

**AIR TASKING ORDER – RESTRICTED ACCESS**

<b>ACCESS LEVEL:</b>	TOP SECRET – DISTRO LIST EYES ONLY
<b>VERSION:</b>	2.6
<b>BRIEFING OFFICER:</b>	Lt. DarkFire
<b>TITLE:</b>	ATO – OPERATION DAWN RAVEN
<b>DISTRIBUTION:</b>	CO & Elements 461 ShAP. OC & Elements 325 Helicopter regiment. CO & Elements 10 Spetsnaz obrSpN. 1 <sup>st</sup> Guards Co. Div. FSB Liaison.

**CO 461 ShAP**  
**OC 325 OBVP**  
**CO 10 Spetsnaz obrSpN**

**COMBAT ORDERS, 1<sup>ST</sup> GUARDS COMPOSITE AIR DIVISION**  
**HQ KRASNODAR 02:00 03/03/2015**  
**MAP 200000, EDITION 1986**

**OPERATION DAWN RAVEN**

**DESTROY TARGETS AS ORDERED IN AND AROUND VILLAGE OF KUR.SKURI, MAP GRID REF. GH53 674 307.**

**OPERATION ELEMENTS:**

**24 x SPETSNAZ: HVT elimination & target area offensive sweep.**

**2 x Mi-8MTV2: Spetsnaz transport.**

**2 x Su-25T: Ground target elimination.**

**INTEL PICTURE FOLLOWS, SEE BRIEFING PACKS FOR INDIVIDUAL OP ELEMENT ORDERS.**

**STRATEGIC SITUATION:**

Over the recent months we have seen the rise of a new Abkhazian terrorist group: the so-called Abkhazian Liberation Army of God. Their ruthless leader, known only as Bagadata RZAYEV, is believed to have personally masterminded terrorist actions throughout the region and as far as Sevastopol in the Crimea. The stated aim of the group is to drive Russia out of the entire Caucasus region and to replace the government of Abkhazia with a fundamentalist regime much like the Taliban in Afghanistan. This is the only known photograph of him, taken at a recruiting rally 2 years ago:



Typically ALAG attacks have followed fairly standard jihadist doctrine and have employed person-borne improvised explosive devices (PBIED) and vehicle-borne devices (VBIED) followed by armed assaults, normally by small numbers of fanatics. These have mostly been perpetrated against softer targets.

## AIR TASKING ORDER – RESTRICTED ACCESS

Two days ago the situation changed. A massive VBIED of unusually sophisticated design was used to penetrate the perimeter at theatre HQ at Krasnodar. What appears to have been a small unit of terrorists armed only with AK-74s and grenades then attacked whatever personnel they could find inside the base. Casualties were fortunately light. This photograph shows the aftermath:



Subsequent forensic analysis of the crater and debris left after the initial VBIED strike at Krasnodar revealed that the ALAG appear to have suddenly increased the sophistication of their bomb designs. It is believed that the ALAG must have sought and obtained external assistance in the form of training in advanced IED manufacturing and employment techniques. This most recent attack demonstrated rudimentary fuel-air-explosive design knowledge and is an extremely concerning development.

## AIR TASKING ORDER – RESTRICTED ACCESS

### INTELLIGENCE:

For some time now the FSB has been attempting to gain intelligence on the ALAG. Late last night the FSB liaison officer attached to 1 Guards Composite Air Division revealed that due to **REDACTED** that originated from a **REDACTED** member close to **REDACTED** we now know that a high-level ALAG meeting is due to take place this morning. It is believed that Bagadata RZAYEV himself will be present along with his chief bomb designer. This is an opportunity we cannot afford to ignore.

During the night a series of reconnaissance flights by Tu-300 drones appears to have revealed the location of this morning's meeting: a small village named kur Skuri which is located approximately 10Km due east of the town of Dzhvari. See the reconnaissance photographs attached to your briefing folders. It appears that the ALAG have taken over most of the village. A house at the northern end of the village appears to have been fortified and a small watch tower overlooking the approach road up from the south has been erected at the southern edge of the village:







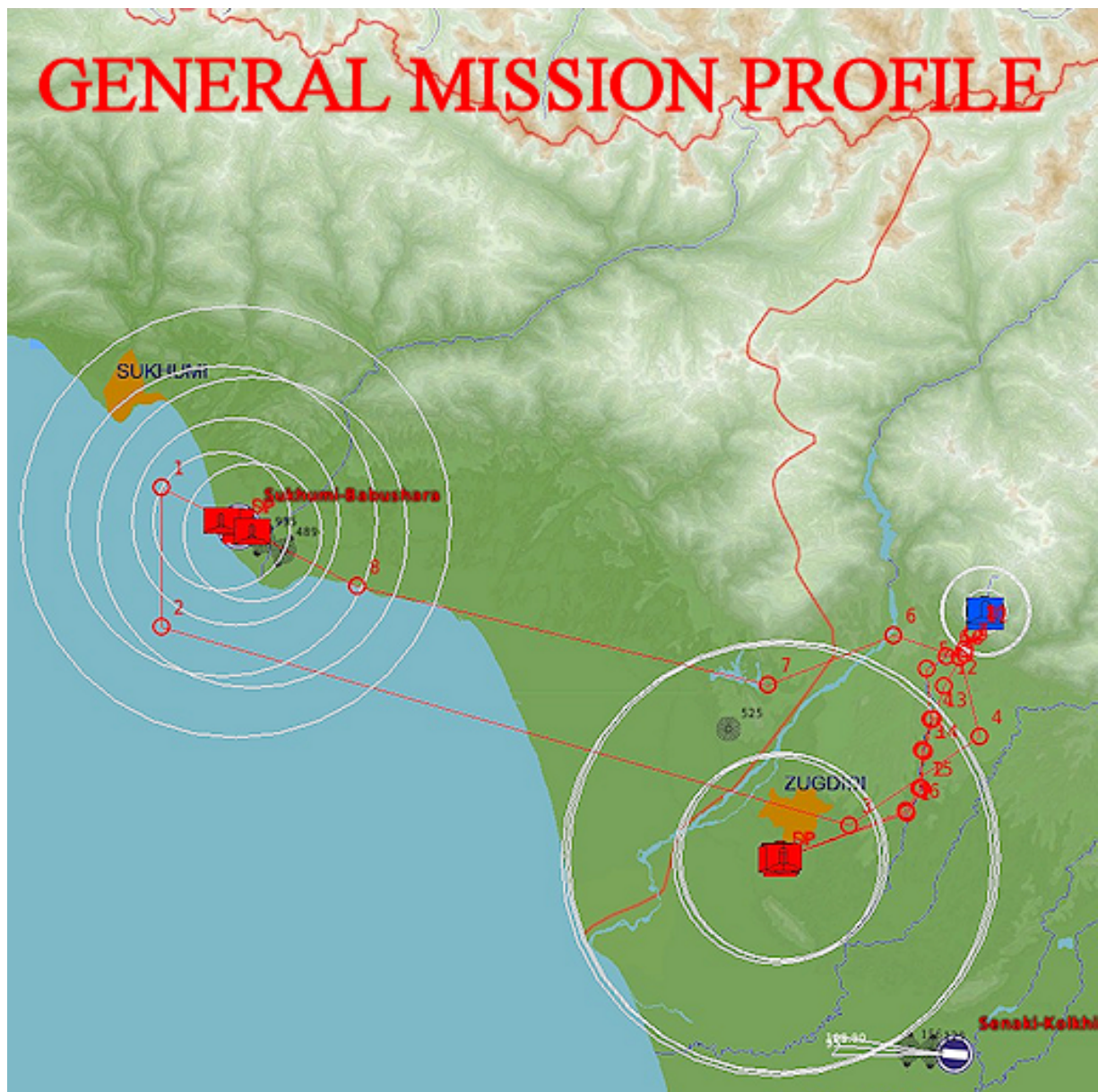
**GENERAL OPERATION PLAN:**

2 x Mi-8 helicopters from the 325<sup>th</sup> Independent Combat Helicopter Regiment (OBVP) will embark 24 x Spetsnaz commandoes who are on detachment from the 10<sup>th</sup> Spetsnaz obrSpN for this mission. The special forces operators will embark at FARP Skala which is located just south-west of Zugdidi. The helicopters will then fly a low-level approach to within 10Km of the targets where they will commence orbit.

A flight of 2 x Su-25T are tasked with the destruction of all air defence, armour targets, the house that is being used for the meeting and the watch tower at the village. Once destruction of the targets is confirmed the helicopters will approach the target village from the south and briefly land. The Spetsnaz commando team will then disembark and conduct an offensive sweep through the village, eliminating all ALAG presence. Bagadata RZAYEV is the HVT for the Spetsnaz team.

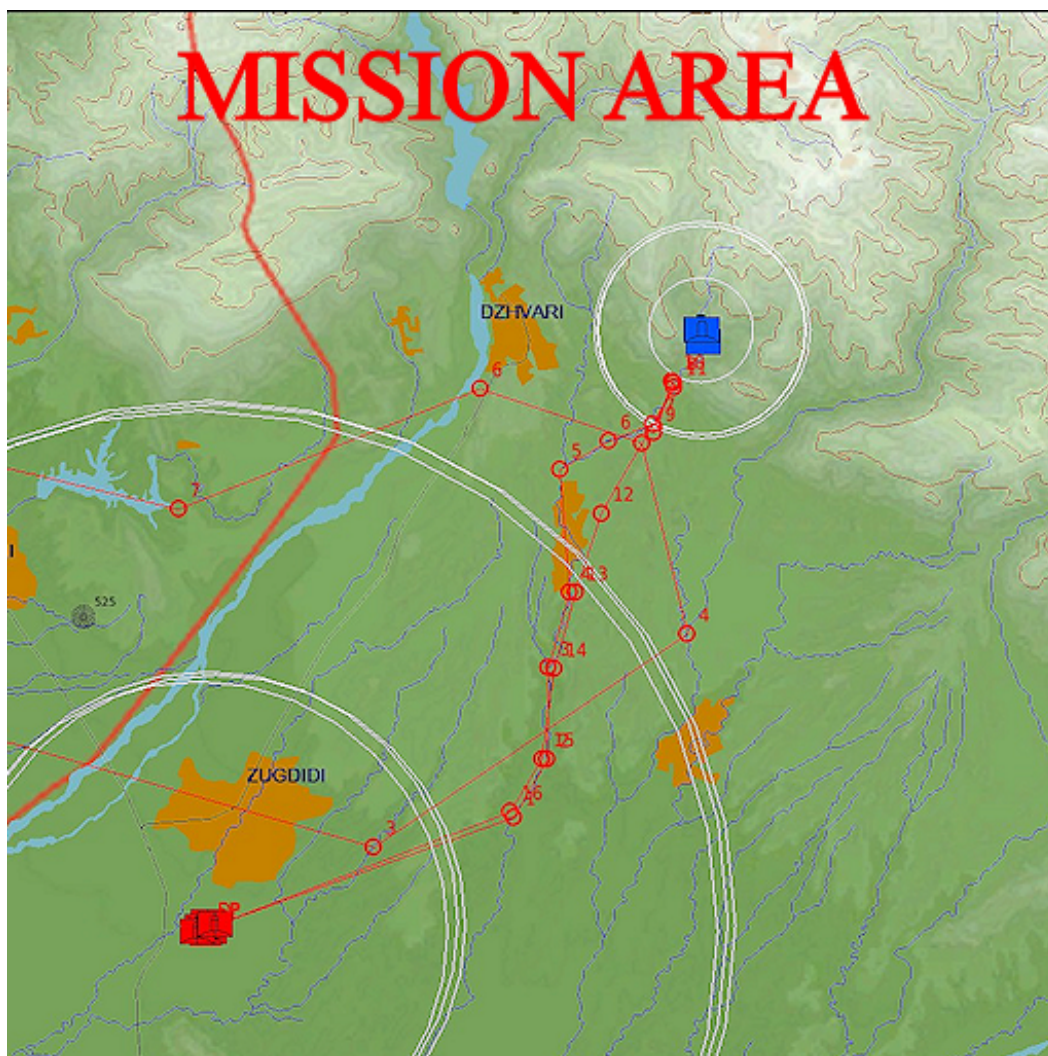
**Su-25T OP ELEMENT ORDERS:**

Take off will be at 0530 from Sukhumi-Babushara. Follow your flight plan to waypoint 5 which will be your initial point. Hold there until the Spetsnaz transport helicopters are at their orbit position. Once they have commenced orbit the mission commander at FARP Skala will give the order to commence attack against your designated ground targets as shown in the reconnaissance photographs. This is the general layout of your mission profile:



## AIR TASKING ORDER – RESTRICTED ACCESS

The following shows the topographical area around the target and also the flight path assigned to the Spetsnaz transport helicopters from the 325<sup>th</sup> Helicopter Regiment.



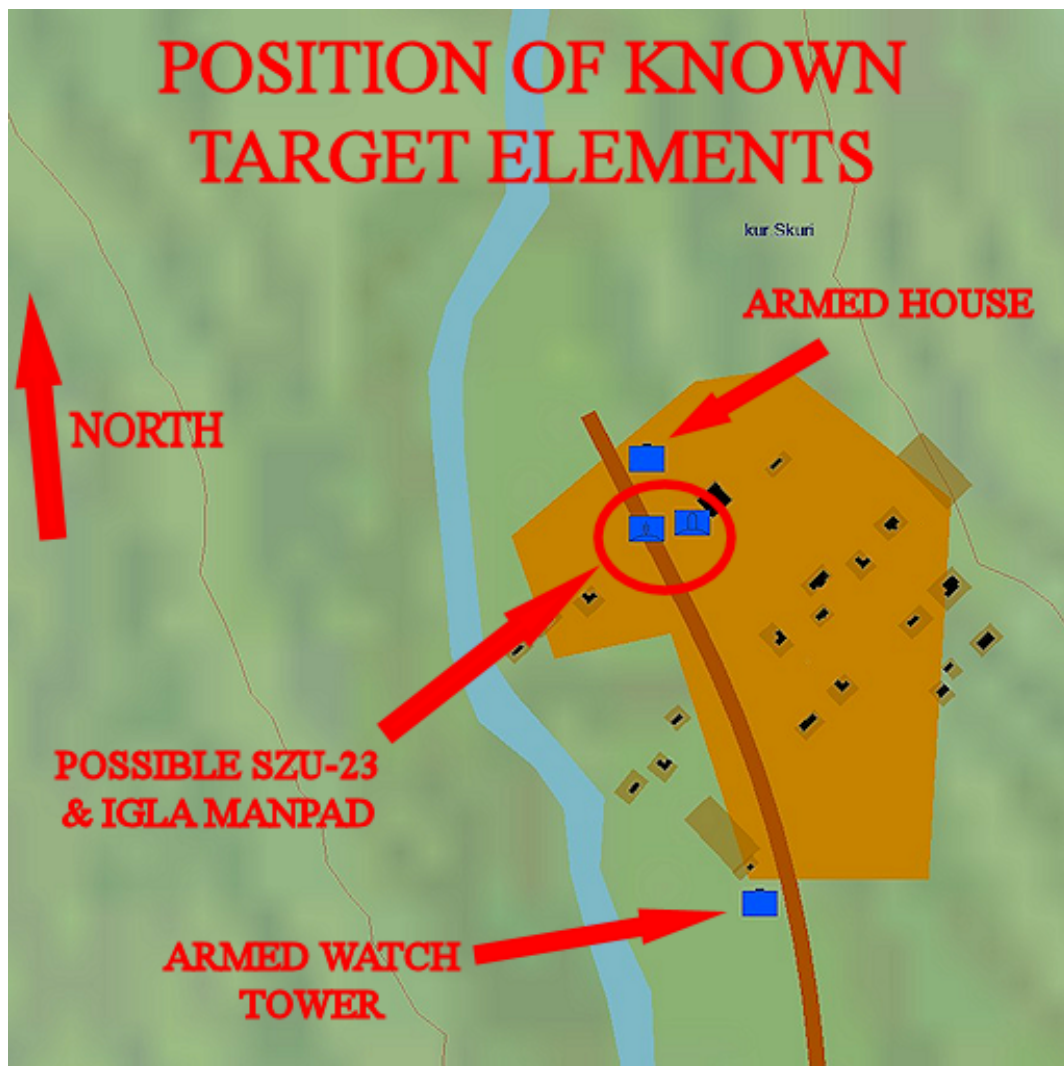


## **TARGETING ORDERS**

Your targets are:

1. A fortified house located at the northern edge of the target village.
2. An armed watch tower that has been set up at the southern edge of the village.
3. 2 x T-55 MBTs. We do not know if these tanks are operational but they must be destroyed.

The following figure shows what we estimate to be the position of your intended targets in and around the village. The T-55 BTs could be positioned anywhere in the target area but are likely to be positioned to cover the approach road from the south, i.e. in the general vicinity of the watch tower.



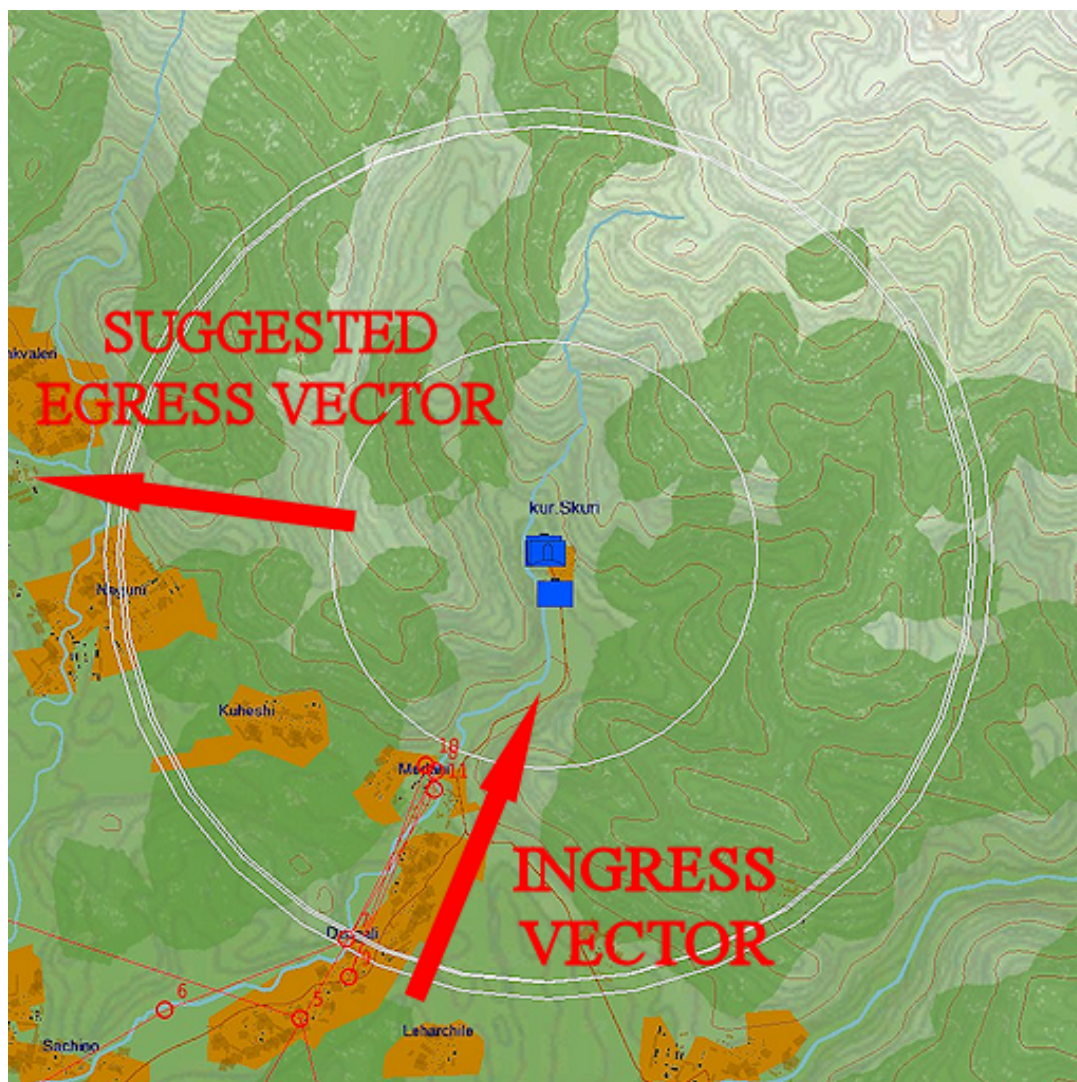


**THREAT INTELLIGENCE:**

Intelligence believes that the ALAG have access to Ural-mounted mobile ZSU-23 AA cannons and may have access to SA-18 Igla MANPADS stolen recently from a local militia outpost. If present in the target area these will be priority targets.

Intelligence recommends that you carefully search the target area for signs of any MANPAD deployment prior to commencing your ingress to the target area. Your Mercury LLTV pod should have sufficient resolution to make out MANPAD targets outside the threat range of the Igla-S system. Also bear in mind that the Igla-S has a maximum effective target altitude of 3000m.

The intelligence officer suggests the following attack profile:



**\*\*\* BRIEFING ENDS \*\*\***

## MISSION DESIGNER NOTES

1. The mission you're about to play, or possibly have just played, has taken me dozens of hours of work. It would not be anywhere near as immersive as I hope it is without the awesome voice-over work done by DCS community members Blooz and P5138 so a **very, very big thanks to both of them for their great work.**
2. A closer examination of the mission in the editor will reveal that I had to essentially cheat and 'simulate' the appearance of the two Spetsnaz groups on the ground at their drop-off point. Theoretically DCS supports the embarking, transport and disembarking of troops from transport vehicles. Apparently as of the date of this mission (03 March 2015) it's still what I'll charitably call a 'work in progress.' After extensive... VERY extensive testing I just can't get it to function at all. It just doesn't appear to work, hence the method I used to simulate the troops disembarking, doing their assigned task and then re-embarking. If anyone knows of a better way to do this, or if at some point troop transport actually ***works properly***, I'll probably update this mission.
3. What I've published to the DCS web site is probably the 137<sup>th</sup> version of this mission. Originally it included a Huge Briefing of Doom that actually managed to exceed the allowed number of characters in a mission briefing! Hence, I decided to create this "air tasking order" to accompany the in-game mission briefing. Hopefully the mission is still completely playable without this accompanying ATO but I hope that providing some story background and additional flavour helps with immersion.
4. I tried to keep the mission objective achievable and relatively simple, despite the relative complexity of the sequence of events and other things going on around the mission. On a personal note there's nothing more frustrating than a mission that's obviously been made to be impossibly hard just for the sake of it. Particularly when it comes to air defence, having a (hypothetical mission target) power station protected by 5 x S-300 SAM complexes, an entire division of TOR SAMs and enough 2S19 Tunguskas for an entire Army Group is pointless. Those missions get deleted.
5. If you have any suggestions, questions, queries or constructive criticism please drop me a line at Sir.Wulfrick@gmail.com
6. I don't think that we've seen the end of the ALAG yet. Further missions to come...
7. Thanks to ED for giving us all an awesome flight sim to play!