

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

## HUEYS:

**CALLSIGN:** UZI (GHOSTRIDER)

### Task1:

Once the convoy 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 convoy hasn't entered the village yet! In this case, hold back, near the area where the first stinger will be dropped, so that the convoy 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 convoy.

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

## **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**