

Operation Alexander



Operation Alexander is a dynamic multiplayer mission that scales with the number and type of participant client aircraft. For that reason it can also be played in single player. Both sides are flyable. Mission goal is the complete elimination of enemy armored vehicles.

Background

BLUEFOR have started an invasion of the Iranian region where recent missile launches into the Emirates are believed to originate from. Red forces are attempting to throw back the blue invasion forces. The primary locations of these attacks are near Qeshm Island, the "northern AO" and Bandar Lengeh. Both sides rely heavily both on helicopter forces and airpower. Blue has their Carrier Battle Group west of Dubai, and Red's carrier is east of Bandar e-Jask. All airfields within the theater of operation are active, and both sides will launch fighters and bombers from their airfields throughout the mission. All players should monitor airfields for enemy activity. Ground attack aircraft should closely coordinate with fighter protection. Helicopters are tasked with troop transport, sling-loading and CSAR.

Theater of operations

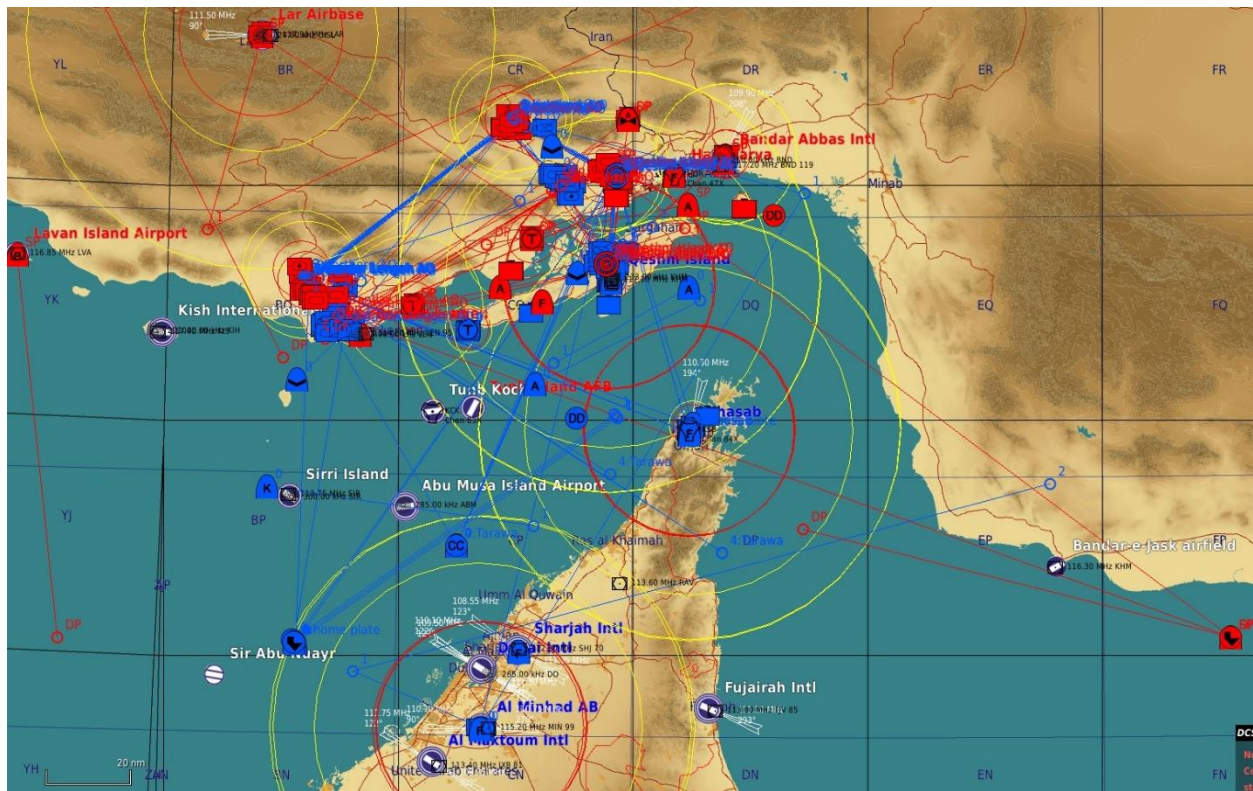


Fig. 1: Overview over theater of operation.

Ground operations:

The primary locations of the ground war are near Qeshm Island, the "northern AO" and Bandar Lengeh. You are to support friendly forces and attack enemy forces in these three AO's.

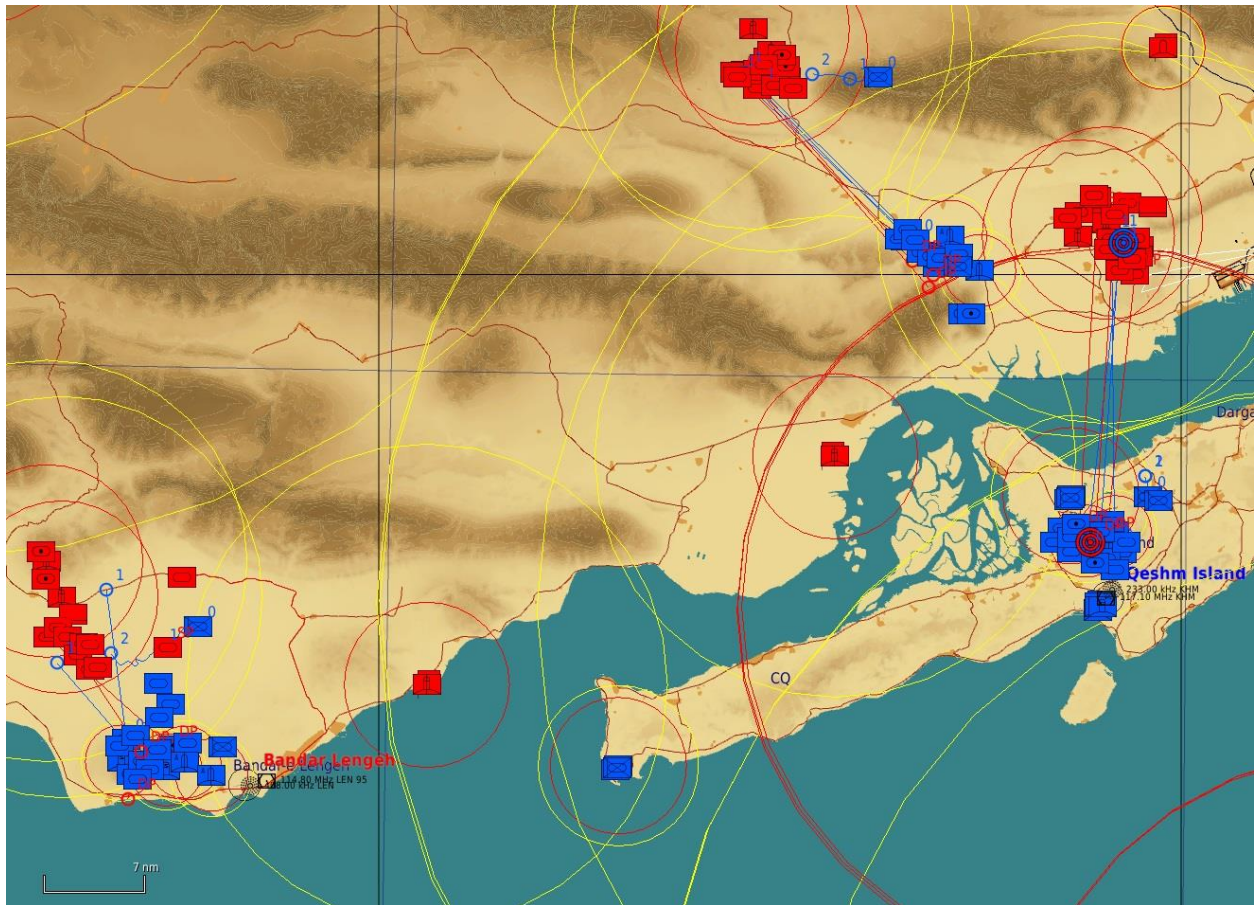


Fig. 2: Ground operations

Fixed wing operations:

CAS flights are supported by JTAC and AFAC

Qeshm Island AO: JTAC Axeman, 31 MHz FM, AFAC Enfield 126 MHz AM

northern AO: JTAC Darknight, 32 MHz FM, AFAC Springfield 127 MHz AM

Bandar Lengeh AO: JTAC Warrior, 33 MHz FM, AFAC Uzi 128 MHz AM

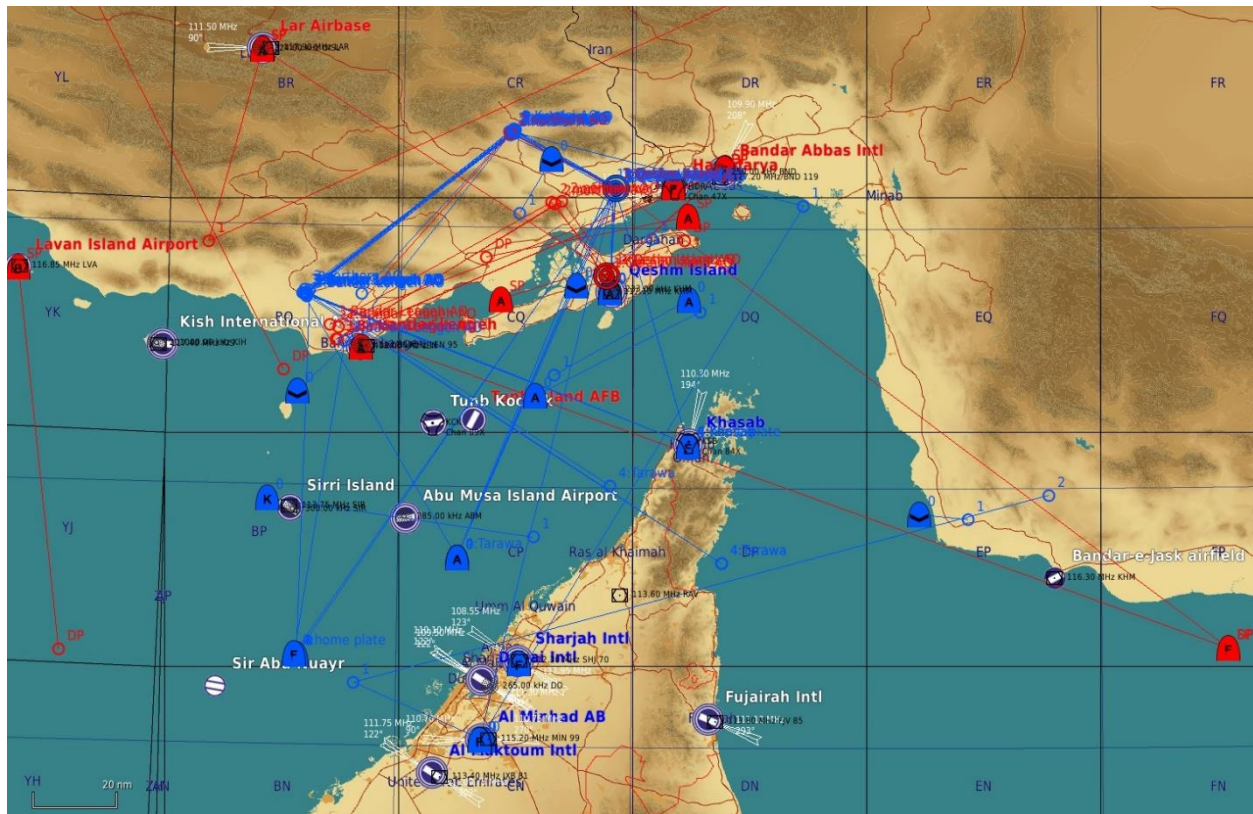


Fig. 3: Fixed wing operations

Attack aircraft have an F-10 other menu option available to them for auto-lase (see Fig. 4): When selected, the nearest JTAC to the requesting aircraft will pick a suitable target and lase it for 90 seconds. JTAC will vector you to the target and count down the remaining lase time. If lasing time is not sufficient to locate, lock and guide missile until impact, select auto lase feature again from F-10 menu for an added 90s of lase time.

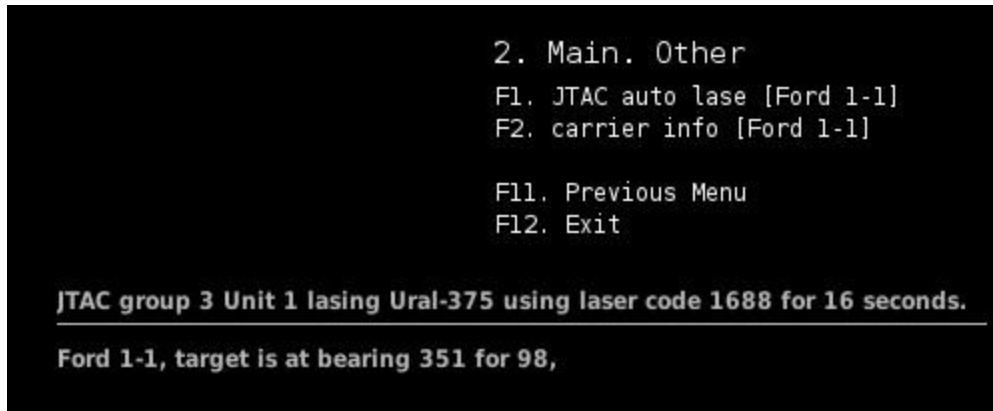


Fig. 4: auto lase F-10 menu item.

Mig-29A, Su-27 and Su-33 flights:

Provide air cover for the CAS flights, and eliminate all enemy fighters in the area. Expected blue aircraft are F-14s, F-15s, F-16s, F-18s, M-2000Cs, AV-8Bs and A-10As.

red flights are on 128.5 AM

AWACS 999 is on 127.5 MHz AM

F-15, F-16, F/A-18 and M-2000C flights:

Provide air cover for the CAS flights, and eliminate all enemy fighters in the area. Expected red aircraft are Mig-29As, Su-27s and Su-25s.

blue flights are on 125 AM

AWACS Overlord is on 124 MHz AM

Bullseye is on WP1 for FA-18 flights

Carrier capable aircraft have an F-10 Other menu item available to them that lists relevant carrier information, such as BRC, ATC, TACAN and ILS frequencies.

F-14B flights:

Intercept anti-ship bombers inbound from Lavan Island Airport. Use ARC-182 preset 1 to contact ATC, and preset 2 to contact Vinson.

Helicopter operations:



Fig. 5: Helicopter operations

Mi-8MT flights and UH-1H flights:

You are tasked with CSAR. Every ejection event in the mission will dynamically generate an infantry soldier at the location of the ejection as a stand-in for the downed pilot. Rescue the pilot by flying to its location (use "CSAR/air mobility" menu (Fig. 6) to obtain information on downed pilots and other transportable troops including radio homing beacon freqs.) and land within 100 m. If pilot ejected over water, you won't see the stand-in (he is on the sea floor), use flare marker (F10 menu) instead. If landing is not possible, e.g. in a heavily wooded area or over water, hover over downed pilot for 10s at 35 - 50 m AGL. Return the rescued pilots to an active MASH. Every pilot you rescue will spawn a friendly AI fighter to support your side. You may also be called upon to rescue sailors from vessels in distress.

2. Main. Other

F1. CSAR/air mobility tasks [Springfield 1-1]
F2. troops onboard [Springfield 1-1]
F3. request escort helo [Springfield 1-1]
F4. Bases and MASHs list [Springfield 1-1]
F5. load troops [Springfield 1-1]
F6. offload infantry [Springfield 1-1]
F7. offload MANPADS [Springfield 1-1]

F11. Previous Menu
F12. Exit

[You may not hear the beacon audio, but you can still home in on it]

0 inf. & 8 MPADS at 26 14N , 56 18E on FM 34.25 MHz
8 inf. & 0 MPADS at 26 14N , 56 19E on FM 31.25 MHz
Pilot down at 26 36N , 56 08E on FM 37.25 MHz
Pilot down at 26 42N , 56 12E on FM 36.25 MHz
8 inf. & 0 MPADS at 26 39N , 55 53E on FM 32.25 MHz
0 inf. & 8 MPADS at 26 39N , 55 53E on FM 35.25 MHz
0 inf. & 8 MPADS at 26 37N , 55 33E on FM 33.25 MHz
8 inf. & 0 MPADS at 26 37N , 55 33E on FM 30.25 MHz

[You may not hear the beacon audio, but you can still home in on it]

FARP Paris at 26 12N , 56 15E, use ATC for navigation, marked by flare.
blue MASH London# (ACTIVE) at 26 12N , 56 14E, broadcasting on 40 Mhz FM, marked by flare.
Khasab at 26 10N , 56 14E, use ATC for navigation, marked by flare.
Qeshm Island at 26 45N , 55 55E, use ATC for navigation, marked by flare.
blue MASH Potato (INACTIVE) at 26 42N , 55 47E, broadcasting on 42 Mhz FM, marked by flare.
blue MASH Gravy (INACTIVE) at 26 51N , 56 07E, broadcasting on 41 Mhz FM, marked by flare.
FARP Dallas at 26 52N , 55 51E, use ATC for navigation, marked by flare.
FARP London at 26 33N , 55 17E, use ATC for navigation, marked by flare.
Sharjah Intl at 25 19N , 55 31E, use ATC for navigation, marked by flare.
Dubai Intl at 25 14N , 55 22E, use ATC for navigation, marked by flare.
Al Minhad AB at 25 01N , 55 23E, use ATC for navigation, marked by flare.
Al Maktoum Intl at 24 53N , 55 10E, use ATC for navigation, marked by flare.

Fig. 6: Example F-10 Other menu items available to Mi-8 and UH-1 flights

You are also tasked with air assault. Load soldiers using the F10 menu. The objective is to capture enemy bases. This is done by eliminating all enemy forces from the base, and landing our troops there (use F10 to offload troops). You can request a heavily armed escort helicopter (F-10 menu) to assist you in this task, also your wingman is configured as a gunship. Red escorts (once requested) are on 127.5 AM, blue escorts are on 125 AM.

You can also drop troops to engage enemy infantry or air defenses, and drop MANPADS. Use F-10 menu 'CSAR air mobility tasks' for further info.

There are active and inactive MASHs in the mission. Drop rescued pilots at an active MASH. You can turn inactive MASHs into active ones by supplying them by sling load. One enemy armored group per AO has run out of materiel and is being resupplied by truck convoy before it can rejoin the battle. Eliminate enemy truck convoys. You can also resupply friendly units by sling-load. Inactive FARPS can also be activated by sling load. A list of sling-load tasks is automatically displayed every 2 minutes.

Red FARPS are on 127.5 MHz.

Blue FARPS are on 124 MHz.



Fig. 7: Location of blue sling loads

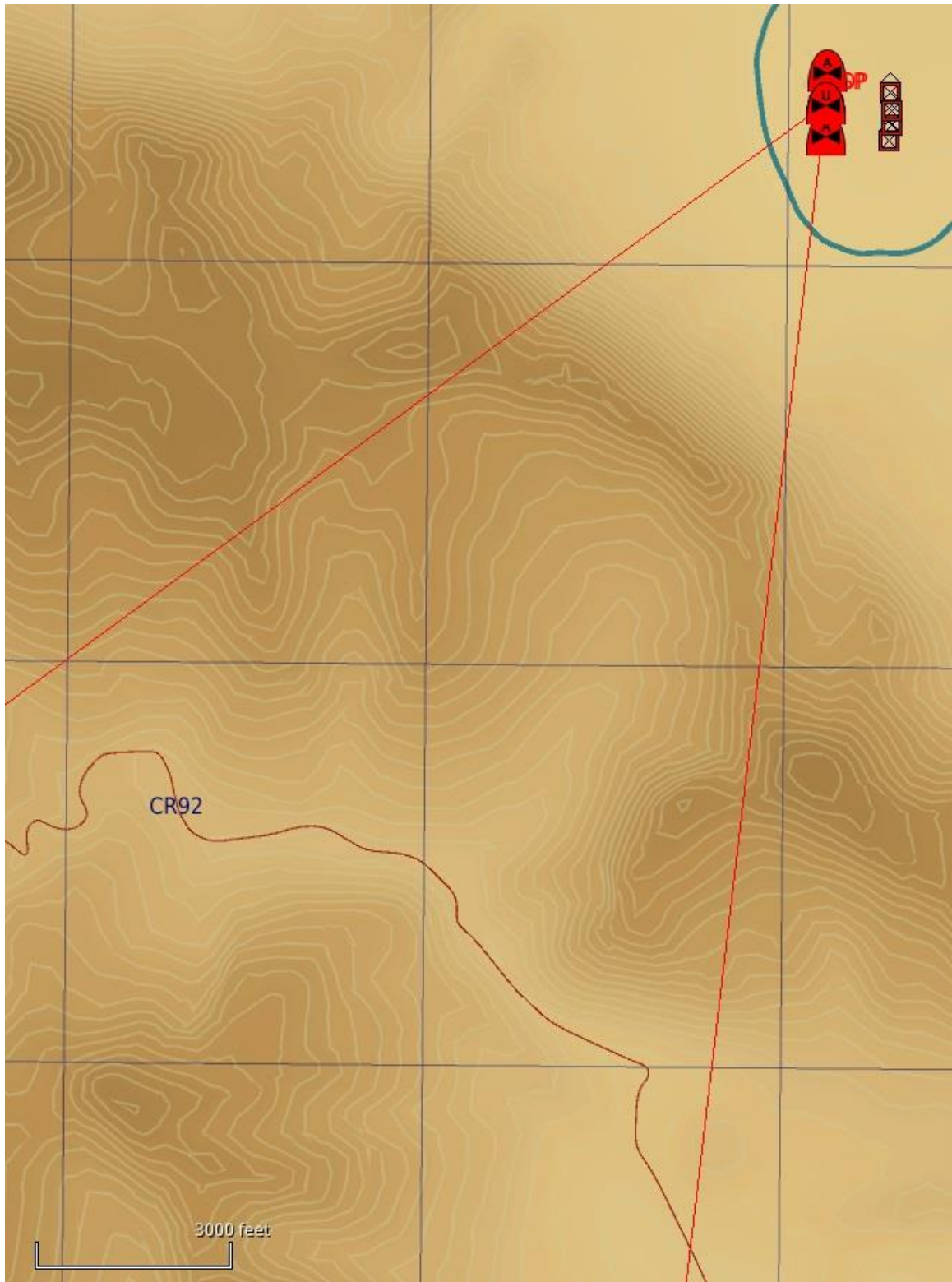


Fig. 8: Location of red sling loads