

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:

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

-----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

GAZELLES (Mike Variant):

CALLSIGN: DODGE (WEASEL)

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):

CALLSIGN: COLT (RACoon), FORD (HEDGEHOG)

***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):

CALLSIGN: COLT (MOSQUITO)

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.

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**