

# OPERATION HORMUZ

## MISSION 06 ARROW RAINSTORM

*BRIEFING MATERIAL (CLASSIFIED)*



TASK ID: CW-064193

USS CVN-71

VFA-97 WARHAWKS

2011.06.26



## **SITUATION UPDATE**

As a cold front descended from the Caucasus Mountains, sweeping across the Caspian Sea and merging with the humid air of the western Indian Ocean, it brought a vast, expansive rain to the Persian Gulf just as the summer season was on the brink of commencement. This weather phenomenon played a pivotal role in the unfolding events of our military campaign. In the wake of this meteorological shift, our allied ground forces achieved a significant victory, capturing Sirik on Day 05. Their momentum, however, faced an unexpected obstacle as the inclement weather impeded their planned advance towards Minab. Meanwhile, the Iranian Navy's battleships, which had been harbored in Bandar Abbas port since the war's onset due to doubts about their defensive capabilities, found an opportunity in the adverse weather conditions. On the sixth day of the conflict, the heavy cloud cover and persistent rain provided a strategic veil, shielding the movement of the Iranian fleet from our satellite surveillance. At approximately 1200UTC, our satellite, equipped with a motion sensor camera, captured a fleeting glimpse of naval units departing from Bandar Abbas. This sighting was corroborated by one of our Air Force's UAVs operating near Khasab, further solidifying the intelligence. The vessels identified were part of the Iranian Navy's formidable 3rd Battle Fleet, stationed at Bandar Abbas port. This fleet, comprising twelve battleships and two submarines, represented a significant naval force. Our intelligence analysis indicated that seven of these battleships were mobilized for a clandestine operation, likely aiming to disrupt our logistics and supply lines along the coastline stretching from Sirik to Kuh Mubarak. The remainder of the fleet, consisting of five vessels, continued to remain within the safety of the Bandar Abbas naval base. In response to this emerging threat, the 71 Carrier Strike Group was promptly mobilized. Two flights, Hawk 1 and Hawk 2, were assembled and armed with AGM-84D anti-ship Harpoon missiles. Their mission was clear and critical: to locate and neutralize the seven Iranian battleships maneuvering beneath the cloud cover. This decisive action was aimed at thwarting the enemy's plan to attack our supply routes from behind and maintaining the integrity of our military logistics in this strategically vital region. The deployment of Hawk 1 and Hawk 2 signified a crucial countermeasure in this high-stakes chess game of military strategy. As the battleships ventured out from their haven, exploiting the natural camouflage provided by the weather, our forces were poised to engage, demonstrating the adaptability and resilience crucial in modern warfare. The operation's success would not only neutralize the immediate naval threat but also serve as a testament to our strategic foresight and technological prowess in overcoming the challenges posed by nature and the cunning tactics of the adversary.

## PART A. MISSION BRIEFING

TASK ID: CW-064193



### MISSION BRIEFING

Hawk 1-1 is the Air Mission Commander (AMC), whilst Hawk 1-2 is the Deputy AMC. The Hawks flights are assigned for search and destroy enemy naval unit mission. All aircraft will start cold on deck, comms check will be performed in about 1 minute after right engine started, both teams to keep PRI COMM at Green 1, and Hawk 1 to switch AUX COMM to Yellow 1 and Hawk 2 to switch AUX COMM to Yellow 2. A/A Bullseye point is at WP4 (ROCK), which is Hormoz Island 10nm southeast from Bandar Abbas. Joker fuel is 5,750 lbs and Bingo fuel is 5,000 lbs. Make sure all members in Hawks flights are in your datalink network. After being cleared by the taxi director, proceed to your assigned catapult.

Rainy weather, visible range less than 5nm. Base cloud ceiling at 6,000 feet. Case III departure, after KILO, proceed to WP1 (RV) to regroup at 25,000 feet MSL with 0.6 Mach speed. After rendezvous, Hawk 1-1 will give push order to the package. We will use 0.8 Mach speed and 30,000 feet MSL for ingress. During the ingress leg, we will switch PRI COMM to STRIKE and check in. STRIKE will provide some situation update after our check in.

At WP2 (STA), we will fence in. Enter A-G mode, warm up AGM-84D Harpoons for the attack. We will get final word from STRIKE and prepare our attack from WP2. Our target is Iranian Navy's 3rd Combat Fleet, consists of seven naval units based on our intelligence, codename Freebooter. The combat fleet utilized the thick cloud to hide from satellite tracking. However, our UAV surveillance drone is monitoring their movement from Khasab, although the visibility isn't quite stable, depends on the rain condition. Currently, the Freebooter has passed the waterway between Hormoz Island and Larak Island and is heading southeast with a speed of 24 knots. Based on our intelligence analysts, the Freebooter's objective could be attacking our supply logistics anywhere between Sirik and Kuh Mobarak along the coast. We don't have a specific deadline, but we need to stop them ASAP, before they become a real threat to our ground force. Although the Iranian Navy's largest naval combat ship is Corvette type without much air defense capability, we will try to avoid getting too close to them and finish our attack outside their threat circle. Especially, the Iranian Air Force is still capable to do counter air attacks in the region.

Now our attack tactics, WP2 (STA) will be our station to prepare attack, and WP3 (LAP) will be our launch point. Generally, we should never fly more than 20nm to the north from WP3 (LAP), otherwise, we might enter a danger position within the enemy's CAP combat range.

## PART A. MISSION BRIEFING

TASK ID: CW-064193



Use SEA Radar mode to find the target, there aren't any civilian boats or our allied naval units in the strait, so if you see a skunk, it's almost sure an hostile. The Freebooter is capable to shoot down missiles, so saturation attack will be necessary. Hawk 1 will first run in to attack, whilst Hawk 2 can orbit at WP2 (STA). Hawk 1 will go line abreast formation with 2-3 nm spread from each unit, use SEA Radar to find the target and set Harpoon parameters, increase speed to 1.0 Mach at 30,000 feet MSL. We will perform saturation attack with each flight member to fire two Harpoons at the Freebooter once reaching WP3 (LAP), then Hawk 1 will turn cold from starboard side one by one from right to left and return to WP2. Meanwhile, Hawk 2 will run in, same line abreast formation with 2-3 nm, and repeat the saturation attack action like Hawk and return to WP2 (STA). STRIKE will provide BDA based on the UAV surveillance, and we will decide if the 3rd and 4th wave of attack is needed. If lucky enough, we can sink the Freebooter with the first and second wave attacks should the enemy failed to intercept our missiles efficiently, sixteen missiles on seven targets, and we can go home early.

Once mission completed, we will descend to 25,000 feet MSL with 0.75 Mach speed and egress via WP5 (EGR). We will check out with STRIKE and Fence Out at WP5, then switch PRI COMM to CH1 (Green 1) and return to Mother for Case III recovery in the rain. Shell 1 and Shell 2 will be ready on deck as usual. Let's avoid requesting them by doing a better fuel management. Good luck!

### [Designer's Note]

1. Hawk 1-1 (Tail#211) is Mission Commander and must be seated by a Player.
2. A backup Hawk 3 Flight with 4 F/A-18C is hot on ramp, players can change weapon loadout as needed.
3. Recovery tankers are ready on deck and will be launched upon request via F10 Radio Menu on your egress leg.
4. AI Hawk 2 will be activated if no Players sit into Hawk 2 Flight (after all Hawk 1 members outside DME-1), Players can use F10 Radio Menu to deactivate AI Hawk 2.

**PART B. TACTICAL INFORMATION**

TASK ID: CW-064193

**BASIC INFORMATION**

START TIME 26-JUN-2011 1700LT (1300UTC)

SCHED LAU TIME 1710LT CASE I DEP LOC N2412E5828

EXP REC TIME 1830LT CASE I REC LOC N2423E5808

HOME FREQ 305AM TCN 71X ILS 11 LINK4 336

WX RA SR 0528LT SS 1902LT TEMP 24C QNH 2998 CLD 6K WIND 109 16KTS SEA 4 LW VSBY

**MISSION OBJECTIVES**

Primary Destroy Iran 3rd Combat Fleet (Codename: Freebooter)

Secondary N/A

Tertiary N/A

**THREAT ANALYSIS**

Air to air Iranian Air Force F-14, Mig-29 from Jiroft Airbase

Iranian Air Force F-14, Mig-29 from Havadarya Airbase

Surface to air SA-11 in Bandar Abbas, SA-11 in Tejdanu

Uncharted short-range SAMs deployed along Iranian coastal area

**FLIGHT ROSTER**

FLIGHT	CALLSIGN	TAIL#	ROLE	A/A TCN	DATALINK	LSR CODE
Hawk 1	Hawk 1-1	211	Lead	11X	HK11	1681
	Hawk 1-2	212	Wing	12X	HK12	1682
	Hawk 1-3	213	Lead	13X	HK13	1683
	Hawk 1-4	214	Wing	14X	HK14	1684
Hawk 2	Hawk 2-1	215	Lead	21X	HK21	1685
	Hawk 2-2	216	Wing	22X	HK22	1686
	Hawk 2-3	217	Lead	23X	HK23	1687
	Hawk 2-4	218	Wing	24X	HK24	1688

**PACKAGE ELEMENTS**

FLIGHT	AIRCRAFT	NO.	TASK	TARGET
Hawk 1	F/A-18C	4	Anti-ship Strike	Iran 3rd Combat Fleet
Hawk 2	F/A-18C	4	Anti-ship Strike	Iran 3rd Combat Fleet

**SUPPORT FLIGHT**

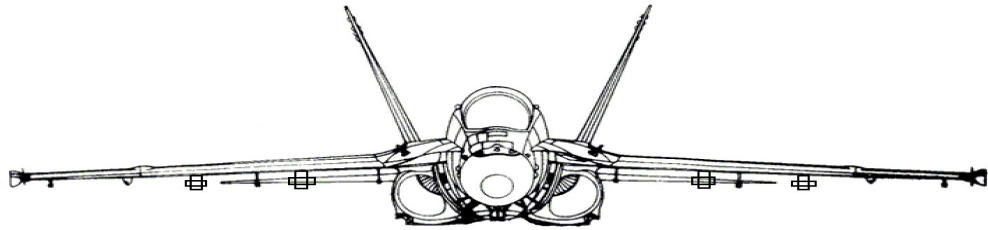
FLIGHT	AIRCRAFT	NO.	TASK	A/A TCN	REMARKS
Magic	E-2D	1	AWACS		Callsign STRIKE
Darkstar	E-3A	1	AWACS		Callsign DARKSTAR
Texaco	KC-135M	1	Refuel	53X	CH10 FL250
Arco	KC-130	1	Refuel	54X	CH11 FL220
Shell 1	S-3B	1	Refuel	51X	CH8
Shell 2	S-3B	1	Refuel	52X	CH9

**ALTERNATE AIRFIELD**

AIRFIELD	FREQUENCY	COORDINATE	REMARKS
Fujairah	124.600 AM	N25°06'21" E56°20'25"	
Banda-e-Jask	118.150 AM	N25°39'18" E57°48'06"	Controlled by allied force

**PART B. TACTICAL INFORMATION**

TASK ID: CW-064193

**LOADOUT**

<b>STATION</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
Hawk 1-1	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 1-2	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 1-3	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 1-4	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 2-1	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 2-2	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 2-3	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X
Hawk 2-4	9X	HPD	HPD	AC	CT	AFLIR	HPD	HPD	9X

<b>INTERNAL</b>	<b>GUNS</b>	<b>FLARE</b>	<b>CHAFF</b>	<b>TOTAL FUEL</b>	<b>TOTAL WEIGHT</b>	<b>ADV TRIM</b>
Hawk 1-1	578	60	60	13047 lbs	46127 lbs	17
Hawk 1-2	578	60	60	13047 lbs	46127 lbs	17
Hawk 1-3	578	60	60	13047 lbs	46127 lbs	17
Hawk 1-4	578	60	60	13047 lbs	46127 lbs	17
Hawk 2-1	578	60	60	13047 lbs	46127 lbs	17
Hawk 2-2	578	60	60	13047 lbs	46127 lbs	17
Hawk 2-3	578	60	60	13047 lbs	46127 lbs	17
Hawk 2-4	578	60	60	13047 lbs	46127 lbs	17

**RADIO COMMS**

<b>L</b>	<b>CODE</b>	<b>AGCY</b>	<b>FREQ</b>	<b>R</b>	<b>CODE</b>	<b>AGCY</b>	<b>FREQ</b>
1	Green 1	Marshal	305.00	1	Green 1	Marshal	305.00
2	Red 1	Strike	264.00	2	Red 1	Strike	264.00
3	Red 2	Guardian	265.00	3	Red 2	Guardian	265.00
4	Red 3	Darkstar	256.00	4	Red 3	Darkstar	256.00
5	Yellow 1	Hawk 1	254.00	5	Yellow 1	Hawk 1	254.00
6	Yellow 2	Hawk 2	250.00	6	Yellow 2	Hawk 2	250.00
7	Yellow 3	Hornet	270.00	7	Yellow 3	Hornet	270.00
8	Violet 1	Shell 1	257.00	8	Violet 1	Shell 1	257.00
9	Violet 2	Shell 2	255.00	9	Violet 2	Shell 2	255.00
10	Violet 3	Texaco	262.00	10	Violet 3	Texaco	262.00
11	Violet 4	Arco	259.00	11	Violet 4	Arco	259.00
12	Orange 1	Devil	268.00	12	Orange 1	Devil	268.00
13	Orange 2	Chevy	269.00	13	Orange 2	Chevy	269.00
14	Orange 3	Check	260.00	14	Orange 3	Check	260.00
15	Blue 1	Raven	263.00	15	Blue 1	Raven	263.00
16	Blue 2	Dodge	261.00	16	Blue 2	Dodge	261.00
17	Blue 3	Ford	267.00	17	Blue 3	Ford	267.00
18	Indigo 1	Trek	251.00	18	Indigo 1	Trek	251.00
19	Indigo 2	Viper	253.00	19	Indigo 2	Viper	253.00
20	Indigo 3	Snake	266.00	20	Indigo 3	Snake	266.00

**PART B. TACTICAL INFORMATION**

TASK ID: CW-064193

**FLIGHT PLAN (HAWK 1)**

WP	NAME	TIME	SPEED	ALTITUDE	ACTION	REMARKS
0	LAU	1710L			Launch	Bingo 5000 lbs
1	RV	1720L	0.60M	MSL 25K	Regroup	Check in after push
2	STA	1730L	0.80M	MSL 30K	Fence In	On Station
3	LAP	1735L	0.80M	MSL 30K	Attack	Search & Destroy
4	ROCK					A/A Bullseye
5	EGR	1830L	0.75M	MSL 25K	Egress	Regroup & Egress
6	REC	1900L			Landing	Tanker Standby

**FLIGHT PLAN (HAWK 2)**

WP	NAME	TIME	SPEED	ALTITUDE	ACTION	REMARKS
0	LAU	1710L			Launch	Bingo 5000 lbs
1	RV	1720L	0.60M	MSL 25K	Regroup	Check in after push
2	STA	1730L	0.80M	MSL 30K	Fence In	On Station
3	LAP	1735L	0.80M	MSL 30K	Attack	Search & Destroy
4	ROCK					A/A Bullseye
5	EGR	1830L	0.75M	MSL 25K	Egress	Regroup & Egress
6	REC	1900L			Landing	Tanker Standby

**PRIMARY TARGET**

NO.	TYPE	LAST POSITION	GROUP	REMARKS
1	Corvette	N 26°53' E 56°29'	Iranian Navy 3rd Fleet	Corvette Grisha
2	Corvette	N 26°54' E 56°28'	Iranian Navy 3rd Fleet	Corvette Grisha
3	Corvette	N 26°53' E 56°29'	Iranian Navy 3rd Fleet	Corvette Molniya
4	FAC	N 26°54' E 56°28'	Iranian Navy 3rd Fleet	La Combattante IIa
5	FAC	N 26°54' E 56°28'	Iranian Navy 3rd Fleet	La Combattante IIa
6	FAC	N 26°53' E 56°29'	Iranian Navy 3rd Fleet	La Combattante IIa
7	FAC	N 26°53' E 56°29'	Iranian Navy 3rd Fleet	La Combattante IIa





## FLIGHT PLAN



### NOTE

Target likely between WP3 and WP4, codename Freebooter









**SATELLITE IMAGE (MOTION SENSOR 1200UTC)**



**UAV IMAGE (HIGH CONTRAST 1200UTC)**

