

# AIR TASKING ORDER - RESTRICTED ACCESS

## **1. SITUATION**

0730 Local, April 2 2012, Persian Gulf

### **BACKGROUND**

Last night, the weather became uncooperative for us and the IRIA took advantage. Sometime just before dawn and under cloud cover with a 5000 ft ceiling, the Iranians launched a large ground counterattack, and we detected many vehicles (mostly armored) maneuvering through the Zagros Mountains toward Bushehr. Needless to say, it's critical that we stop the armored advance before it gets to Bushehr. Our folks on the ground have some anti-tank weapons, but they can't be expected to hold out against an attack of this size. Despite our large air presence, the combination of bad weather and the size of the advance is posing a real challenge to our ability to stop this from the air. The Iranians deployed significant air defenses to cover their advance. Three SA-6 sites were detected operating at the edge of the mountains, along with SA-8s escorting armored columns. The area is covered in MANPADs, which have shot down five of our surveillance drones, leaving us with limited visibility on the situation.

The USAF F-16s that were on station when this began, plus some of our own Hornets in reserve that were scrambled, were able to destroy the SA-6 sites. They are currently engaging the SA-8s with moderate success, but even with the additional backup, they are running low on munitions. A large package of A-10s are en route to Bushehr now to attack the armor, but they are at especially high risk from the SA-8s under the clouds. In case the SEAD on station is unable to eliminate the SA-8 threat, you are being scrambled as the last SEAD resources available within the next 1.5 hours.

### **OVERVIEW & COMMANDER'S INTENT**

Your task as Dodge 7 (2-ship F/A-18s) is to get to Bushehr as quickly as possible and follow tasking from Pontiac. Most likely you will be assigned to attack any remaining SA-8s left by the previous SEAD flights. You will be vulnerable, especially going under the clouds, but not as badly as the A-10s. If the SA-8s can't be destroyed, the A-10s will simply have to try their luck under the clouds, and we don't want that. Our #1 objective is to keep Iranian armor from getting close to Bushehr. Our #2 objective is to avoid losing any more aircraft than the drones we've already lost this morning.

**WEATHER:** 19C, Overcast ceiling 5900, Wind 308 @ 10kt. Altimeter 29.75.

### **ENEMY FORCES**

Our surveillance drones have mostly seen T-72 tanks, BMP-2 IFVs, and Gvozdika mobile artillery. We detected 8 SA-8s, 3 of which we believe have been destroyed so far, and hopefully more will be before

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you arrive. We also saw at least two SA-9s and two Shilkas among the inbound vehicles. MANPADs seem to be present and active throughout the coastal plain east of Bushehr and the mountains. 3 SA-6 sites were detected and destroyed, but we cannot rule out more emerging.

We haven't seen any Iranian air activity in the past 24 hours, but it is still possible that they could send some F-4s from Shiraz.

### FRIENDLY FORCES

Fixed wing assets in the AO:

- Enfield 3 (3 F-15Cs): CAP orbiting 40NM east of Bullseye
- **You:** Dodge 7 (2 F/A-18s): SEAD/DEAD around Bullseye
  - **You** will be flying as Dodge 7-2: follow 7-1's lead.
- Chevy 3 (2 E/A-18s): EA support
- Texaco (KC-135 MPRS): orbiting 30 NM west of Bullseye, providing tanker support
  - Ford 2 (2 F-14s): escorting Texaco

C&C over Bushehr:

- Pontiac 1-1 (MQ-9): orbiting Angels 25 over Bullseye, providing C&C
- Firefly: Bushehr ground forces control, will coordinate if needed with Pontiac

### ATTS/DETS

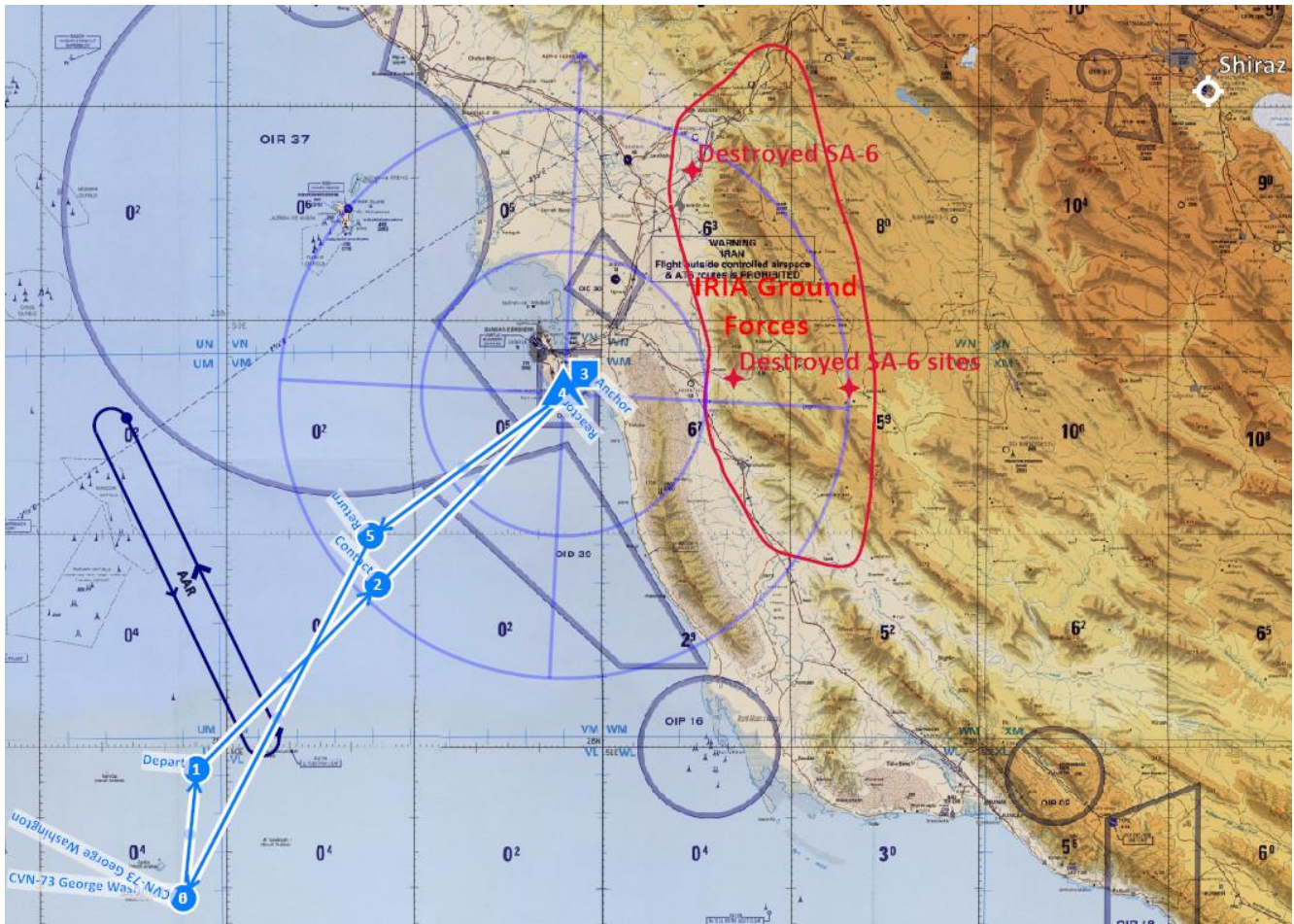
- Tanker: Texaco (30Y / 230 MHz)
- AWACS: Magic (263 MHz)

## 2. MISSION

Dodge 7 is being scrambled for SEAD/DEAD as assigned by Pontiac to protect the Bushehr Power Plant Complex (BPPC) from incoming armored attack.

## 3. EXECUTION

**Fig. 1: Flight Plan Overview**



**1. Dodge 7 will launch from CVN-73 as quickly as possible, forming up at WP 1. Climb to Angels 22.**

**2. When formed up, expedite to WP 2 (but stay out of burner unless ordered). Switch COMM 2 to TAC 1 freq 263.0 and contact Pontiac at WP 2. Continue to Anchor at WP 3 until you receive tasking from Pontiac, Angels 22 (to deconflict with Texaco and Pontiac orbiting at Angels 25). Use this time en route to start FLIRs, configure weapons, etc.**

**3. Follow Pontiac tasking after arrival.** You will follow whatever orders Pontiac gives you, but you can expect to be tasked with any SA-8s the F-16s overhead now aren't able to get to. We want the SA-8s destroyed, not just suppressed, so you will be armed with HARMs and IR Mavericks. The

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SA-8s probably will turn off their radars to avoid the HARMs, so you will probably need to get under the ceiling to launch the Mavericks. Due to cloud cover, Pontiac has limited ability to track the SA-8s, but Magic is tracking moving groups by radar, so we will likely have approximate coordinates. The ceiling at 5900 makes this a really risky mission, but it will be a lot more risky for the A-10s if you don't succeed.

Recommended tactics if engaging an SA-8 individually are as follows:

- I. Upon receiving coordinates, designate it as a target.
- II. Locate the SA-8:
  - A. Use the HARM TOO mode to identify SA-8 emissions from the target.
  - B. Use A/G radar GMT mode to lock any moving groups nearby and confirm if the SA-8 is in the group.
  - C. If unable to find emissions or moving targets, monitor the area in case they start moving again.
- III. Set ECM to transmit.
- IV. Run in on the target from above cloud cover using HARM PB mode with HARM pullup. Launch each of your HARMs to cover your approach (recommended distances 18 NM and 13 NM).
- V. At 12 NM, get under the ceiling and use the FLIR to identify the SA-8, especially if there are multiple vehicles. Set a markpoint.
- VI. Continue ingressing until the Maverick gets a lock on it. Launch and go defensive, into the clouds if at all possible.

You want to get away from both the SA-8 and any MANPADs in the area after launching. If your first Maverick fails, you'll have a second one (and you'll want the markpoint in case the FLIR loses track). Chevy 3 will be in the area to help with EA, but the reports coming in right now say the jamming is having limited effectiveness low and relatively close where we need to be to kill the SA-8s.

#### 4. RTB when cleared by Pontiac.

As before, **maintain situational awareness of the BPPC facility and strict adherence to the ROE below. In particular, DO NOT damage any buildings in the Reactor Zone (WP2), even if a hostile breach of the BPPC occurs.** Familiarize yourself with the recon photo (Fig. 3) and map (Fig. 4) of the BPPC.

As a precaution around the Reactor Zone, **remain FENCED OUT while orbiting over BPPC. FENCE IN when:**

- (a) you are engaged, or



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**(b) you are ordered to engage or otherwise move away from BPPC by Pontiac.**

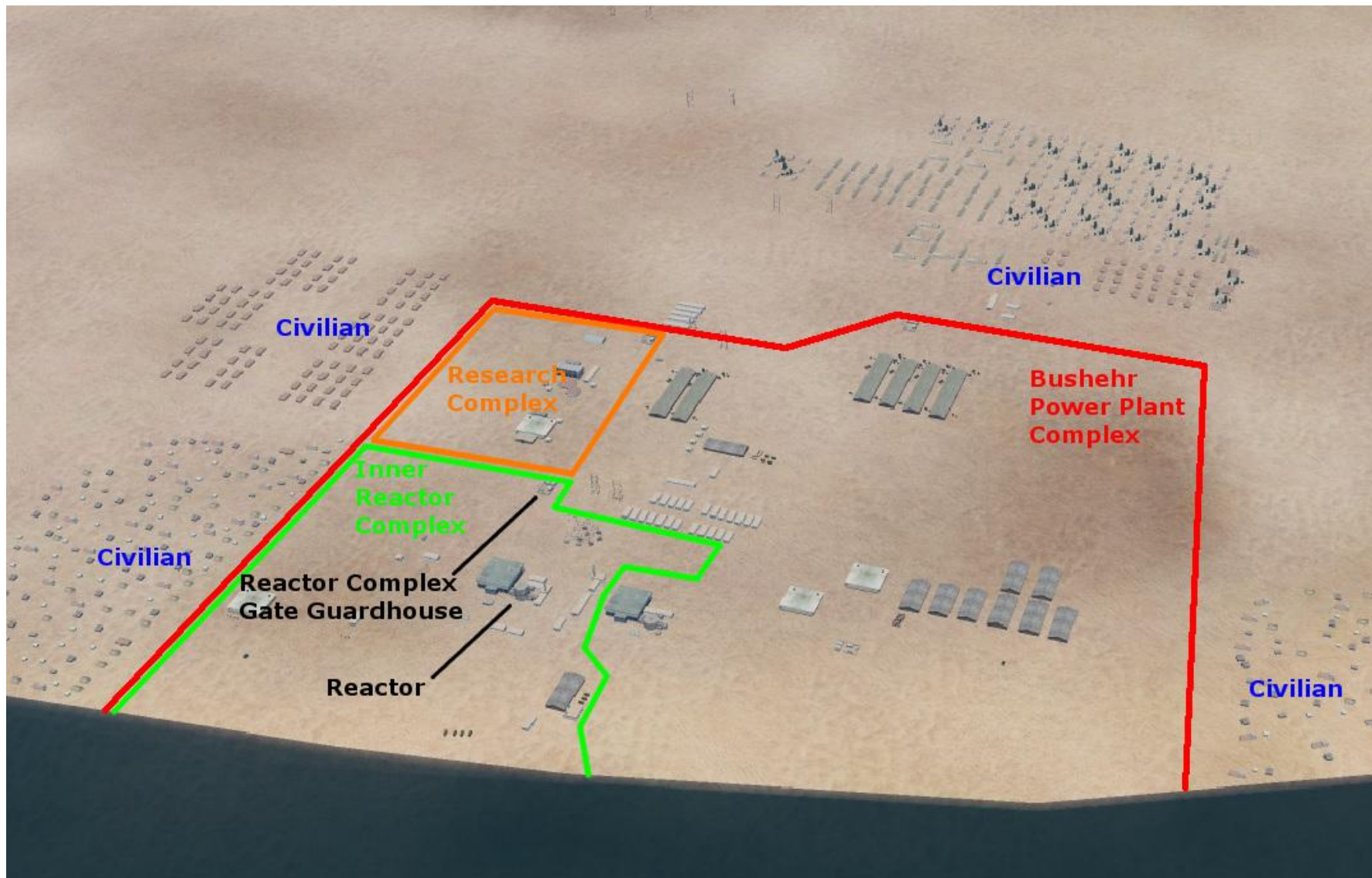
If you become Winchester or need to refuel, alert Pontiac (via the F10 menu).

**Fig. 2: SA-8 Recon Photo**



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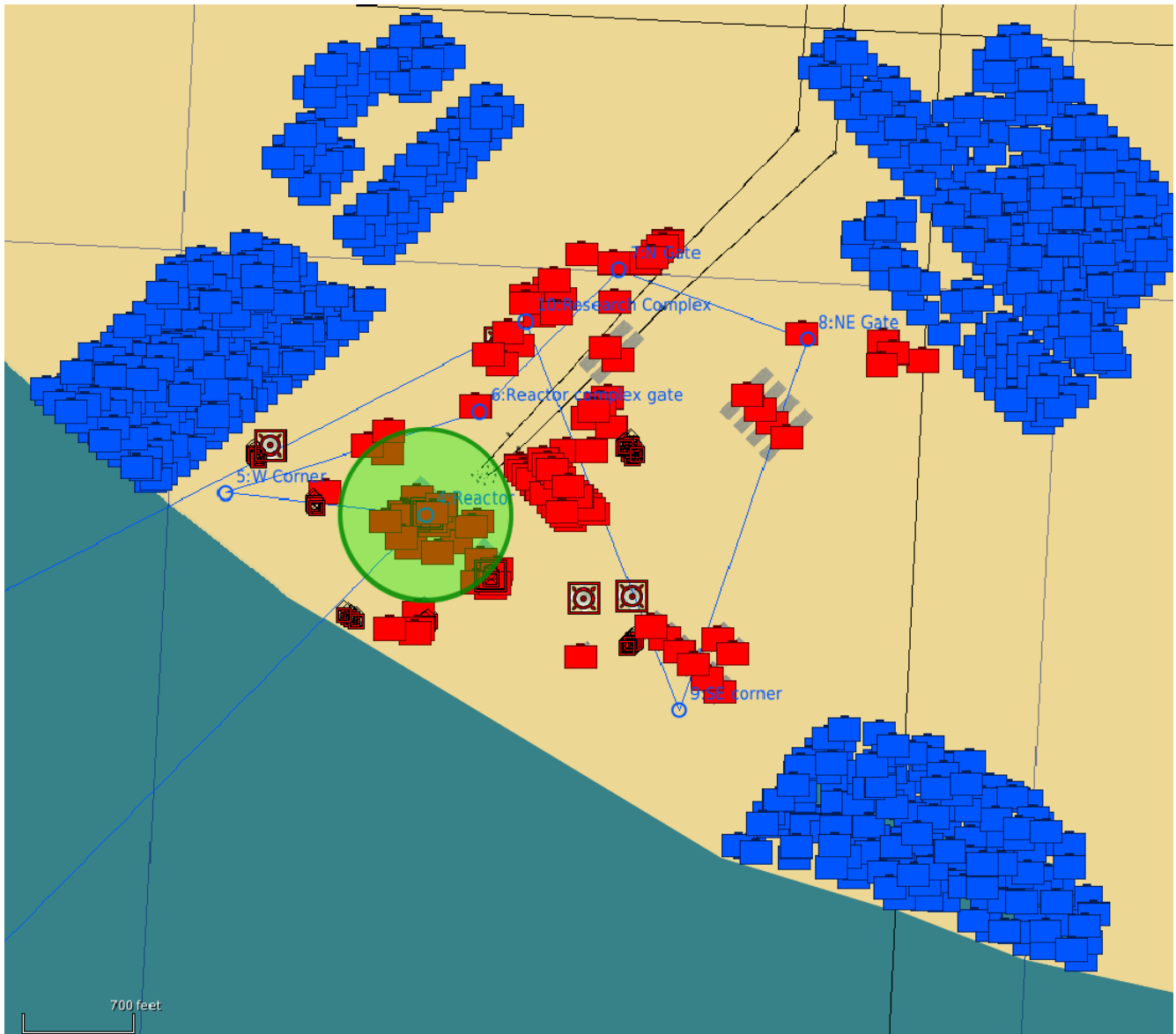
Fig. 3: Recon photo of BPPC



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Civilian structures surrounding the BPPC are in blue; structures of the BPPC itself are in red. The 500 ft radius “Reactor Zone” is marked in green, where explosive weapons are strictly prohibited.

**Fig. 4: Map of BPPC, waypoints and Reactor Zone**

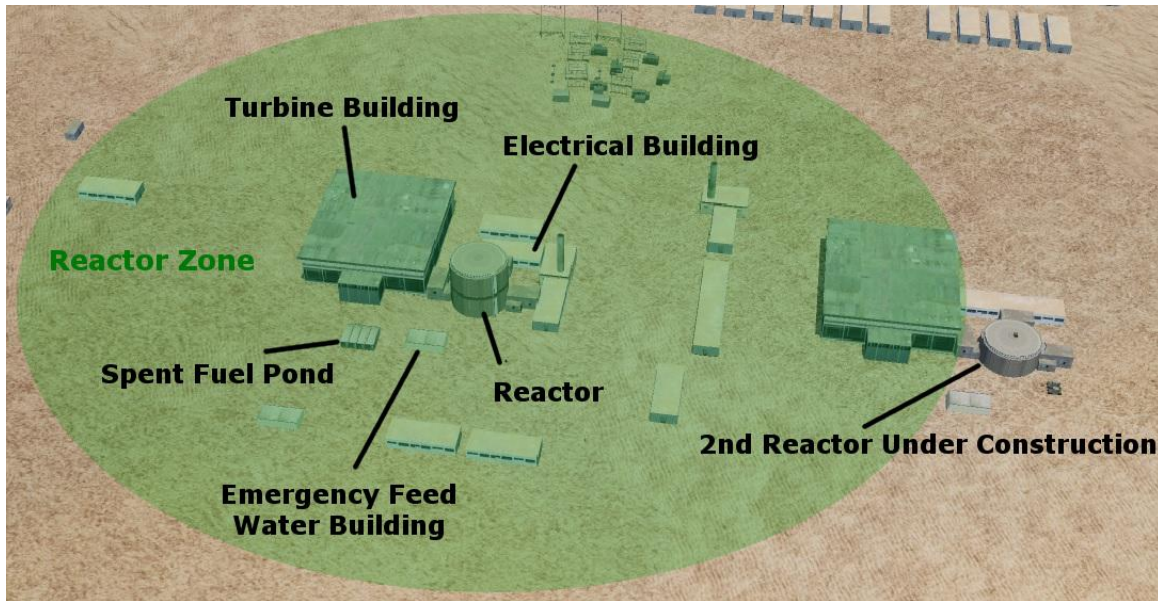


**IT IS ABSOLUTELY CRITICAL TO FOLLOW ROE IN THE REACTOR ZONE. EXPLOSIVE WEAPONS ARE STRICTLY PROHIBITED WITHIN THE REACTOR ZONE, AND ANY USE OF 20MM CANNON MUST FOLLOW STRICT PROCEDURE IN ROE BELOW TO AVOID STRIKING BUILDINGS.** See Fig. 5 for a photo of some of the main buildings within the Reactor Zone critical to keep unharmed.



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**Fig. 5: Buildings in Reactor Zone**



3. You will be relieved by Enfield 4 (3 F-16s) and Enfield 5 (3 F-15s). **Dodge 5 and Ford 5 will RTB when ordered by Pontiac, depending on conditions. At that point, FENCE OUT and fly to WP 7 or direct CVN-73.**



### RULES OF ENGAGEMENT

- **A/A: Weapons Tight**

EID matrix:

1) Lack of friendly IFF and 2) NCTR

1) VID (Visual ID)

1) Lack of friendly IFF and 2) AWACS declared Bandit

- **A/G: Weapons Tight, except as cleared below.**

**Damage to the Bushehr reactor or reactor-connected buildings (see Fig. 3, 4 and 5) could cause a Chernobyl-like disaster spreading radioactive fallout across nearby civilian areas in Iran and neighboring countries as far as the UAE. This could be a humanitarian disaster and may be considered a war crime.**

- **OUTSIDE the Reactor Zone (beyond 500 ft from WP4).** You are cleared to engage targets ordered by Pontiac, identified by either:

- a) HARM TOO indication

- b) VID with FLIR

- c) Pontiac coordinates/laser designation.

You may also return fire if fired upon. Preventing an overrun of Bushehr is critical, but note that there are civilian vehicles operating in the AO which we want to avoid.

- **INSIDE the Reactor Zone (within 500 ft of WP4).** You are only cleared to engage targets designated by Pontiac using 20 mm, and must be within all of the following parameters:

- d) Close enough to get an "IN RNG" cue

- e) Must obey attack heading cleared by Pontiac, and attack runs must not cross the reactor building itself (WP4), the buildings they are directly connected to, or the spent fuel pond (see Fig. 5).

- f) Target must be sufficiently separated from any buildings to fully ensure bullets do not stray into them.

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### 4. ADMINISTRATION/LOGISTICS

**Launch Time:** 0405Z, April 2, 2012

**Recovery Window:** 0430Z - 0730Z

#### **ARMAMENTS:**

- Enfield 3: 6\*AIM-120, 2\*AIM-9
- Dodge 7: 2\*AGM-88C, 2\*AGM-65F
- Chevy 3: 2\*AIM-120 (HARMs already expended)
- Ford 2: 4\*AIM-54, 2\*AIM-7, 2\*AIM-9

**AIR REFUELING:** Texaco will orbit 30 NM off the Iranian coast.

**EW/ELINT:** Magic will orbit over CVN-73 for ABM. Chevy 3 will provide EA over the AO.

### 5. COMMANDER/SIGNAL

#### **SIGNAL:**

<b>COMM 1:</b>				<b>COMM 2:</b>		
<b>Name</b>	<b>Preset</b>	<b>Freq</b>		<b>Name</b>	<b>Preset</b>	<b>Freq</b>
Dodge 7	1	147		Tac 1	1	263
Texaco	2	230		Texaco	2	230
CVN-73	3	127.5		CVN-73	3	127.5

**COMMAND:** Commander CVW-1, CSG-8

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### SUMMARY

**Launch Time:** 0405Z, April 2, 2012

**Recovery Window:** 0430Z - 0730Z

**Joker:** 5000. **Bingo:** 4000.

**BULLSEYE:** WP4, BPPC Reactor (N 28° 49.75', E 50° 53.29)

**TARGET:** SA-8s or other elements of armored counterattack

**AIR THREAT:** Bandits from Shiraz

**AA THREAT:** SA-8, MANPADS, AAA

**WEAPONS HOLD EXCEPT AS BRIEFED**

Carriers	Tankers	Support
-- USS George Washington -- 127.5 MHz AM TACN: 73X GW ICLS: 3	-- Texaco -- TEX 30X 230.0 MHz AM	-- AWACS -- 263.0 MHz AM Magic

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WP	Name	Remarks	Angels	Speed
1	Depart	Form up and climb to Angels 22 at WP1 or en route to WP2.	22	Expedite
2	Contact	Contact Pontiac	22	Expedite
3	Anchor	When not tasked by Pontiac, maintain orbit (tanking as needed) until cleared RTB by Pontiac.	22	
4	Reactor / Bullseye	Reference. RESPECT ROE		
8	Return	FENCE OUT	20	