

An Ossetian Insurgent camp located south-west of Zhemo, has been under US drone-surveillance for about a year now. During the last two months, it became evident that the insurgents are stocking ammo and heavy weapons, like they are preparing for an attack. Since the Zhemo village is a highly disputed area, US forces are considering all armed conflict scenarios as possible.

19/07/2022

-----MISSION OBJECTIVES-----

A killer-scout team has been around the village for two days now, observing the area, giving us an extensive threat report. The leader will be in command during the whole mission and will designate the LZs at which the commandos will be dropped.

You will have to:

- * Destroy the insurgent camp (Road-outpost, Command post, accommodation facilities, vehicles).
- * Neutralize the insurgent infantry (eliminate or arrest).
- * Move infantry units to capture the camp.

-----HELICOPTER TASKS-----

KIOWAS:

Being the first to move out, proceed to a point that will provide both the best coverage for your aircrafts, as well as the best image of the attack area.

APACHES:

Lead the strike element and use your sensors for DEAD. Once this task is accomplished, engage all armored vehicles. Then, provide cover for the rest choppers from above.

HUEYS:

Land at the helipad located 12.5 kilometers near the FARP, to load the commando teams. Then take them to the LZs and cover them while they advance. Once they are finished, bring them back to the helipad and return to the FARP for debriefing.

GAZELLES:

Scout for air defences and direct the attack choppers to engage them.

ALIGATORS & HINDS:

Clear all remaining infantry, so that the HUEYs will be able to operate safely and provide suppressive fire while they are unloading and loading the commando teams. Operate as airborne artillery by firing rockets with pop-up manoeuvres.

CHINOOKS:

Once the target area is clear, transport two teams of Georgian soldiers to the village. Then, along with the Hueys and the Hips, transport combat material to the frontline.

HIPS:

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-----FIGHTER JET TASKS-----

HORNETS:

Conduct DEAD, infrastructure strikes and CAP over the battlefield.

VIPERS:

Establish an impenetrable CAP over the area of interest.

-----THREATS-----

*Aircraft:

4 x F-16 Blk.50

* Anti-Aircraft:

2 x SA-8

1 x Strela

1 x Shilka

1 x ZSU-57

3 x Zu-23s mounted on trucks

1 x MANPAD (At least!)

* Infantry:

About 40 men

NOTES:

1. Coordination between Kiowa&Hornet
2. Coordination between Kiowa&Huey (message texts in-game)
3. Test Triggers for:
 - Road Strike
 - Extraction
 - Troops offload
 - Convoi start

DETAILED BRIEFINGS PER FLIGHT:

HORNETS:

Takeoff at **7:20** local time and follow the waypoints by flying at tree-top level at **450kts**.

WP1 is the ingress point, so after reaching it, accelerate and proceed to the next.

At WP2, **pop-up** and turn towards the target area, with a height at least **4000ft AGL**. Conduct DEAD by engaging the 2 SA-8 units with HARMs (prefer PB or TOO mode).

Wait for confirmation by the Kiowa, for the destruction of the SA-8s and then proceed with the strike.

After firing the HARMs proceed to WP3, in order to strike the road and the command post, by using JDAMS.

After weapon release, return to WP2 and establish a CAP circuit, with a 10NM span.

When bingo fuel, RTB Rearm&Refuel (Senaki).

You may takeoff again for CAP.

When "Mission End" command is given, RTB.

TARGET COORDINATES:

ROAD: N 43°01'53"
E 41°29'51"
Alt: 322m
δM: +7,3°

CMND POST: N 43°01'57"
E 41°32'07"
Alt: 369m
δM: +7,3°

VIPERS:

Takeoff 5 minutes after the Hornet formation and proceed to the target area.

Establish a CAP over FARP1.

When bingo fuel, RTB Rearm&Refuel (Senaki).

You may takeoff again for CAP.

When "Mission End" command is given, RTB.

AGRESSORS:

You will be in QRA and when given the Scramble command, you will proceed to the area assigned on your CAP (WP2).

Takeoff in two-ship formations, with 5 minute difference between the flights.

When bingo fuel, RTB Rearm&Refuel (Senaki).

You may takeoff again for CAP.

When "Mission End" command is given, RTB.

KIOWAS:

Primary Task:

Takeoff at **7:15** and proceed towards the target area, while flying NOE.

Once near, turn **Southwards** into the valley and climb behind the South mountains to gain a good viewing spot.

Report **"In position"**, in the encrypted VHF frequency and start scanning for targets and storing them. *Keep in mind that No1 priority are the SA-8s and then all other air defences!*

Confirm the destruction of the SA-8s by the Hornets and should they fail to hit them, lase them and coordinate the Apaches to fire Hellfires at them. **Only then**, can the Hornets proceed with the strike and the Apaches with clearing the Air Defences!

Coordinate the Apaches in order to take out the air defences.

Always keep an eye on the road, for any reinforcement groups, arriving from the West road.

Once the Apaches need to Rearm, you will remain in the area, so avoid using your weapons until this time frame. After they rearm and come back to the frontline, you will proceed with the secondary task.

Secondary Task:

Activate the Convoi via the radio command menu, by hitting F10, "CONVOI START" (**AVOID the "SWITCH" command!!!**)

Head towards FARP1 and escort the convoi to the target area.

If you need to rearm, you can stop the convoi via the radio command menu.

APACHES:

Takeoff at **7:15** and proceed towards the target area, while flying NOE.

Once near, anchor with left turns, in a safe distance from the Target area and wait for the Kiowas to clear you to engage the air defences.

Once clearance is given, act according to their instructions until the Air Defences are eliminated.

After that, you are free to engage any other hostile forces.

Once out of ammo, return to FARP2 for Refueling/Rearming. The Kiowas will keep the target area under pressure.

HUEYS:

Task1:

Once the convoi has started rolling, takeoff and escort it until you hand it off to the Kiowas.

Task2:

When nearby FARP2, proceed with cruising speed (90kts) to FARP2 to load the commando teams.

NOTE: The teams will spawn as soon as you've landed near the Mi-8 and 2-2,5 minutes have elapsed (2 for CommandoTeam1 and 2,5 for CommandoTeam2). The moment you see the teams spawn, open your doors and **EMMEDIATELY** use the radio command (F7) to embark them.

*Remember that Ghost rider1 **must** embark Team1 and Ghost rider2 **must** embark Team2.*

After you've loaded the Commando teams, load the Stinger units, accordingly.

Once loaded, proceed with cruising speed to the target area and drop the units as instructed.

In order to drop the Commando teams in the LZ, you must be cleared by the Apaches and also provide mutual support to one-another (When Ghost rider1 lands in the LZ, Ghost rider2 will provide cover from above with left-hand circles).

NOTE2: Don't land in the Commando drop LZ, if the convoi hasn't entered the village yet! In this case, hold back, near the area where the first stinger will be dropped, so that the convoi will have the time to get in there and have a look.

After you drop the commando teams and the rest of the stingers, provide cover from above, until extraction.

During extraction, provide mutual support once again, while also in contact with the Apaches.

After both Hueys have extracted their teams, fly in formation towards the hospital, where you'll drop them.

Task3:

After that, you can load cargo/supplies from the hospital area and transport it in the target area (60kts MAX!), near the convoi.

After 1 cargo load is carried on the frontline, by each Huey, RTB.

GAZELLES (Mike Variant):

Takeoff at **7:15** and proceed towards the target area, while flying NOE.

Once near, turn **Southwards** into the valley and climb behind the South mountains to gain a good viewing spot, or hide behind the trees, near the road that leads to the target area.

Help the Kiowas create a better image of the area and strike targets of opportunity.

Rearm and Refuel as necessary, at FARP2.

RTB on mission end.

GAZELLES (Lima-Minigun Variant):

*****Option1:**

Takeoff at **7:30** and proceed towards the target area, while flying NOE.

Ask clearance from the Apaches to engage (Will be granted if major AA defences are out.

MANPADS may still be in the area).

Engage targets of opportunity while pre-flaring in the attack run.

Rearm and Refuel as necessary, at FARP2.

RTB on mission end.

*****Option2:**

Takeoff at **7:15** and proceed towards FARP1.

Activate the Convoi via the radio command menu, by hitting F10, "CONVOI START" (**AVOID the "SWITCH" command!!!**)

Escort the convoi to the target area.

Grant clearance from the Apaches or the Kiowas, in order to take the convoi inside the village (heavy armor might still be present).

If you need to rearm, you can stop the convoi via the radio command menu.

Rearm and Refuel as necessary, at FARP2.

RTB (FARP2) when the convoi is inside the village, or on mission end.

GAZELLES (Mistral Variant):

Takeoff at **7:15** and proceed towards the target area, while escorting the Kiowas.

Choose a safe area to orbit and look out for threats.

Rearm and Refuel as necessary, at FARP2.

RTB on mission end.

ALIGATORS & HINDS:

Takeoff at **7:30** and head towards the target area at cruising speed, flying NOE.

***Option1:

Grant clearance from the Apaches and the Kiowas, in order to engage ground units.

***Option2:

Grand clearance to conduct pop-up attacks with multiple rocket launches towards the target area, while firing from a safe distance. You will purely act as an airborne artillery.

In order to request clearance, communicate with TIGUAN-1 and request “Rocket Salvo”, so that we make sure no friendlies are inside the area!

CHINOOKS-HIPS:

Task1:

Once spawned, load your troops accordingly!

Take off at 7:20 and head towards the target area by navigating through the mountains.

Fly NOE until the Inguri dam and then climb steadily in order to clear the mountain tops. Once over FARP1 (at safe height), contact the attack helicopters in the common frequency, in order to transport your troops at the frontline.

Task2:

Once you’ve left your troops in the frontline, head towards the hospital and load cargo to transport it there too. Conduct one resupply run and then RTB (Senaki or Hospital LZ).

COMMUNICATIONS

Hornets & Vipers (Fighter Comms)

- **Common VHF Frequency (Hornets & Vipers - Coordination) → 127.500 MHz AM**
 - **Hornet Intra-flight (UHF) → 251.250 MHz AM**
 - **Viper Intra-flight (UHF) → 255.275 MHz AM**
 - **ATC / Senaki-Tower (UHF) → 264.000 MHz AM (Default)**
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Strike Coordination (Hornets, Apaches, Kiowas)

- **Common VHF Frequency (Hornets, Apaches, Kiowas - Strike Coordination) → 126.750 MHz AM**
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Helicopter Flights

- **Common VHF Frequency (All Helicopters, Apache Leader Coordinating) → 123.250 MHz AM**
 - **Apache & Huey Direct Comms (FM for short-range coordination) → 32.150 MHz FM**
 - **Helicopter Intra-flight (UHF per group - Adjusted & using decimals)**
 - **Apaches → 257.125 MHz AM**
 - **Kiowas → 259.175 MHz AM**
 - **Hueys → 261.200 MHz AM**
 - **Gazelles → 263.225 MHz AM**
 - **Hinds & Aligators → 265.250 MHz AM**
 - **Chinooks & Hips → 267.275 MHz AM**
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Special Comms Channels

- **Convoy Activation Channel (For Kiowas, Gazelles, Hueys, Apaches) → 30.125 MHz FM**
- **JTAC (If Used) → 133.500 MHz AM**
- **Mission Command / Overlord (If Used) → 270.750 MHz AM**