

MISSION 1.1.z

SITUATION

The situation in northern Georgia, South Ossetia and Abkhazia is deteriorating by the hour. Insurgent attacks against Georgian military, police and political targets have increased dramatically in the last 48 hours, even as NATO air and ground forces are deploying to the theatre.

Last night, a Georgian weapons depot was attacked by Russian back South Ossetia separatist forces, and a number of weapons systems were stolen, including APCs, radar guided AA vehicles and munitions. Intelligence suggests these purloined assets will be moved East back into South Ossetia.

Bader 1, a joint Canadian/Georgian ground force has been tasked in locating this stolen armour, and is hot on the track of them East of Camp Cougar.

MISSION

This afternoon's flight will be a Combat Air Patrol focusing on maintaining Georgian sovereignty. For the first time, the Canadian Hornets will be working with a US Marine Corps KC-130. This American squadron has not yet worked with Canadian fighters, so we will be tanking with them shortly after launch, in order to learn how to work better together.

ASSIGNMENTS

| CALLSIGN | TYPE | ROLE | FREQ | TAC FREQ | START | TAXI | T/O |
|----------|-------|--------------------|---------|----------|----------|------|-----|
| COLT 51 | CF-18 | ALERT RESPONSE CAS | 287.5 | 374.25 | | | |
| COLT 9 | CF-18 | ALERT 15 CAS | 272.1 | 139.05 | | | |
| MAGIC | E-3 | NATO AWACS | 369.125 | 129.05 | AIRBORNE | | |

COMMUNICATIONS

Check in with MAGIC after departure and follow all instructions. (this is a trigger based mission, so it's important that you do what you've been instructed to do until you are instructed to do something else)

Some aircraft in this strike package are not capable of HAVE QUICK, so all comms will be in the clear. Use code words / brevity when and where appropriate.

UHF/VHF

| COM.1 | | | COM.2 | | |
|---------|-----------|-------------|---------|-----------|---------------|
| CHANNEL | FREQUENCY | NOTES | CHANNEL | FREQUENCY | NOTES |
| 1 | 118.8 | ATIS | 1 | 319.2 | FLIGHT TAC |
| 2 | 121.9 | GROUND | 2 | 264.5 | COUGAR OPS |
| 3 | 119.7 | TOWER | 3 | 265.4 | MOJO OPS |
| 4 | 119.1 | OUTTER TWR | 4 | 48.5 | ALT TWR OUT |
| 5 | 133.85 | DEPARTURE | 5 | 133.1 | KUTAI SI COC |
| 6 | 268.8 | SOF | 6 | 250.525 | GATEKEEPER |
| 7 | 228.05 | GCI 1 | 7 | 280.7 | TIBLISI CTR W |
| 8 | 300.125 | GCI 2 | 8 | 284.5 | TIBLISI CTR E |
| 9 | 364.2 | AICC | 9 | 347.85 | DROOL TAC |
| 10 | 272.1 | PRIME/MGC | 10 | 272.1 | PRIME MAGIC |
| 11 | 264.8 | TEXACO 11 | 11 | 259.3 | WALKER OPS |
| 12 | 135.525 | TAC 1 | 12 | 282.8 | CSAR UHF |
| 13 | 287.5 | TAC 2 | 13 | 37.5 | BADGER 1 |
| 14 | 274.4 | TAC 3 | 14 | 143.85 | TECHIE 1 |
| 15 | 228.9 | BOOM CMN | 15 | 139.9 | BOOM VHF |
| 16 | 234.4 | SIDECAR | 16 | 137.55 | VHF OPS 1 |
| 17 | 288.85 | REGGAE | 17 | 267.3 | 409 OPS 1 |
| 18 | 321.2 | ROCKY POINT | 19 | 251.4 | 425 OPS 1 |
| 19 | 127.8 | TERMINAL | 19 | 253.9 | 401 OPS 1 |
| 20 | 133.4 | HQ TOD | 20 | 266.9 | 433 OPS 2 |

TACAN

| CHANNEL | MODE | USE |
|---------|------|----------|
| 44 | X | KUTAI SI |

FLIGHT PLANNING

Colt 51 will stand 5 minute alert at Kutaisi. If scrambled, depart runway 26 and expect to be cleared to WP.2 and to contact MAGIC. Follow instructions given by MAGIC. (It's important to navigate towards the waypoints you've been cleared to, until directed to do otherwise by ATC or MAGIC).

Ensure that ECM/Chaff/Flares are set, make sure the bombs are set up correctly. AAA/MANPAD threats can be anticipated anywhere in the theatre of operations.

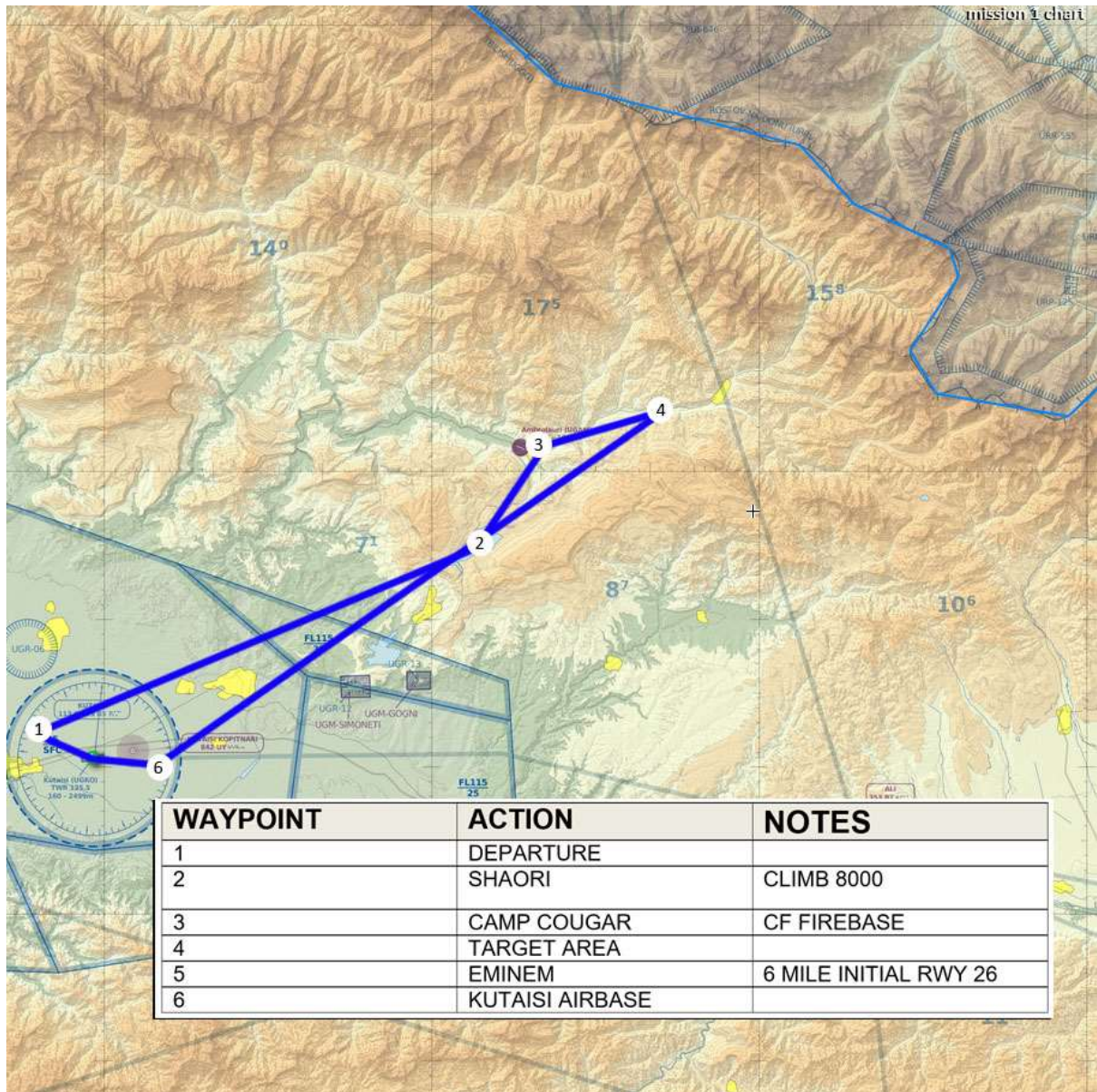
BULLSEYE IS WAPOINT 7

BINGO FUEL 4000LBS!

| | | |
|----------------|----------------|------------------|
| TAKE OFF | V1/VR 170 KIAS | T/O DIST 5100 FT |
| CLIMB OUT | 350 KIAS | MAINTAIN 8000 |
| INITIAL CRUISE | 420 KIAS | |
| EGRESS | 450 KIAS | |

| WAYPOINT | ACTION | NOTES |
|----------|------------------|-----------------------|
| 1 | DEPARTURE | |
| 2 | SHAORI | CLIMB 8000 |
| 3 | CAMP COUGAR | CF FIREBASE |
| 4 | TARGET AREA | |
| 5 | EMINEM | 6 MILE INITIAL RWY 26 |
| 6 | KUTAI SI AIRBASE | |
| 7 | BULLSEYE | |

MISSION 1 BRIEFING - TOP SECRET



THREATS

AAA/SAM

The Russians have clandestinely re-enforced rebel ground forces in and around Abkhazia, South Ossetia. Air Defences include ZSU-23 emplacements throughout Northern Georgia, as well as mobile ZSU-23 Shilkas and SA-8 Gecko IR mobile SAMs. These may in fact be manned by active duty Russian Armed Forces and/or GRU/FSB personnel, along with special Russian “volunteers”.

There is now an active SA-6 site operating at Gudauta airfield, built by the Russians and manned by Russian “volunteers”, mostly either ex-military or rich playboy types who are looking for adventure.

MANPADs are expected anywhere in the AO, including on the Georgian side of the border.

AIRBORNE THREATS

The Russian Air Force has currently been operating an almost 24 hour a day CAP just north of the border. Do not cross the Georgian/Russian border at any time!

NATO fighters are cleared to fire on any hostile aircraft **within** Georgian airspace that is either,

- Declared hostile by MAGIC
- Has fired on NATO aircraft or Ground Forces

WEATHER

METAR UGKO 010800z 26005KT 5SM -BR OVC080 -4/-08 29.92 NOSIG

TAF UGKO 010800z 0105/0205 24005KT P5SM -RA OVC080 TEMPO 0210/0220 3SM BR -SN

UGSB METAR UGSB 010800z 27005KT 5SM -BR OVC080 -04/-09 29.92 NOSIG

TAF UGSB 010305Z 0105/0105 26005KT P5SM -RA OVC080 TEMPO 0210/0220 3SM BR -SN

Weather in the target area is forecast to be generally VFR, clear skies but visibility dropping down to 4-6 miles in light mist or fog. Winds are going to be light out of the west.

The Jetstream is far north and will not be a factor. Contrail altitude is forecast to be at 17,000msl.

NOTES ABOUT COMMS

Easy comms are disabled! Make sure you are on the correct frequency. Do not use the default ATC comm menus in the game.

There are a few instances in the mission where you will need to use the Radio Menu / F10 other menu to make a choice.

You **CAN** use the standard radio menu items to:

- Contact Magic (AWACS) 278.5
- Command your Wingman 278.5

Besides the examples above, you will not need to use the radio menu to contact ATC or other mission elements. These will happen at certain times or when you pass certain waypoints. Make sure you have the correct frequencies active in your radios, and you use the correct radio transmit button!