

Apache Griffin Campaign – Remastered



Mission 06: Rabbit Jump

Date/Time: 02 Oct 2012 0100UTC (0600LT)

Weather:	Clear	Temp:	20°C /68°F	Sunrise:	0614LT
Visibility:	Scattered	Clouds:	2,500ft	Wind:	GRND 252°, 0 m/s
QNH:	29.92				2000m 310°, 2 m/s

Situation

Hopefully you're getting accustomed to the new home at FOB Berlin at Bandar Abbas International Airport. As previously briefed, the western front fell apart once the allies pressed hard against the Iranian conscripts. The eastern battle area is a different story however and has come to a stalemate approximately 30 miles to our east.

Today's mission takes you just beyond the front lines. Intelligence is telling us the Iranians have a Soviet BM-30 Smerch on the outskirts of that town at WP02 and are likely to mobilize that weapon against high value allied targets.

Blue Task

We need a Soviet long range rocket system eliminated ASAP. The Irianians somehow got their hands on this wheeled multiple launched rocket system that, while showing its age compared to more modern artillery, still poses a significant threat to us from up to 100 miles away. These targets currently sit about 35 miles from us as the crow flies.

As a reminder, each Smerch carries up to 12 solid-fueled rockets and is a significant upgrade to those scuds Saddam had back in the gulf war.

Today is Operation "Rabbit Jump". The allied forces will initiate a full-on armor assault near WP01. You'll receive a radio call from headquarters initiating this process. Let that engagement commence and take advantage of the commotion to leak through the FEBA and onto WP02. Make smart decisions with ordinance as there will be plenty of initial targets. Suppress the urge to unload everything at WP01 as you're going need it for those smerches at WP02.

You'll find WP02 in the clutter to the East of the front. Be cautious of ZSUs, MANPADS and legacy SAMs in the area. Those smerches are east of a small town located at WP02. We've counted 4 of those platforms from our reaper imaging, but there could be more. We'll monitor your progress and advise if there are any additional targets of opportunity. Once the primary objective is complete you may RTB at WP05.

MISSION: Eliminate Soviet rocket system.

Mission Elements

- [-01-] COLD START from [=FOB Berlin=]
- [-02-] Wait for call "Rabbit Jump" on radio at WP01
- [-03-] Locate & Destroy Smerches at WP02. Artillery is behind a village. Pass north or south for clear line of fire.
- [-04-] RTB [=FOB Berlin=]

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FLIGHT PLAN			
WP	DESCRIPTION	ELEV	REMARKS
1	FLY OVER	200	Escort
2	TGT	150	SEAL Holding
3	LAND	0	FOB Berlin

RED assets

WP01 is the FEBA and where you'll experience the highest resistance. Once beyond WP01 expect medium to light Insurgent activity. Reconnaissance indicates threats from, but not limited to the following:

Ground

AAA (ZSU-23, MANPAD)
APC (BTR-80, BRDM-2)
Infantry
MANPADS SA-18 Igla "Grouse"
MBT T-55
MLRS 9A52 Smerch
SAM SA-6 Gainful
SAM SA-9 Gaskin
SAM SA-19 Grison
Scout HL/LC

Air

Unknown at this time

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