

Pirate Voyage – Mission 2: Tortuga

Short briefing:

Take off, fly toward WP1, destroy air defences, listen out for radio messages.

Full briefing:

Situation:

A major earthquake has hit Qeshm island. The Iranian government has been very slow to respond with aid, and the resulting frustration has led to an unexpected development. The regional government of Qeshm Island has declared independence from the Iranian mainland and requested aid from the UN as a sovereign nation.

Unsurprisingly, the Iranian government aren't best pleased and have denounced their declaration, instructing the local garrison to impose martial law and execute the governor and his co-conspirators. Unfortunately for the Iranian government, some of the local military have sided with the governor and requested help from the UN to hold off the Iranian government mainland forces.

The UN have granted limited assistance – which is where you come in. They've granted permission for relief supplies to be flown into Qeshm airport.

A flight of Chinooks are flying in troops and disaster relief, due to land at Qeshm Airport ASAP.

However, a force of Iranians loyal to the mainland government are holding the airport and are denying the Chinooks permission to land. We need you to help persuade them to desist.

Objectives:

Their defences comprise an old Rapier battery and a couple of ZSU23 anti-aircraft guns around the perimeter of the airfield – these are your main objectives. They also have a handful of armour that they're using to hold off local rebel forces.

Tarawa - callsign Black Pearl – will co-ordinate air ops, while a Marine Force Recon team - callsign Barbossa - are overlooking the airport and in contact with local rebel friendlies who're planning to attack the forces guarding the airport this morning. They'll co-ordinate ground ops and alert you to any defences they'd like your help with.

Once the main airport defences are destroyed, Barbossa will confirm with the codeword "Tortuga" to avoid alerting the Iranians on the mainland, and the Chinooks will land and drop off their load. They will abort if they meet significant resistance, so clear out as many defending forces as possible to allow them a safe landing zone by the airport buildings.

The mission will be considered accomplished once the Chinooks are safely on the ground at Qeshm airport.

The area is dangerously close to the Iranian airbases at Bandar Lengeh and Havadarya, so the UAE will provide CAP for the mission in case any flights are launched to intercept the transports.

We still don't have AWACs available in the area, so communication between flights is the only way you'll know what bandits are in the air.

Good luck and good hunting!



Flights:

Dodge Flight (will be replaced by an AI flight if you choose the CAP mission)

Type: 2x Harriers

Freq: 243MHz

Task: SEAD and CAS

Ordnance: 1x AGM122, 2x AGM65F, 6x MK82LD, 1x AIM9M, ECM pod

Objectives: Rapier battery, AAA emplacements, CAS as requested

Waypoints:

WP1: Qeshm airport – Rapier battery and AAA emplacements are nearby

WP2: Vicinity of the Tarawa for landing

WP3: Divert field – Khasab airport

Or

Type 2x Su25T

Freq: 124MHz

Task: SEAD and CAS as above

WP1: Qeshm airport – Rapier battery and AAA emplacements are nearby

WP2: Khasab airport

Take off / Land Khasab

Pontiac Flight (will be replaced by an AI flight if you choose the SEAD mission)

Type: 2x F15C (Freq: 124MHz), or 2x F/A18C (Freq: 305MHz)

Take off from Al Minhad airbase, task: CAP

Waypoints:

WP1: Vicinity of Qeshm airport – be aware of air defences

WP2: Al Minhad airbase - Landing

OR

AI CAP flight: 2x UAE Mirage 2000 (Freq: 251MHz)

Other flights:

Uzi flight: 2x Cobras, take off from: Tarawa

Task: CAS

Ford flight: 4x Chinooks, take off from: Al Minhad airbase.

Task: Deliver Military and Humanitarian aid supplies to Qeshm Airport.

Other notes:

Weather: 26C cloudy, Wind 10kts, 240

Bullseye: Al Minhad Airport

[illegible]