



# **COMBATWOMBAT'S**

# **BRIEFING FORMATS**

VERSION 1.0  
15SEP2020



# MISSION PLAN

OPERATION

ATIS

AIRBASE	NAME/TIME			TACAN	UHF	VHF	ELEV	RWY	ILS
	DEP								
	ARR								
	ALTN								
FLIGHT	CALLSIGN		DCS NAME	TACAN	AIRFRAME	NOTES:			
	1 Lead								
	2 Wing								
	3 Element								
	4 Wing								
PACKAGE	CALLSIGN	A/C TYPE		UHF	VHF	TACAN	TASK		
FLIGHTPLAN	STRPT	ACTION	LONG/LAT	HDG	DIST	SPEED	ALT	FUEL	FORMATION
	1								
	2								
	3								
	4								
	5								
	6								
	7								
	8								
	9								
	10								
	11								
	12								
	13								
	14								
LOADOUT	CONFIG				WEIGHTS				
	A-A				GROSS				
	A-G				FUEL				
	ECM				EXT FUEL				
	TANKS				BINGO				
TGT	MISSION								
	Primary				Secondary				
	THREAT				THREAT				
	LOC				LOC				
SPT		TYPE	TCN	UHF	LOC	NOTES			
	TANKER1								
	TANKER2								
	OTHER								
	AWACS								



# MISSION PREPARATION

## A. CURRENT ALERT STATE

## B. FRAG

1. MISSION NUMBER
2. TARGET OR MISSION OBJECTIVE
3. FORCE STRUCTURE
4. ORDANANCE
5. ROUTING FACTORS:
  - A. AAR
  - B. RENEDVOUS POINTS
  - C. CAP POINTS
  - D. MANDATORY PENETRATION POINTS, ALTITUDES
  - E. CHAFF CORRIDORS
6. TOT/VULNERABILITY PERIOD
7. FREQUENCIES
8. IFF PROCEDURES

## C. READ FILE/SPINS (ROE)

## D. INTELLIGENCE

1. HOME BASE THREATS
2. LOCATION OF FLOT/FEBA
3. LOCATION OF SUSPECTED/KNOWN SAMS AND AAA
4. FIGTHER THREAT, CGI CAPABILITY
5. COMM JAM
6. E&E PROCEDURES (SAFE AREAS)
7. LOCATION OF FRIENDLIES
8. ENEMY CAPABILITIES
  1. READINESS
  2. AGRESSIVENESS
  3. OOB, TACTICS

## E. YOUR RESOURCES

1. AIRCRAFT – NUMBER AND CONFIG
2. MUNITIONS & FUZES
3. PILOTS
4. TIME FOR PLANNING
5. GROUND SUPPORT
  - A. PERSONNEL
  - B. RUNWAYS (BARRIERS)
  - C. ATC
6. CGI/AWACS

## F. MISSION ENVIRONMENT

1. DAY/NIGHT
2. WEATHER
  1. CLOUD
  2. VISIBILITY
  3. SUN ANGLE
  4. CONTRAILS
3. TERRAIN
  1. TYPE
  2. GROUND COVER

## G. DECONFLICT WITH OTHER FORCES

## H. FIRM UP TIMING @ CONTROL POINTS (TAKE OFF, AAR)



# ADMINISTRATIVE MATTERS

## A. GROUND OPS

1. LIFE SUPPORT CONSIDERATIONS
2. TIMES – BRIEF, STEP, START, TAKEOFF
3. TAXI/MARSHALLING (COMMS?)
4. ABORTS/SPARES

## B. AIRBORNE OPS

1. TAKE OFF SEQUENCE (DATA/WEIGHT)
2. JOIN UP
3. DEPARTURE/RECOVERY
  - A. ROUTING
  - B. AIRSPEEDS
  - C. ALTITUDES
  - D. FORMATIONS
  - E. SYSTEMS CHECKS
  - F. R/T
  - G. THREATS & COUNTERS
4. RENDEVOUS WITH ESCORT
5. AAR DATA (PRE/POST)
6. JOKER/BINGO FUEL (FOR TARGET, AAR, ALT FIELD)
7. GO/NO-GO DECISIONS
  - A. SYSTEMS
  - B. FORCES
  - C. WEATHER
8. CODEWORDS (FUEL, ABORT, PE, CHATTERMARK, FREQ)
9. INFLIGHT REPORTS
10. RECALL/DIVERT PROCEDURES
11. AIR ABRTS
12. EMERGENCY FIELDS
13. SAR



# AIR TO SURFACE TACTICAL PLAN

## A. TARGET DESTRUCTION

1. TARGET VULNERABILITIES
2. APPROPRIATE MUNITIONS, FUZES
  - A. TYPE AND NUMBER
  - B. FUZE SETTINGS
3. IMPACT ANGLE & SPACING
4. DELIVERY MODE
5. ATTACK AXIS
6. FLIGHT FRAG DECONFLICT
7. WEAPONNEERING (RELEASE ALT/SAFE ESCAPE)
8. DELIVERY PARAMETERS
9. BACK UP DELIVERY

## B. TARGET AREA TACTICS

1. SELECT DEFINABLE IP
2. IP-TARGET ROUTING (THREAT AVOIDANCE, DR)
3. AIMPOINTS (FIRST IMPACT DOWNWIND)
4. ATTACK PLAN
  - A. AIRSPEEDS (USE OF BURNER)
  - B. FORMATION
  - C. SEQUENCE, TIMING
5. DELIVERY CONSIDERATIONS
  - A. EMPLOYMENT LIMITS
  - B. TECHNIQUES
6. REFORM AFTER DELIVERY
  - A. AIRSPEED
  - B. MANOUVRE AND CALLS
  - C. VISUAL PICKUP POINT
7. TIMING CONSTRAINTS
8. SUPPORT FORCES
9. THREATS – COUNTER ECM/ECCM



# AIR TO SURFACE TACTICAL PLAN

## 10. CONTINGENCY PLAN

- A. MISSED IP OR MISSED TARGET (REATTACK)
- B. BATTLE DAMAGE
- C. NO RELEASE (DUMP TARGET, HIGHER FUEL FLOWS)

## C. INGRESS/EGRESS

- 1. ROUTING (DECONFLICT)
- 2. ALTITUDES
- 3. AIRSPEEDS
- 4. FORMATIONS
- 5. RESPONSIBILITIES
  - A. NAVIGATION
  - B. FORMATION
  - C. VISUAL, RADAR LOOKOUT, RADAR CONFIGS
  - D. R/T (DISCIPLINE)
- 6. COUNTER/REACTIONS
  - A. COM JAM (CHATTERMARK REQ)
  - B. THREATS
    - 1. FLIGHT MANOUVERING
    - 2. USE OF RWR, ECM
    - 3. DEFENSIVE ORDANANCE (SWITCHES)
  - C. STORE LIMITATIONS
    - 1. CARRIAGE
    - 2. JETTISON



# 9 LINE CARD

1. CALLSIGN/MISSION		2. NUMBER/TYPE A/C	
3. POSITION/ALTITUDE		4. ORDANANCE	
5. PLAYTIME		6. ABORT CODE	
<div>A</div> <div>B</div> <div>C</div>			
1. IP/BP			
2. HDG			
3. DISTANCE (IP TO TGT NM)			
4. TARGET ELEV (FT MSL)			
5. TARGET DESC			
6. TARGET COORD (LAT/LONG/GRID)			
7. TARGET MARKING (LASER)			
8. FRIENDLIES LOCTSTAT			
9. EGRESS HDG			
A. HAZARDS (WX/FF/TRN)			
B. ATK RESTRICTIONS			
C. THREATS			
D. ABORT CODE			
E. CLEARANCE			
F. GRND BCN INFO			
G. BEARING/RANGE BEACON/TARGET			



# DISCLAIMER & ACKNOWLEDGEMENTS

- This project is based on my desire to find a better briefing format than SMEAC for representing Air Ops. It brings together several documents and sources to try and present an unclassified view of how to brief a mission.
- I am not a military pilot. I do not officially know what I'm talking about.
- If your squadron is using these out of their original format/naming, please ping me on the forums and let me know. I don't mind but do like to keep a vague track of where my work is.
- Any errors can be reported through the forums. This is a large effort to complete so I don't pretend they are 100% accurate.

## REFERENCES

- Mission Plan simplified 1-page format based on work by BLMOA  
<https://www.digitalcombatsimulator.com/en/files/3306612/>
- Briefing format from:  
<https://apps.dtic.mil/dtic/tr/fulltext/u2/a163944.pdf>  
<https://sofrep.com/fightersweep/day-life-fighter-pilot-part/>
- 9 Line Format From Sobek/Eric's work:  
<https://forums.eagle.ru/showthread.php?t=58793>



Please Enjoy, CombatWombat OCT 2020

