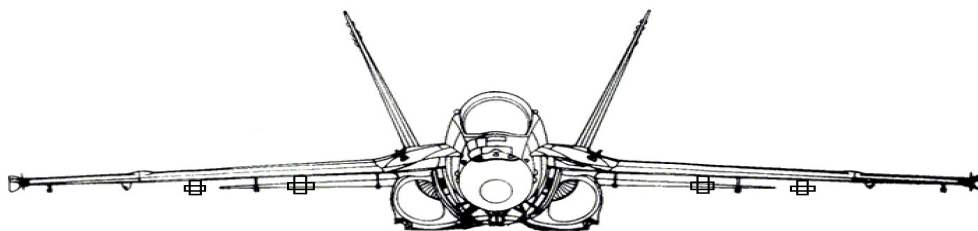
AIRFIELD	FREQUENCY	COORDINATE	REMARKS
Fujairah	124.600 AM	N25°06'21" E56°20'25"	

PART B. TACTICAL INFORMATION

TASK ID: AR-024279



LOADOUT



STATION	9	8	7	6	5	4	3	2	1
Hawk 1-1	9X	88	2*154A	120C	CT	AFLIR	2*154A	88	9X
Hawk 1-2	9X	88	2*154A	120C	CT	AFLIR	2*154A	88	9X
Hawk 1-3	9X	88	2*154A	120C	CT	AFLIR	2*154A	88	9X
Hawk 1-4	9X	88	2*154A	120C	CT	AFLIR	2*154A	88	9X
Hawk 2-1	9X	88	3*TALD	120C	CT	AFLIR	3*TALD	88	9X
Hawk 2-2	9X	88	3*TALD	120C	CT	AFLIR	3*TALD	88	9X
Hawk 2-3	9X	88	3*TALD	120C	CT	AFLIR	3*TALD	88	9X
Hawk 2-4	9X	88	3*TALD	120C	CT	AFLIR	3*TALD	88	9X

INTERNAL	GUNS	FLARE	CHAFF	TOTAL FUEL	TOTAL WEIGHT	ADV TRIM
Hawk 1-1	578	60	60	13047 lbs	47818 lbs	17
Hawk 1-2	578	60	60	13047 lbs	47818 lbs	17
Hawk 1-3	578	60	60	13047 lbs	47818 lbs	17
Hawk 1-4	578	60	60	13047 lbs	47818 lbs	17
Hawk 2-1	578	60	60	13047 lbs	45761 lbs	17
Hawk 2-2	578	60	60	13047 lbs	45761 lbs	17
Hawk 2-3	578	60	60	13047 lbs	45761 lbs	17
Hawk 2-4	578	60	60	13047 lbs	45761 lbs	17

RADIO COMMS

L	CODE	AGCY	FREQ	R	CODE	AGCY	FREQ
1	Green 1	Marshal	305.00	1	Green 1	Marshal	305.00
2	Red 1	Strike	264.00	2	Red 1	Strike	264.00
3	Red 2	Guardian	265.00	3	Red 2	Guardian	265.00
4	Red 3	Darkstar	256.00	4	Red 3	Darkstar	256.00
5	Yellow 1	Hawk 1	254.00	5	Yellow 1	Hawk 1	254.00
6	Yellow 2	Hawk 2	250.00	6	Yellow 2	Hawk 2	250.00
7	Yellow 3	Hornet	270.00	7	Yellow 3	Hornet	270.00
8	Violet 1	Shell 1	257.00	8	Violet 1	Shell 1	257.00
9	Violet 2	Shell 2	255.00	9	Violet 2	Shell 2	255.00
10	Violet 3	Texaco	262.00	10	Violet 3	Texaco	262.00
11	Violet 4	Arco	259.00	11	Violet 4	Arco	259.00
12	Orange 1	Devil	268.00	12	Orange 1	Devil	268.00
13	Orange 2	Chevy	269.00	13	Orange 2	Chevy	269.00
14	Orange 3	Check	260.00	14	Orange 3	Check	260.00
15	Blue 1	Raven	263.00	15	Blue 1	Raven	263.00
16	Blue 2	Colt	261.00	16	Blue 2	Colt	261.00
17	Blue 3	Ford	267.00	17	Blue 3	Ford	267.00
18	Indigo 1	Spartan	251.00	18	Indigo 1	Spartan	251.00
19	Indigo 2	Viper	253.00	19	Indigo 2	Viper	253.00
20	Indigo 3	Tiger	266.00	20	Indigo 3	Tiger	266.00

PART B. TACTICAL INFORMATION

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**FLIGHT PLAN (HAWK 1)**

WP	NAME	TIME	SPEED	ALTITUDE	ACTION	REMARKS
0	LAU	1010L			Launch	Bingo 4500 lbs
1	RV	1020L	0.60M	MSL 25K	Regroup	Switch to STRIKE
2	DRY	1028L	0.75M	MSL 30K	Fence In	Fujairah
3	ROCK	1035L	0.75M	MSL 30K	Armstrong	A/A Bullseye
4	TGT				Attack	Codename Megaera
5	EGR	1125L	0.75M	MSL 30K	Egress	Egress Point
6	OUT	1130L	0.75M	MSL 30K	Fence Out	Check fuel
7	REC	1140L			Landing	Recovery tanker ready

FLIGHT PLAN (HAWK 2)

WP	NAME	TIME	SPEED	ALTITUDE	ACTION	REMARKS
0	LAU	1010L			Launch	Bingo 4500 lbs
1	RV	1020L	0.60M	MSL 25K	Regroup	Switch to STRIKE
2	DRY	1028L	0.75M	MSL 30K	Fence In	Fujairah
3	ROCK	1035L	0.75M	MSL 30K	Armstrong	A/A Bullseye
4	TGT				Attack	Codename Megaera
5	EGR	1125L	0.75M	MSL 30K	Egress	Egress Point
6	OUT	1130L	0.75M	MSL 30K	Fence Out	Check fuel
7	REC	1140L			Landing	Recovery tanker ready

TARGET COORDINATE

NO.	TYPE	COORDINATES (PRECISE)	ELEVATION	REMARKS
1	PRI	N 26°27'49.60", E 57°09'12.20"	MSL 43ft	SA-10 Radars
2	PRI	N 26°27'43.10", E 57°09'13.25"	MSL 43ft	SA-10 Launchers
3	SEC	N 26°27'52.44", E 57°09'23.18"	MSL 46ft	Short-range SAMs
4	SEC	N 26°27'44.10", E 57°09'23.78"	MSL 46ft	Support Vehicles



FLIGHT PLAN



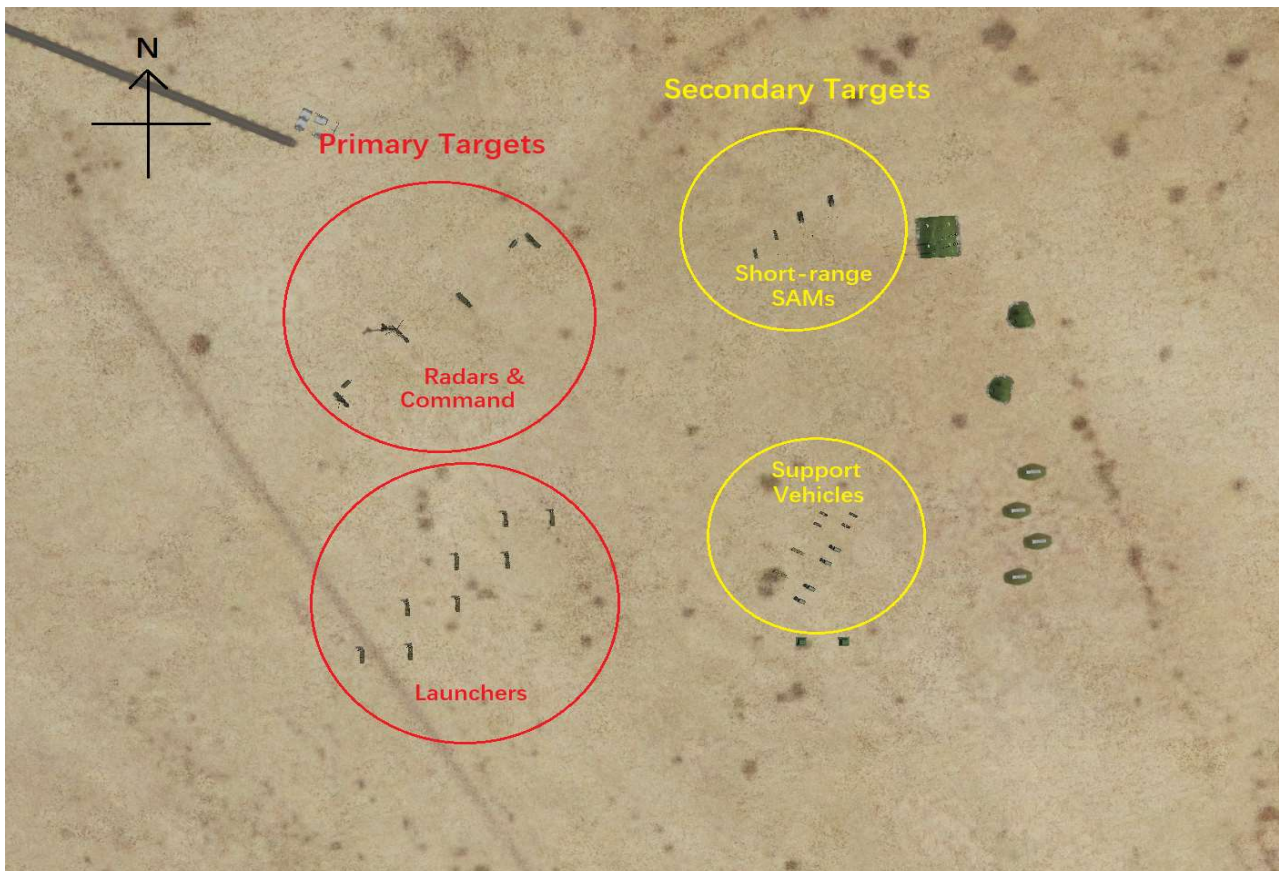
NOTES

Target at WP4, Codename: Megaera

HARM Code: Big Bird [104], Clam Shell [103], Flap Lid [110]



TARGET SATELLITE IMAGE (2011.06.22 0500UTC)



TARGET IMAGE (FROM SURVEILLANCE DRONE)





SAM THREAT DATABASE

SA-2



P-19 Flat Face SR
Radar Range: 85.0nm
RWR ID: S/FF
HARM Code: 122



S-75 Fan Song TR
Radar Range: 28.0nm
RWR ID: 2
HARM Code: 126



S-75 Amazonka RF



S-75 Guideline LN
Max Rg: 18.0nm
Max Alt: 80,000ft

SA-3



P-19 Flat Face SR
Radar Range: 85.0nm
RWR ID: S/FF
HARM Code: 122



S-125 Low Blow TR
Radar Range: 15.0nm
RWR ID: 3
HARM Code: 123



S-125 Goa LN
Max Rg: 15.0nm
Max Alt: 65,000ft

SA-5



S-200 Tin Shield SR
Radar Range: 82.5nm
RWR ID: 5
HARM Code: 130



S-200 Square Pair TR
Radar Range: 210.0nm
RWR ID: 5
HARM Code: 129



S-200 Gammon LN
Max Rg: 120.0nm
Max Alt: 45,000ft

SA-6



SA-6 Straight Flush STR
Radar Range: 40.0nm
RWR ID: 6
HARM Code: 108



SA-6 Gainful LN
Max Rg: 15.0nm
Max Alt: 33,000ft

SA-8



SA-8 Gecko TEL
Radar Range: 16nm
RWR ID: 8
HARM Code: 117
Max Rg: 8.0nm
Max Alt: 21,000 ft



SAM THREAT DATABASE

SA-10



S-300 Big Bird SR
Radar Range: 85.0nm
RWR ID: BB
HARM Code: 104



S-300 Clam Shell SR
Radar Range: 32.0nm
RWR ID: CS
HARM Code: 103



S-300 Flap Lid A TR
Radar Range: 85.0nm
RWR ID: 10
HARM Code: 110



S-300 Flap Lid B TR
Radar Range: 65.0nm
RWR ID: 10
HARM Code: 110



S-300 Command



Generator



S-300 Grumble TEL C
Max Rg: 60.0nm
Max Alt: 150,000ft
Max Spd: 3 Mach



S-300 Grumble TEL D
Max Rg: 60.0nm
Max Alt: 150,000ft
Max Spd: 3 Mach

SA-11



SA-11 Command



SA-11 Snow Drift SR
Radar Range: 55.0nm
RWR ID: SD
HARM Code: 107



SA-11 Fire Dome TEL
Radar Range: 26.0nm
RWR ID: 11
HARM Code: 115
Max Rg: 19.0nm
Max Alt: 45,000ft

SA-13



SA-13 Gopher
Radar Range: 4.0nm
RWR ID: 13
HARM Code: 118
Max Rg: 2.5nm
Max Alt:

SA-15



SA-15 Gauntlet
Radar Range: 13.0nm
RWR ID: 15
HARM Code: 119
Max Rg: 6.5nm
Max Alt: 26,000ft

SA-19



SA-19 Grison
Radar Range: 25.0nm
RWR ID: S6
HARM Code: 120
Max Rg: 4.0nm
Max Alt: 16,000ft

Shilka



Shilka Gun Dish
Radar Range: 2.5nm
RWR ID: A
HARM Code: 121
Max Rg: 1.4nm
Max Alt: 6,500ft