



JFACC JOINT AIR OPERATIONS PLAN OPERATION ARCTIC CITADEL

Version Table

0.1	Jonde	Initial data fill. Section 1, 2, parts of 3, 4, 5
0.2	Pluto	Added section 3.1
0.3	Typhoon	Added section 3.2

1 Situation.

1.1 Adversary Forces.

- Notia has mobilized significant ground, air, and naval forces under the guise of Exercise FROST but may transition into an offensive operation against Northern Finland.
- 1st, 2nd, and 3rd Notian Corps have moved into training areas, while 4th Corps remains in garrison.
- Notian Air Force is conducting CAPs, strategic bombing runs, and close air support exercises.
- Notian Navy, including the Pyotr Velikiy SAG, has moved into the Barents Sea and may establish a naval perimeter to limit coalition air and sea movement.

1.2 Friendly Forces.

- JFACC controls all coalition air assets and air defense forces in the AO.
- Available air bases in Norway (Bodø, Andøya, Bardufoss, Banak) and Finland (Rovaniemi, Kemi Tornio, Ivalo, Kittilä, Vuojärvi roadbase).

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

- E-3 AWACS and KC-135 tankers are ready for operations.
- Carrier Air Wing assets (F/A-18s, F-14s) from CSG-72 (USS Abraham Lincoln) (forward deployed) will operate under JFACC.
- Patriot batteries under JFACC control will provide air defense in Finland.
- LCC forces include the IV Corps 55th Armor and 56th Mechanised Divisions
- Local forces include Finished 33rd Brigade, Norwegian 44th Brigade.

2 Mission.

Should the conflict escalate the JFACC will establish and maintain air superiority over Finland and Notia, conduct air interdiction (AI) and strategic strikes to neutralize Notian offensive capabilities. It will support ground operations and provide CSAR and hostage rescue operations as required.

3 Air Operations

3.1 Joint force air organization.

3.1.1 132nd Virtual Wing

617th Fighter Squadron	A-10C	Kittila
388th Fighter Squadron	F-16C	Rovaniemi
494th Fighter Squadron	F/A-18C	Banak
108th Fighter Squadron	F-14B	Banak
656th Rotary Squadron	AH-64D	FARP LONDON
176th Air Control	E-3A	Bardufoss
23rd Special Tactics Squadron	N/A	[Redacted]

3.1.2 Supporting Assets

Tactical Mobility Squadron 1	KC-135 MPRS	Bardufoss
Tactical Mobility Squadron 2	KC-135	Bardufoss
Air Defense Artillery Battalion	MIM-104 Patriot	Sodankylä (Battery A) Karasjok (Battery B)

3.2 Joint force air objectives.

3.2.1 Establish Air Superiority over Finland and Notia

3.2.1.1	Deny Notian Air Force (NoAF) the ability to affect operations in Finland and the northern region
---------	--

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

3.2.1.2	Deny Notian Integrated Air Defense System (IADS) the ability to affect coalition operations in Finland
3.2.1.3	Deny Notian long-range artillery and MLRS systems the ability to affect operations in Finland

3.2.2 Defeat Notian Forces in Finland

3.2.2.1	Provide support for LCC in order to achieve LCC's main objectives
3.2.2.2	Deny Notian logistical support
3.2.2.3	Destroy C2 capabilities supporting the Notian offensive into Finland
3.2.2.4	Deny Notian armed forces access into Finland
3.2.2.5	Affect the Notian will to fight by destroying vital supplies and infrastructure

3.2.3 Neutralize Notian WMD Capabilities

3.2.3.1	Neutralize Notian Surface-to-Surface missile regiments
3.2.3.2	Deny Notian forces the ability to produce and store chemical weapons
3.2.3.3	Deny Notian Armed Forces the ability to research NBC WMDs

3.2.4 Establish Air Superiority over Notia

3.2.4.1	Deny Notian IADS the ability to affect operations in Notia
3.2.4.2	Deny Notian Air Force the ability to affect operations in Notia
3.2.4.3	Deny Notian long-range artillery and MLRS systems the ability to affect operations in Notia

3.2.5 Neutralize Notian Army Offensive Capabilities

3.2.5.1	Neutralize enemy ability to coordinate attacks effectively
---------	--

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

3.2.5.2	Neutralize Notian ability to maneuver and attack by interdicting logistical networks, transport infrastructure, and destroying POL sites
3.2.5.3	Attrit enemy Armored and Artillery divisions

3.2.6 Reduce Notian Will to Conduct Offensive Operations in the Region

3.2.6.1	3.2.6.1 Disrupt Notian supplies vital for operations and sustainment
3.2.6.2	3.2.6.2 Deny Notian access to critical political and military infrastructure
3.2.6.3	3.2.6.3 Degrade Notian High Command's ability to plan and execute offensive operations

3.3 Beddown overview.

3.4 Phases of joint air operations in relation to CJTF operation

3.4.1 Phase 1: Deployment (Complete)

- Establish a recognized air picture (RAP) and monitor Notian air and ground force movements.
- Deploy AWACS and tanker support to ensure operational coverage.
- Position Patriot batteries in Finland to provide air defence.
- Conduct ISR (Intelligence, Surveillance, and Reconnaissance) to map Notian IADS, air bases, and key logistical hubs.
- Conduct air defence training flights in Finland to demonstrate coalition presence.

3.4.2 Phase 2: Deter

- Establish and maintain Defensive Counter-Air (DCA) to prevent Notian air incursions into Finland.
- Conduct aggressive air presence missions near the border to deter Notian action.
- Deny Notian Air Force access to the Finnish AO using early-warning, intercepts, and ROE-based engagements.
- Conduct electronic warfare (EW) operations to degrade Notian IADS effectiveness.
- Execute pre-planned targeting of Notian C2 (Command & Control) nodes for potential preemptive strikes.

3.4.3 Phase 3a: Defend (if deterrence fails)

- Conduct Defensive Counter-Air (DCA) and Combat Air Patrols (CAPs) to defend Finnish airspace.
- Destroy key elements of Notian IADS, including EWR, sector command centers, and SAM sites.
- Provide Close Air Support (CAS) and Air Interdiction (AI) against advancing Notian ground forces.

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

- Neutralize enemy C2 infrastructure to delay and disrupt Notian offensive coordination.
- Conduct Suppression of Enemy Air Defenses (SEAD) missions against active enemy threats.

3.4.4 Phase 3b: Decisive Action (Counterattack into Notia)

- Establish air superiority over Notia by neutralizing:
 - Notian air bases and fighter squadrons.
 - Enemy AWACS and air refueling assets.
 - Remaining high-threat SAM sites.
- Conduct deep strike missions against:
 - Notian logistics hubs and POL (Petroleum, Oil, and Lubricants) storage.
 - Rail networks, bridges, and highways supporting enemy troop movement.
 - Power grids and communication hubs to disrupt C2.
- Support LCC ground offensive by striking enemy armor and mechanized forces in the field.
- Conduct Maritime Interdiction (MI) and Anti-Ship Warfare (ASuW) against Notian naval assets threatening coalition air ops.
- Prepare for hostage rescue operations (SRNTGT044).

3.4.5 Phase 3c: Contingency (Kambiland)

- If Kambiland intervenes, conduct DCA and CAP operations to protect coalition assets.
- Establish air superiority over Kambiland if required.
- Target Kambiland military logistics and strategic assets.

3.4.6 Phase 4: Stabilization

- Maintain DCA and CAP patrols to secure the airspace.
- Conduct ISR over Notia to monitor compliance with ceasefire terms.
- Provide airlift and logistic support for humanitarian and stabilization efforts.
- Assist in monitoring and dismantling Notian WMD programs if required.

3.4.7 Timing and duration of phases.

Phase 1 deployment is in progress and anticipated to take 5 days.

- LCC deployment of IV Corps is currently in transit to Finland arriving D2.
- MCC deployment of SAG-1 and CSG-72 currently in shakedown arriving D5.

3.5 Coordinating Instructions.

- **Civilian air traffic** expected in and out of:
 - Bodø, Bardufoss in Norway.
 - Kemi Tornio, Kittila in Finland.
 - Civilian air traffic will follow published ACP corridors.
 - All other Finland airfields are closed to civilian traffic.
- JFACC will organize the provision of reminders on GUARD for civilian air traffic to remain clear of the area of the conflict.
- **All air crew are responsible for positively classifying aircraft as per standing SPINS in order to prevent the downing of civilian air traffic.**

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

- All air crew are responsible for positively identifying aircraft as Notian before engaging in order to prevent provocation of DUSS alliance reprisal.

3.6 Expected sortie availability (for planning purposes)

Unit Type	Internal	External
A10-C	2-4	
F/A-18C	6-12	
F-16C	6-10	
F-14B	1-2	
AH-64D	1-2	
KC-135	3	
E-3	2	

3.6.1 Surge operations:

Supporting assets, such as KC-135, KC-135 MPRS and E-3 can surge their operations for one ATO day (increasing their numbers by one, but the next event will then have one aircraft less due to maintenance). Decision to conduct surge operations rests with JFACC and is ordered in the AOD if required.

4 Logistics.

Resupplies will primary be shipped in via sea lines of communication (SLOC). Priority resupplies may be flown into Finland or Norway.
Due to other major military operations taking place at the same time, certain high demand ammunition items may be temporarily unavailable.

Link: [Available ordnance](#)

5 Command. Control. and Communications

5.1 Command

- All RW operations is controlled by JFACC
- All naval air operations is controlled by JFACC

5.1.1 Chain of command:

JFACC --> AWACS --> (Mission Commander) --> Flight lead

Mission commander only relevant for COMAO/Package operations tasked as such on the ATO.

- JFACC breaks down daily guidance and priority from JFC into an executable Air Tasking Order (ATO).
- During execution of the ATO, AWACS is delegated authority from JFACC to execute the mission in accordance with (IAW) JAOP, AOD and ATO .

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

- AOD will be published from JFACC that provides updated guidance, priorities and allocation for that ATO Day.
 - AOD D1 will give guidance for ATO D1.1 and D1.2
 - AOD D2 will give guidance for ATO D2.1 and D2.2
 - And so on.
- ATO will be published per event.
 - ATO D1.1 will give guidance for D1.1 event.
 - ATO D1.2 will give guidance for D1.2 event

5.2 Communications

Regardless of tasking, all flights must check-in in to DARKSTAR (even if unmanned) in order to allow for re-tasking if required. Frequencies and callsigns IAW OPAC SPINS (available on OPAC briefing page).

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.