

WELCOME TO RED FLAG

Welcome to Red Flag Mission 1. My goal in creating this mission is to simulate a realistic air to ground Red Flag mission for the new DCS F-15E Strike Eagle. In order to fly this mission successfully, you'll need to execute critical tasks, from hitting your timing points to low level flying to possible air to air combat.

Make sure to read and familiarize yourself with the mission briefing and what's expected of you before you enter the mission. Things can happen fast in the air, so better to prepare on the ground!

Good Luck!

SITUATION

Last week, Red Army forces began to move combat units close to the Blue border, in clear violation of the UN Security Council resolution 354. This, along with frequent Red Air Force violations into the DMZ area, have led Blue leadership to realize that a Red attack is imminent.

Today, Blue forces will pre-emptively strike the Red Forces staging near the DMZ. The attack will consist of several F-15E strikes upon Red Command and Control facilities adjacent to the border, plus SEAD strikes against SAM, AAA and EWR sites. Aiding this effort will be several flight of F-15 and F/A-18 fighters to take care of any hostile airborne responses.

Blue forces will have AWACS, tanker and jamming support on this mission, which will be orbiting to the East.

THREATS

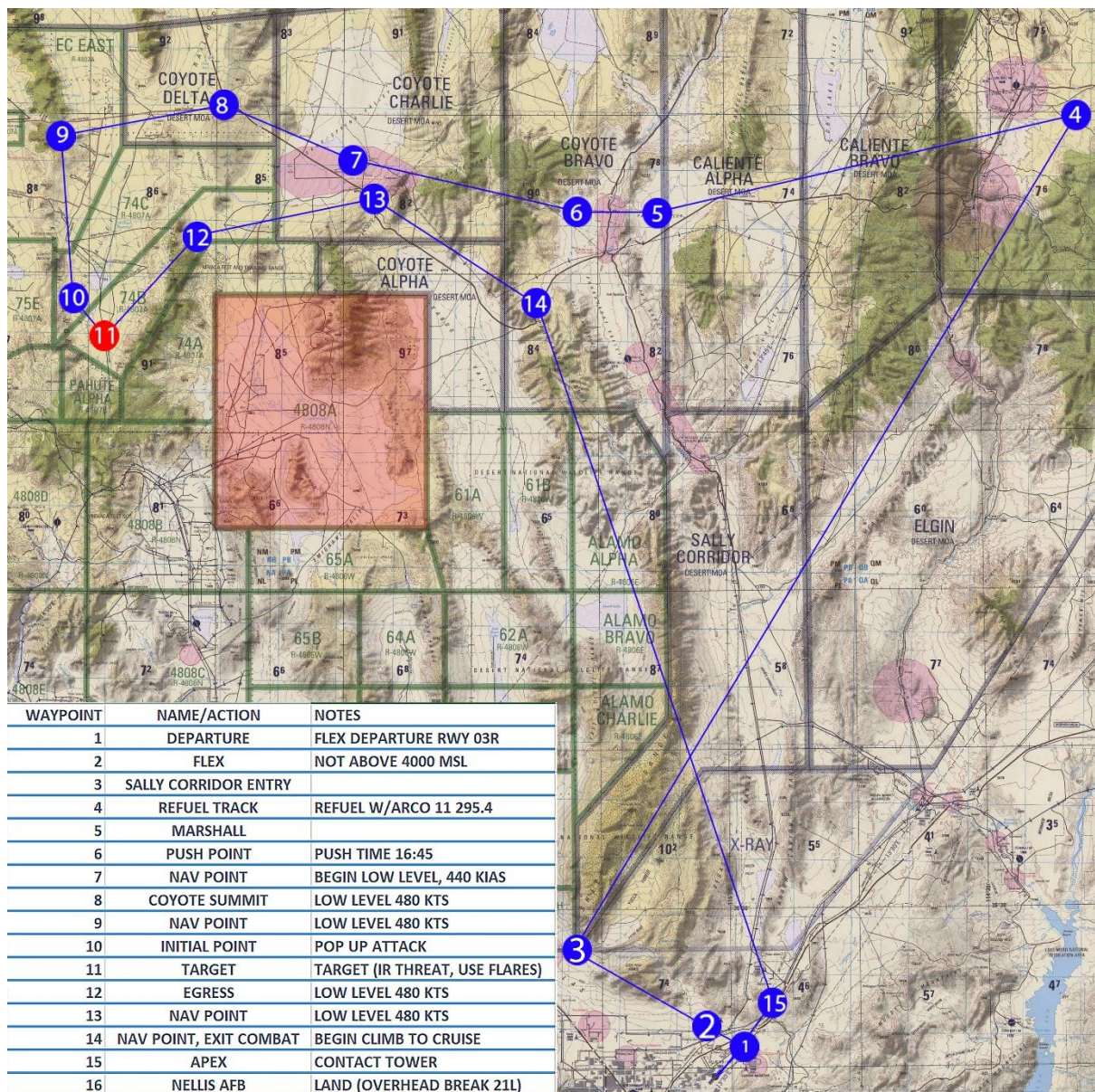
Red Army and Air forces are on a high state of alert.

- SA-10, SA-8, SA-3 AND SA-6 radar guided SAMs are all located adjacent to the DMZ.
- MANPADS and AAA threats exist throughout the AO.
- Hostile MiG activity has been heavy consisting of MiG-29, SU-27s (simulated by F-15 and F-16s of the 65th Aggressors and the 6513th TEF)

YOUR MISSION

Dodge 1 Flight will be targeting a Red Command and Control Bunker located at NB 67587 40715 in Range 74B, utilizing a low-level, high-speed run into a pop up, MK-84 bombing attack. You will only be making one pass, then egressing northeast at high speed and low altitude.

DODGE 1	F-15E	STRIKE SOUTH CCC
DODGE 2	F/A-18C	STRIKE NORTH CCC
FORD 1	F-15C	SOUTH FIGHTER SWEEP
FORD 2	F-15C	NORTH FIGHTER SWEEP
FORD 5	F-15C	EGRESS FIGHTER SWEEP
PONTIAC 1	F/A-18C	SOUTH SEAD
PONTIAC 2	F/A-18C	NORTH SEAD
ARCO 11	KC-130	MARINE/NAVY REFUEL
DARKSTAR	E-3C	AWACS
VACCUUM	EC-130	COMM/JAMM
SHOWTIME		RED FLAG AIRBOSS
ALLEYCAT		RED FLAG RANGE CONTROL



NAVIGATION LOG

WAYPOINT	NAME/ACTION	NOTES
1	DEPARTURE	FLEX DEPARTURE RWY 03R
2	FLEX	NOT ABOVE 4000 MSL
3	SALLY CORRIDOR ENTRY	
4	REFUEL TRACK	REFUEL W/ARCO 11 295.4
5	MARSHALL	
6	PUSH POINT	PUSH TIME 16:45
7	NAV POINT	BEGIN LOW LEVEL, 440 KIAS
8	TURN POINT	LOW LEVEL 480 KTS
9	NAV POINT	LOW LEVEL 480 KTS
10	INITIAL POINT	POP UP ATTACK
11	TARGET	TARGET (IR THREAT, USE FLARES)
12	EGRESS	LOW LEVEL 480 KTS
13	NAV POINT	LOW LEVEL 480 KTS
14	NAV POINT, EXIT COMBAT	BEGIN CLIMB TO CRUISE
15	APEX	CONTACT TOWER
16	NELLIS AFB	LAND (OVERHEAD BREAK 21L)

CODE WORDS

EXTRA BUTTER – SEAD PUSH TIME (16:43)

EXTRA LEGROOM – FIGHTER PUSH TIME (16:44)

EXTRA ADVENTURE – STRIKER PUSH TIME (16:45)

FIESTA COORS – MISSION COMPLETE RTB

NOTES ABOUT WAYPOINTS

- This mission is trigger based and these triggers rely on you overflying your waypoints to trigger the next event.
- YOU MUST TUNE THE APPROPRIATE FREQUENCY/CHANNEL IN THE RADIOS IN ORDER FOR THE MISSION TO PROGRESS!
- Waypoint 11 is your Target AND your BULLSEYE waypoint. You can designate this as your AIR to AIR BULLSEYE WP
- Fly runway heading until north of the Racetrack, not above 4000msl until waypoint 2.
- Upon reaching waypoint 3 you will be pushed to ALLEYCAT
- You must decide whether to aerial refuel prior to the push, or go without. This question will be asked of you by ALLEYCAT between waypoint 3 and 4. Answer via the Radio Menu F10 Other option. While you may not NEED to tank, it's good to practice AAR. That's what they do in the real Red Flag, give it a try!
- Be at the Push Point (Waypoint 6) on time (16:45) and start a descent to low level. Maintain at least 440 KIAS!
- Be at very low level by the time you reach Highway. From waypoint 7, ensure you are flying low and at least 480 KIAS.
- Waypoint 9 is where you will be turning south towards the target. Use the mountains to mask yourself from the Red Air Defenses.
- Approaching the target, Pontiac 1 flight is tasked with destroying the SA-8 adjacent to the bunker.
- Utilize a pop up attack to bomb the bunker. Ensure that you pull out of the resultant dive at least 1000agl. MANPADs are expected around the target, so liberal use of flares and evasive manoeuvres is recommended.
- Egress the target at high speed towards waypoint 12.
- Remember, it's important to overfly each and every one of your waypoints, unless directed to do something else. This mission is trigger based, and relies on you to navigate to these points to trigger the next event.
- **DO NOT CHANGE THE WEAPONS LOADOUT!** Mission functionality requires you to fly with what you're given.

COMM 1 FREQ LINEUP

CHANNEL	FREQ	USE
1	270.1	KLSV ATIS
2	289.4	KLSV CLND
3	275.8	KLSV GROUND
4	327	KLSV TOWER
5	385.4	KLSV DEPARTURE
6	273.5	KLSV ARRIVAL
7	317.55	SALLY CNTRL
8	254.4	LEE CNTRL
9	305.6	SOF
10	343.725	SFA
11	270.1	KLSV ATIS
12	360.625	KINS TOWER
13	234.325	COYOTE
14	289.3	CALIENTE
15	228	RANGE 74
16	363.9	RANGE 75
17	238.8	ALAMO
18	231.1	JUICE
19	261.1	DREAMLAND APPROACH
20	300.05	HAVE QUICK TOD

COMM 2 FREQ LINEUP

CHANNEL	FREQ	USE
1	246.5	SQN TAC
2	289.4	KLSV CLND
3	275.8	KLSV GROUND
4	327	KLSV TOWER
5	385.4	KLSV DEPARTURE
6	273.5	KLSV ARRIVAL
7	317.55	SALLY CNTRL
8	254.4	LEE CNTRL
9	305.6	SOF
10	343.725	SFA
11	270.1	KLSV ATIS
12	360.625	KINS TOWER
13	234.325	COYOTE
14	289.3	CALIENTE
15	228	RANGE 74
16	363.9	RANGE 75
17	238.8	ALAMO
18	231.1	JUICE
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NOTES ABOUT COMMS

Most communications with air traffic control and mission elements are scripted in the mission, and require you to tune the specific frequency or channel on the required radio. COMM1 is your left side radio, COMM2 is your right. If you are instructed to, "PUSH 3 LEFT", select channel 3 on the left side (COMM1) radio.

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

- The first will be somewhere between waypoint 3 and 4, when ALLEYCAT will inquire as to whether you would like to do aerial refuelling prior to the push time, or not.
- The second time will occur when/if you are complete with the air to air refuelling when you'll need to use the Radio Menu / F10 Other option to contact AWACS when you depart the tanker.

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

- Contact Darkstar (AWACS)
- Contact ARCO 11 (air refuelling tanker)
- Command your Wingman (who will be responding on your COMM2 (right side) radio on channel 1 (246.5 Mhz).

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 when tuned to the correct frequency.

TARGET PHOTOS

