



## Targeting meeting D4

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.

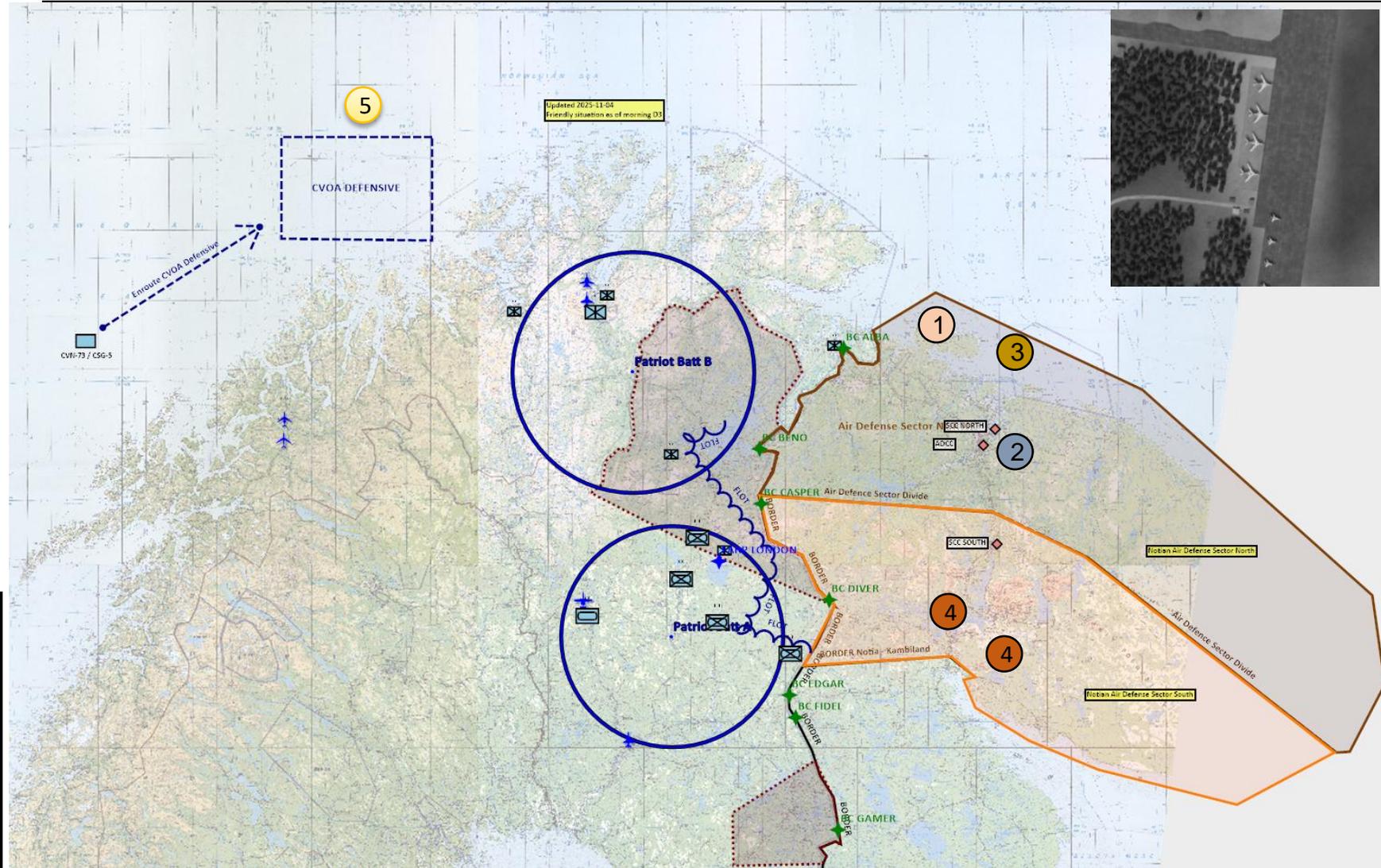


# SIGNIFICANT EVENTS



## Significant events on D3:

- 1 NAVY comms tower destroyed (SUBS)
- 2 XILONG H-6 bombers and KJ2000 (A-50) AWACS on Olenya
- 3 SRN FLEET ASSEMBLED
- 4 SRN Army buildup (5TH Corps)
- 5 NAVY assets embarked on CVN



6 6

**Explanation:**

- VIS can present the overall situation in the area of operations
- VIS can highlight significant incidents or intelligence of high value
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)
- Intention is to provide JFACC with the best possible understanding of the overall situation
- Information can be split up in several slides as needed

**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.



- D4.1: Day, overcast, rain, winds from West
- D4.2: Day into night, scattered, winds from North-West
- D5.1: Day, clear skies, winds from North
- D5.2: Night, clear skies, winds from North-East
- D6.1: Day, scattered , winds from East
- D6.2: Day, overcast, winds from South-East

**Explanation:**

- **Green:** Good conditions, VFR, easy to spot targets from all altitudes. No impact on tactics
- **Yellow:** Can be challenging to spot targets from high altitude due to clouds / low visibility. May have impact on tactics
- **Red:** Overcast and/or other conditions that make acquiring targets difficult. Will have impact on tactics

S

**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.





# ENEMY SITUATION (GROUND)



## Summary

- No significant changes



### 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.





# ENEMY SITUATION (1<sup>st</sup> Corps)

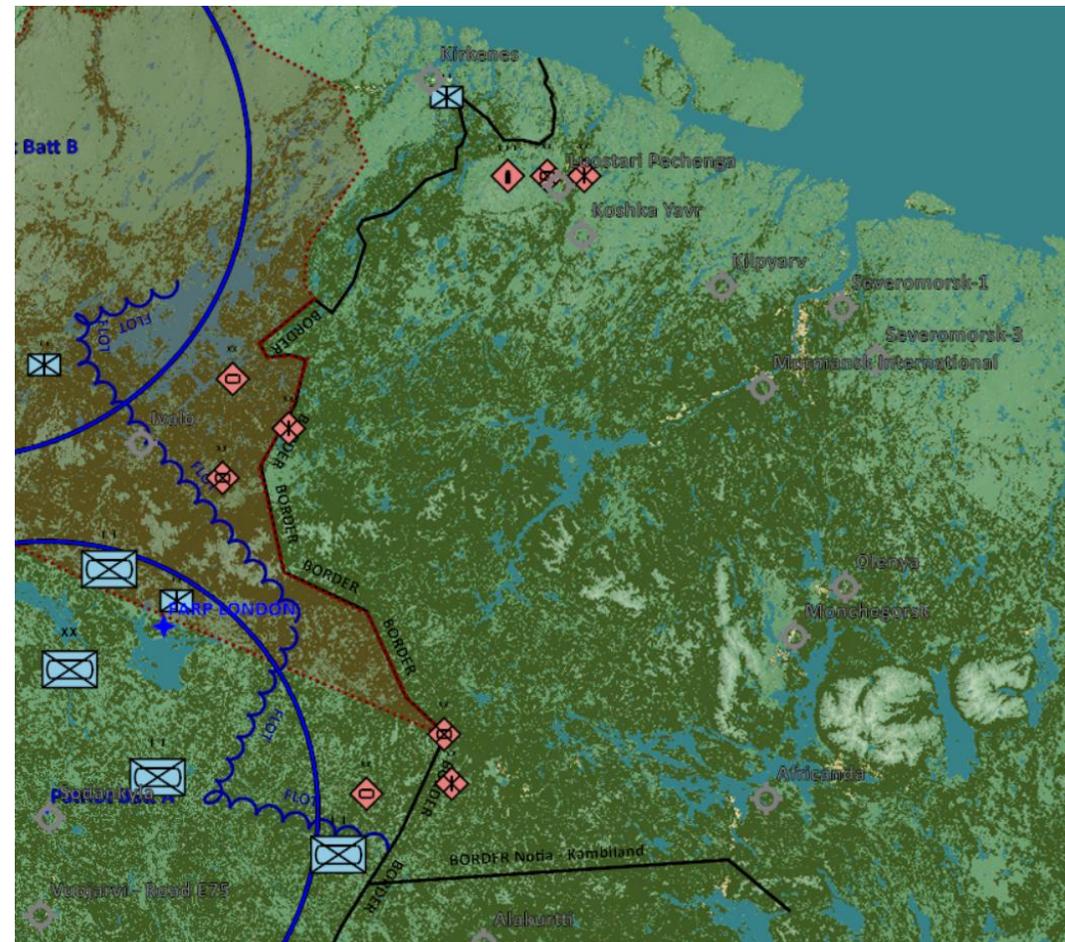


## 1st Corps

- The Notian Army 1st Corps was defensive in D3.

### Predictions for D4

- Defensive / Shaping



#### 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.





# ENEMY SITUATION (2<sup>nd</sup> Corps)



## 2nd Corps

- The Notian Army 2nd Corps was stationary in D3.

### Predictions for D4

- Part. mobilized / Shaping



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.





# ENEMY SITUATION (3<sup>rd</sup> Corps)



## 3rd Corps

- The Notian Army 3rd Corps was defensive in D3.

Predictions for D4

- Defensive / Shaping



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.





# Other situations (Ground)



## BDA (partial)

- 1x SRNTGT060 Radio Mast
- 0.25x SRNTGT048 EW Radar

	[SRNTGT060 - Vaydaguba Radio Mast, SRN] COLLOCATED FACILITY GRAPHIC [SRNTGT-048]		OPAC CLASSIFIED REL TO CJTF-23
	BE: SRNTGT060 CATCODE: 2 MIDB GEO: N 69 56.226 E 031 58.111 ICOD: 2011-07-01 DOI: 2011-05-12		DECL ON: [YYYYMMDD] (+50 YEARS)
[CLASSIFICATION]			
[CLASSIFICATION] [DISSEMINATION CONTROLS]			

The Vaydaguba Radio Mast is part of Notian Navy's long range command and control of surface vessels and submarines at sea. Destruction of the radio mast reduces the ability command and control surface vessels and submarines causing them to be less aggressive, and have an increased chance of returning to friendly waters.

**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.





## Other units

- 922nd S2S Missile Regiment
  - No detected fire correlating with SCUD
  - Might be still attached to 2nd Corps
- 4th Corps
  - From VID (before D2): In the final stages of issuing a mobilization order for the Notian 4th Corps.
  - RFI WIP: How many days does 4th Corps roughly need until deployment?
- VID INTSUM
  - Multiple SAM radars and launchers have been completed.
  - Suggest targeting relevant factories.





## COA

- ML COA
  - 1st and 3rd Corps will resume attack, and try to occupy and utilize Ivalo airport.
  - 2nd Corps will remain stationary.
- MD COA
  - 1st and 3rd Corps will resume attack, and try to occupy and utilize Ivalo airport.
  - 2nd Corps will start attacking Kirkenes, and try to occupy and utilize Kirkenes airport.

(Not suggesting to focus on 2nd Corps)

(Intention and capability of 2nd Corps are unclear, might need recon resource and RFI.)

#### 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.

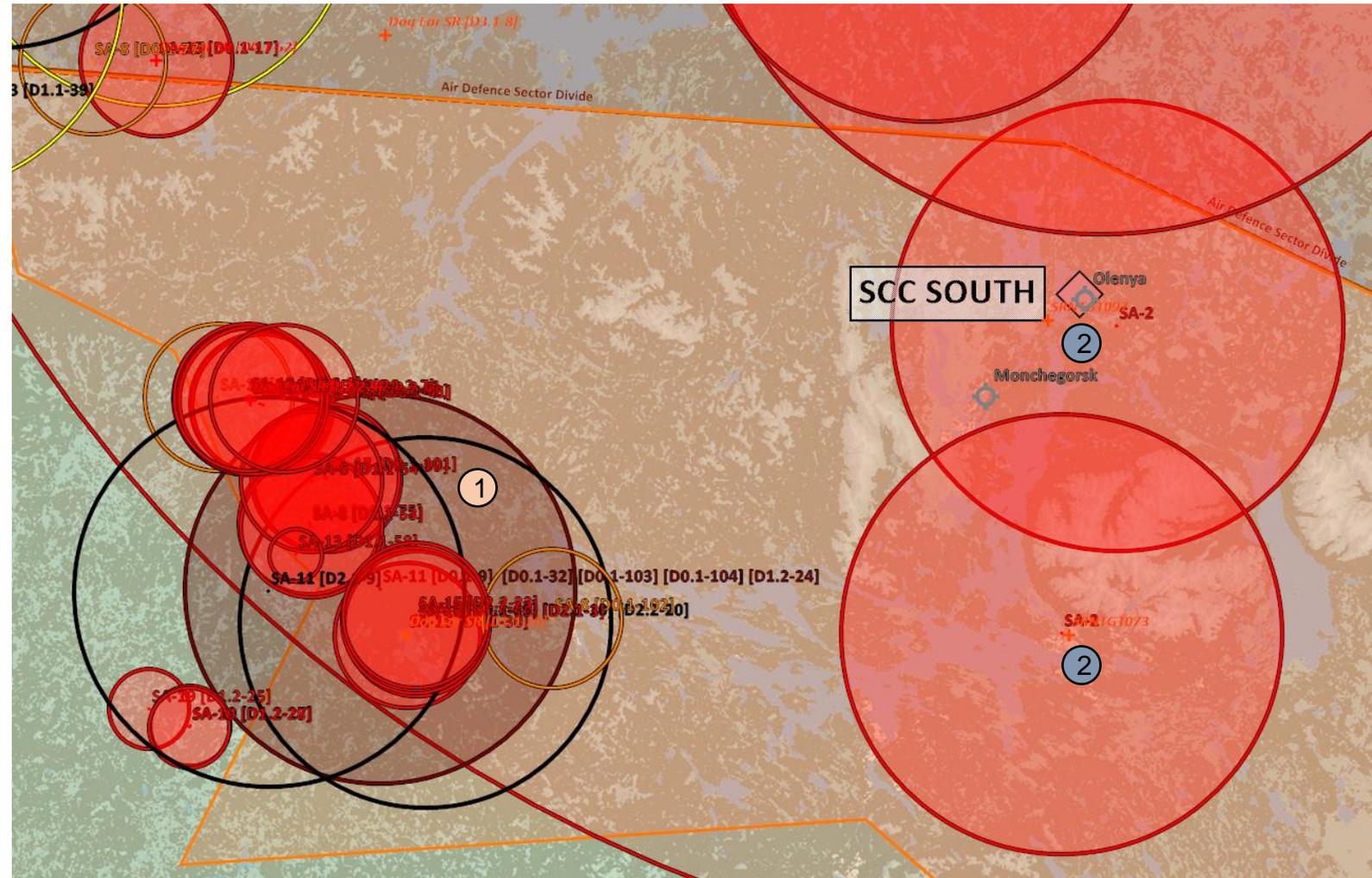




# ENEMY SITUATION (IADS)

## • Important Events During D3: Sector South

- ① CAPs patrolling near 3<sup>rd</sup> Corps report no radar emissions.
- Remaining SA-11 TELAR most likely in point/self defense role
- 3<sup>rd</sup> Corps MERAD assessed as neutralized, likely to be reinforced by SA-6 leaving SRNTGT097 on D4
- ② Apatite (073) and Olenogorsk (097) SAM Factories producing SA-6/11/15 SAMs currently without protection from 3<sup>rd</sup> Corps MERAD Units. Possible Strike opportunity



DISCLAIMER:

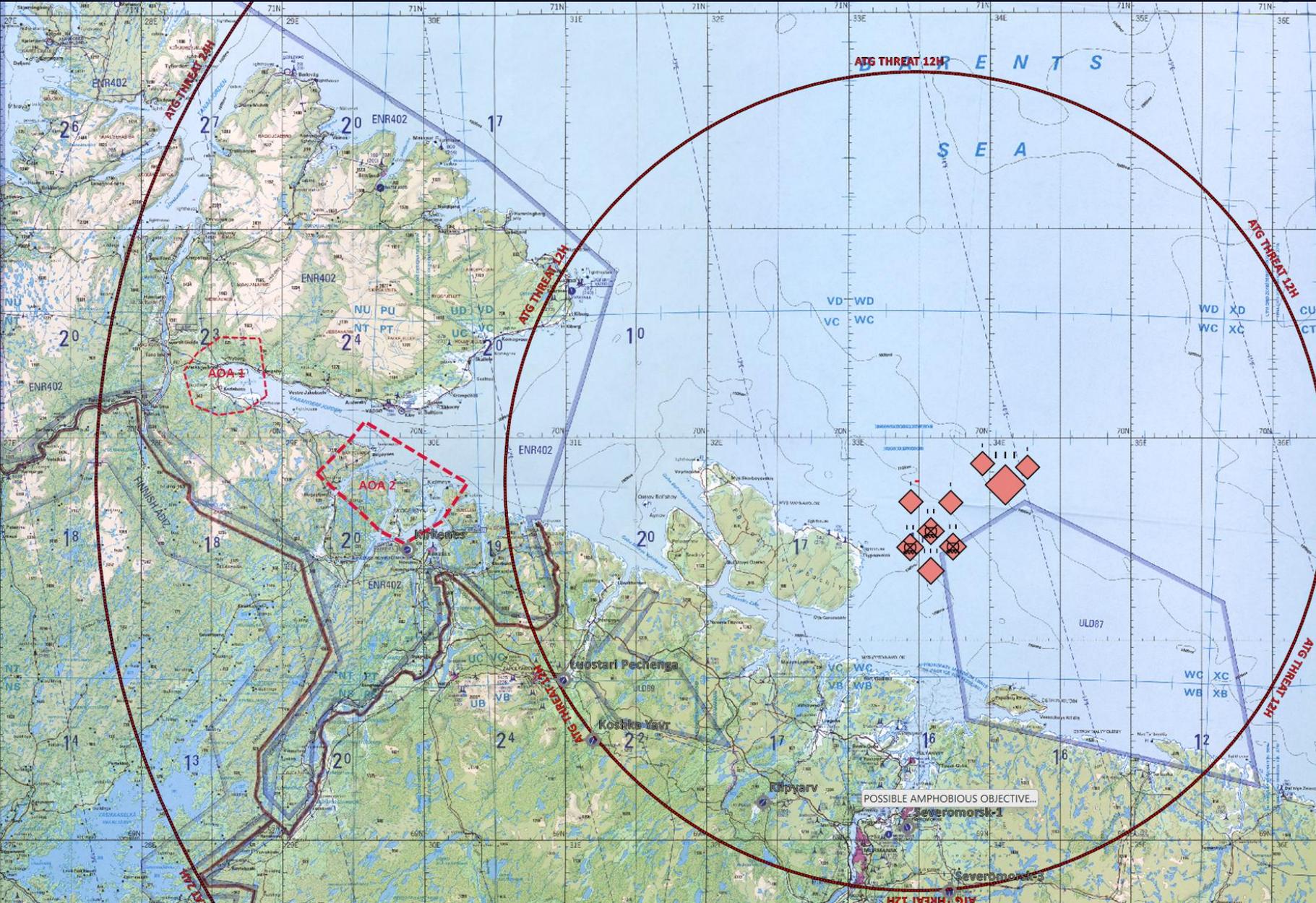
This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.





132nd Virtual Wing

# POSSIBLE AMPHIBIOUS OBJECTIVE AREAS (AOA)

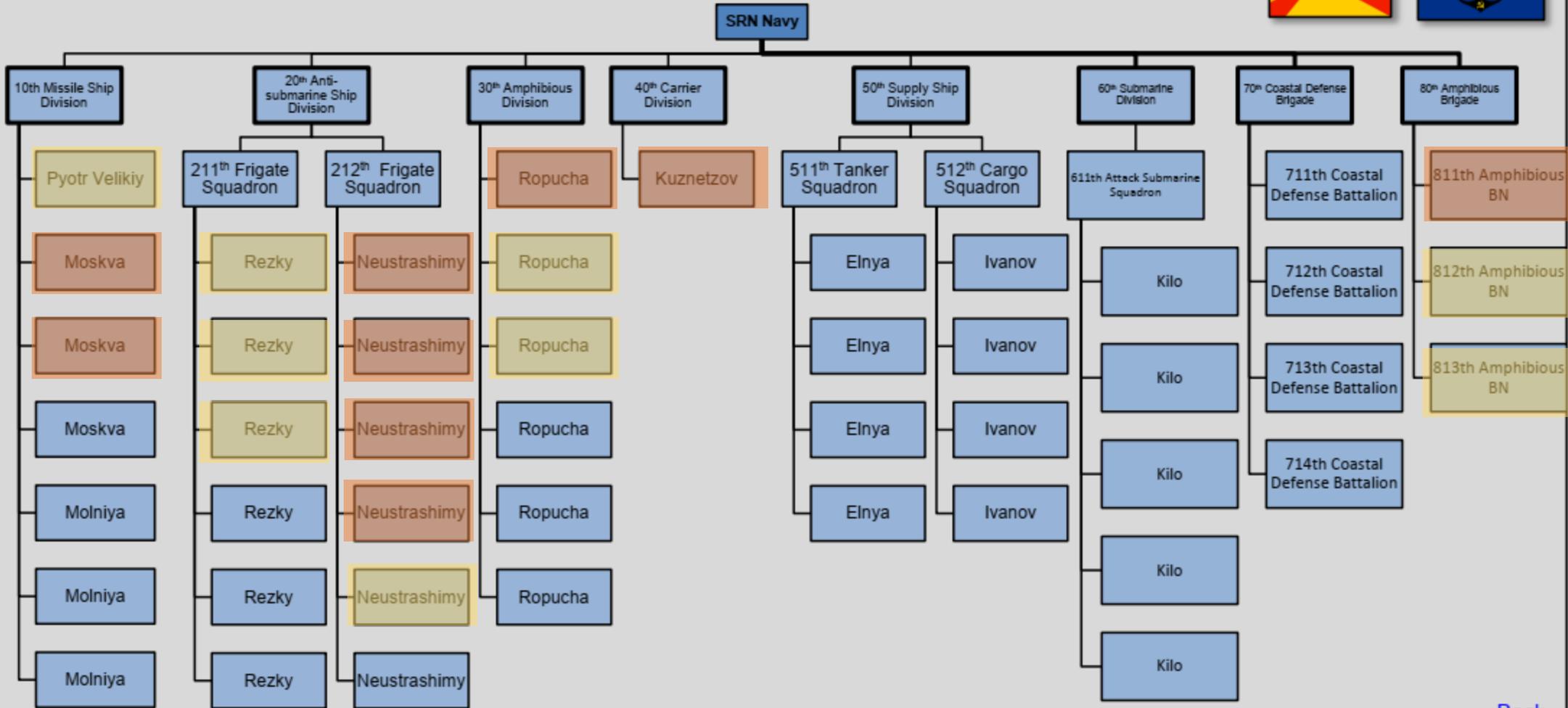


INDICATORS:  
 Doctrinal shaping of battlefield prior to landing, including  
**MOST LIKELY**  
 SpecOp/Recon insertions by helicopters, air attacks by maritime aviation (VID/RWR confirmed Su-33/34). Loactions suggested by doctrinal Airborne Objective.

Assessed ATG goal is to secure claimed territory from North, by cutting off 44th NOR BRIGADE\_1st BN



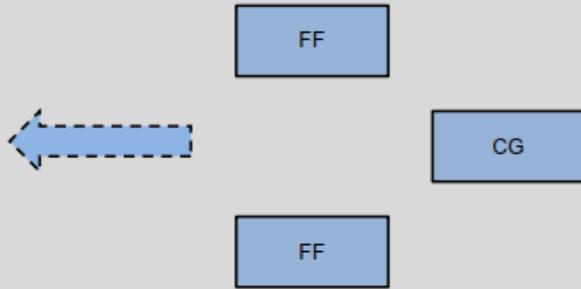
# Organization



[Back](#)



# Doctrine: Surface Action Group (SAG)



A doctrinal deployment of a basic SAG place a cruiser at the rear and two frigates upthreat to search for enemy submarines. The Cruisers role is to locate and neutralize enemy surface forces, and act as air defence for the SAG.

A Corvette (Molniya) can be placed upthreat to perform the duty as a picket and report on enemy movement

MOST LIKELY composition of curently deployed SRN NAVAL assets

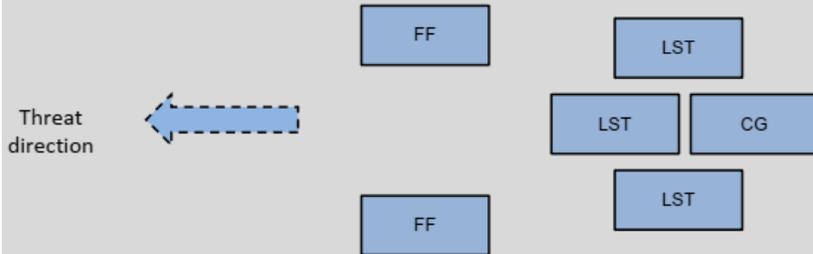
1x Surface Action Group (CG= Pjotr V.)

1x Amph. Task Group (CG = Moskva)

## AMPHIBIOUS ASSAULT PHASES

- 1 INTEL
- 2 ANTI-SUB
- 3 ISOLATION OF BEACHHEAD
- 4 LANDING OF FORCES
- 5 RESUPPLY

# Doctrine: Amphibious Task Group (ATG)



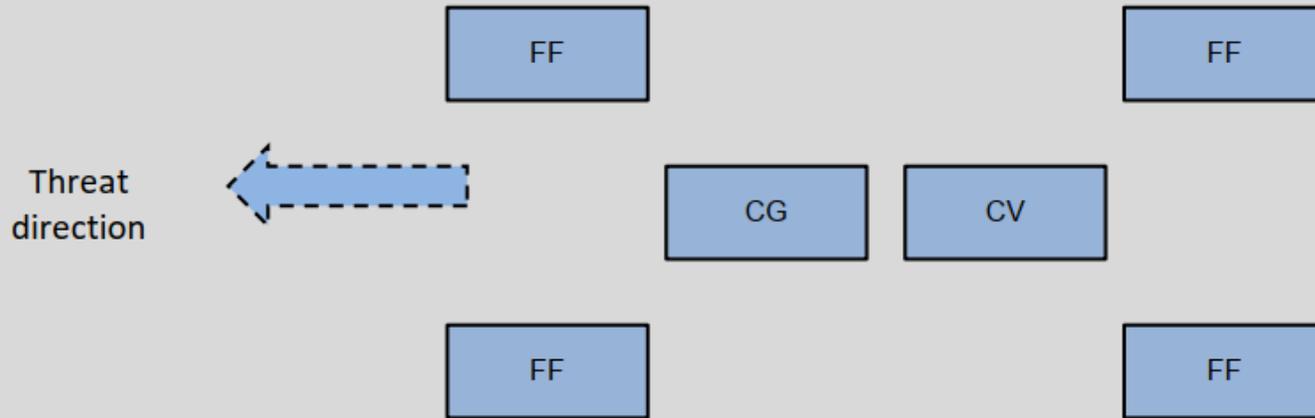
A doctrinal deployment of a amphibious task group is to have the frigates upthreat to sanitize the area for enemy submarines. The amphibious ships will be organized close to the cruiser for protection.

As the ampibious ships conduct their assault toward the shore, the Cruiser will provide air defence for the landing operation, and the frigates will operate in anti-submarine operations further out from the shore.

Current phase EVEN CHANCE PHASE 3. Done by either A-G flights from the airforce, or airborne landing from airborne forces from the Army. This is done within 12 hours of the landing.



# Doctrine: Carrier Strike Group (CSG)



A doctrinal deployment of the Carrier Strike Group is to have two frigates upthreat to sanitize the area for enemy submarines. In addition two frigates are covering the rear of the carrier to avoid an ambush. The cruiser are positioned upthreat to act in a air defence and anti surface role to protect the carrier.

Offensive operations are conducted by the carrier based aircraft.

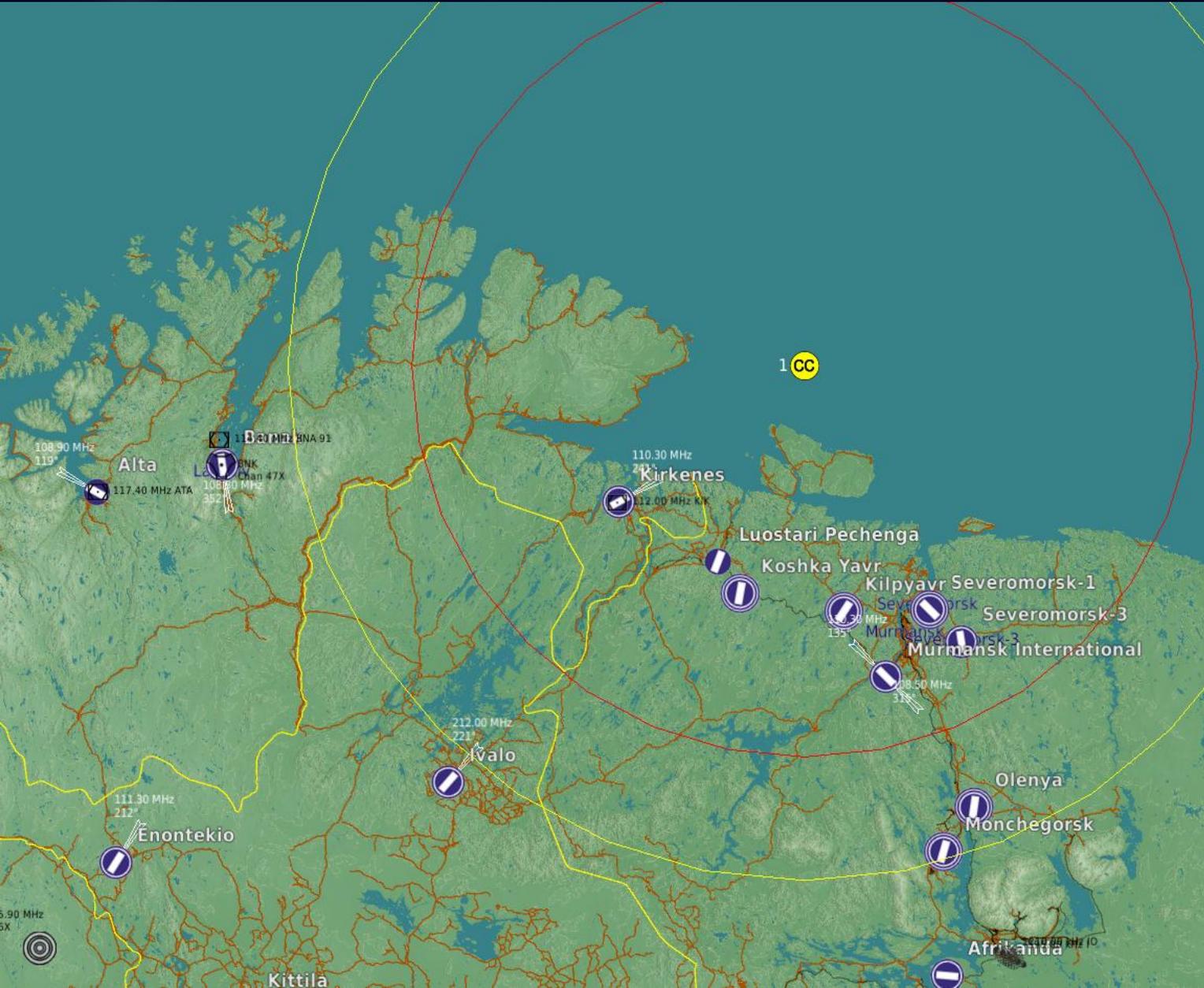
For increased protection, a SAG may be positioned 50nm closer to threat direction to keep the CSG safe.

**Legend:**

- CV: Carrier (Kuznetsov)
- CG: Cruiser (Pyotr Viliky or Mokva)
- FF: Frigate (Neustrashimy or Rezky)
- LST: Landing Ship Tank (Ropucha)



# POSSIBLE AMPHIBIOUS OBJECTIVE AREAS (AOA)





# NEW INTELLIGENCE REQUIREMENTS



Intelligence Requirement / Information gap	Nominated by	Latest time of value	Justification
Naval Fleet Status and Compliment North or West of West of E33 parallel.	JFACC	D5	To understand potential of decisive naval strike.
Surface to Air defence status East of CAP Charlie	JFACC	D5	Get clarity on silent IADS/SAM instalation between front line and central Notia.

**Explanation:**

- What are the current intelligence gaps that VIS, MCC, JFACC, LCC have?
- What does VIS need to know
  - For example, indicators for either enemy ML COA or enemy MD COA to help assess which COA the enemy is following
  - Indicators for a specific action/event that is expected/feared
  - Basic information that help VIS build a better understanding of the situation
- Should be put on the VIS IR List, and JFACC should consider the list when tasking flights, and see if anyone is able to answer some if the Intelligence Requirements that are important to VIS

See [VIS TTP](#), section 4.4.1 Intelligence collection (page 45-48)

**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.



MLCOA : Ground assault of Ivalo (OBJ. A), assisted by air forces and rotary elements continues by 2nd Corps

According to doctrine the attack will commence with air forces conducting wave attacks ahead of assault forces and strikes on objectives and HVT. Conventional SCUD attack against HVT hours prior to assault is LIKELY.

SRN FLEET

**Explanation:**

- Based on all information available (all previous actions, reported in campaign manager), all VID intelligence INTSUMs and all previous VIS analysis and understanding
- An assessment on what VIS think the enemy is doing now and in the future
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)
- Can be split up in short term (next few events) and long term





MDCOA : A combined air, sea, and ground assault on NORWAY, by 2nd Corps and Amphibious Forces landing (in 24-48h) in Norway (OBJ. B).

1st CORPS status unknown – IVO OBJ A (Ivalo).

MOST LIKELY 2nd Corps RECON elements in NORWAY shaping battlefield.

XILONG AIR assets are EVEN CHANCE operational on D3 from SRN airfields

**Explanation:**

- Based on all information available (all previous actions, reported in campaign manager), all VID intelligence INTSUMs and all previous VIS analysis and understanding
- A assessment on what VIS think is the most dangerous the enemy can do now and in the future
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)
- Can be split up in short term (next few events) and long term





## 4.5 Diplomatic situation

- Notia is declared as enemy
- Kambiland is declared as neutral
- Xilong is declared as **adversary suggest enemy if engaged**
- DUSS is declared as **adversary**
- The Iron Resolve is declared as enemy
- The Dawn's Vengeance is declared as adversary

### Explanation:

- If VIS during their work have identified either:
  - Lucrative target that have a big impact on the enemy (much harder for the enemy if it loses this target) or is very important for the enemy plan/COA
  - Vulnerable targets that are easy to engage and target
- Then it can be highlighted in this slide to bring it to JFACCs attention





# TARGET NOMINATIONS



Target	Nominated by	Target priority	Target hit NLT	Justification
SRNTGT097 – Olenogorsk SAM Factory	VIS IADS	C		To stop SAM Unit Production
SRNTGT111 – IADS Node	VIS IADS	D		To significantly lessen enemy capability to control/vector interceptor aircraft. With VID assessing imminent deployment of SRN Naval assets, delaying until enemy ships are clear of the area is recommended
SRNTGT073 – Apatite SAM Factory	VIS IADS	C		To stop SAM Unit Production

**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.



# RECOMMENDATIONS FOR TARGETING



SRNTGT021	Apatity Chemical production facility	1	C	Produce chemicals for chemical weapons and ammunition	N 67 34.508 E 033 26.366	582ft
SRNTGT028*	Apatity Powerplant 1	8	B	Central Power Plant	N 67 32.965 E 033 42.900	914ft
SRNTGT029*	Apatity Powerplant 2	8	B	Central Power Plant	N 67 32.819 E 033 43.871	914ft
SRNTGT046	Apatite Steel Production Facility	9	B	Produces steel for military industry (vehicle factories)	N 67 36.462 E 033 24.820	564
SRNTGT056	Oz Imandra Bridge E105	10	B	Key Bridge	N 67 36.386 E 033 03.139	421
SRNTGT058	R-21 Highway Bridge E105	10	B	Key Bridge	N 67 37.425 E 032 42.681	440
<b>SRNTGT069*</b>	<b>Notian Army 3rd Corps HQ</b>	<b>2</b>	<b>A</b>	<b>3rd Corps HQ buildings</b>	<b>N67 55.908 E032 57.466</b>	<b>439ft</b>
SRNTGT071	Apatite Vehicle Factory	9	B	Military vehicle factory. Produce SA-15 (2x production lines)	N 67 34.190 E 033 22.043	
SRNTGT073	Apatite Radar Factory	9	B	Radar factory for SAMs (3 production lines)	N67 34.851 E033 23.314	499ft
SRNTGT074	Apatite West Vehicle Factory	9	B	Military vehicle factory, produces MBTs (4x production lines)	N67 32.700 E033 44.530	909ft
SRNTGT091	Kovdor Ammunition Factory	9	B	Produce a wide variety of ammunition (25% bombs, 25% missiles, 25% arty shells)	N 67 30.212 E 033 35.859	882
SRNTGT094*	Apatity Chemical Weapon Handling facility	1	C	Mixing of precursor chemicals into chemical weapon warhead	N 67 36.659 E 033 24.039	522ft
SRNTGT095*	Apatity Rocket Fuel Factory	7	C	The only producer of the rocket fuel needed in SCUDs	N 67 36.713 E 033 24.218	525ft
SRNTGT097	Olenogorsk SAM Factory	9	B	SAM factory (2 production lines)	N 68 07.059 E 033 17.674	554ft
SRNTGT098	Poliarnie SAM factory	9	B	Sam factory (2 production lines)	N 67 22.758 E 032 29.667	433ft
SRNTGT099	Poliarnie Ammunition Factory	9	B	Produces artillery ammunition (50% of Notian requirements)	N 67 23.210 E 032 30.369	427ft
<b>SRNTGT116</b>	<b>Apatity Aircraft Factory</b>	<b>9</b>	<b>A</b>	<b>Likely Producing Su.27</b>	<b>N67 35.000 E033 24.000</b>	<b>529 ft</b>

\*TGT folder not yet produced

- 1 Weapons of Mass destruction (Nuclear, Biological, Chemical)
- 2 Command, Control and Communications
- 3 Airforces and airfields
- 4 Air Defence
- 5 Ground forces and facilities
- 6 Naval forces and ports
- 7 Petroleum industry
- 8 Electric power
- 9 Military production, supply and storage (Military industry)
- 10 Transportation / lines of communications
- 11 Political leadership
- 12 Media
- 13 Industry (Civilian)
- 14 Infrastructure

### Explanation:

- If VIS during their work have identified either:
  - Lucrative target that have a big impact on the enemy (much harder for the enemy if it loses this target) or is very important for the enemy plan/COA
  - Vulnerable targets that are easy to engage and target
- Then it can be highlighted in this slide to bring to JFACCs attention





# FRIENDLY SITUATION (overall)



**RESPONSIBLE: JFACC**

- ACC
  - Allied Air forces remains actionable in D4.
  - Available air bases: Bodø, Andøya, Bardufoss, Banak, Rovanemi, Kemi Tornio, Ivalo, Kittila, Vuojarvi roadbase.
  - FARP London south of Ivalo.
  - Patriot batteries remain at Sodankyla and Karigasniemi.
- LCC
  - 56th Mechanised forces include the IV Corps 55th Armor and 56th Mechanised Divisions
  - Local forces include Finished 33rd Brigade, Norwegian 44th Brigade.
- MCC
  - CVN73/CSG-5 on station NW of Banak

**Explanation:**

- What is the overall friendly situation
  - Air
  - Ground (FLOT)
  - Maritime
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)

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.







# ASSETS AVAILABLE



**RESPONSIBLE: JFACC**

Unit Type	Internal (signed)	External
A10-C	1-2 (1)	
F/A-18C	6-8 (4)	
F-16C	6-8 (6)	
F-14B	1-2 (2)	
OH-58D/AH-64D	1-2 (1/1)	
KC-135	4 (AR201, 202, 203)	
KC-135/130 MPRS	4 (AR303, AR302, AR101)	
E-3	3 (Darkstar, Overlord)	

Per event 6 sorties.

- F-16: 2 flights
- F-18: 1 flights
- F14: 1 flight
- A10: 1 flight
- OH58/AH64: 1 flight

**Explanation:**

- How many sorties are expected to be available
- Based on the best estimates of normal signups
- Used as foundation for the MAAP

**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.





# CURRENT PLAN/STRATEGY (Long term)



**RESPONSIBLE: JFACC**

From JOAP:

- Establish and maintain Air Superiority over Finland and Notia with
  - OCA operations to suppress and deny enemy air support.
  - SEAD/DEAD/AI operations to suppress and deny enemy air defences.
- Defeat Notian Forces in Finland
  - AI/SCAR/AR operations in support of ground forces.
  - DCA operations in defence of supporting ground and air assets.
- Neutralise Notia WMD Capabilities
  - Long range AI for strategic supply and distribution target elimination.
- Neutralise Notia Offensive Capabilities
  - Long range AI to destroy/deny strategic command, control and air deployment.

Phases:

- Phase 1: Deployment
- ~~• Phase 2: Deter~~
- **Phase 3a: Defend (current phase)**
- Phase 3b: Decisive action
- Phase 3c: Contingency
- Phase 4: Stabilization

**Explanation:**

- JFACC current long term plan
- This slide is normally not adjusted for each targeting meeting and is the overall plan
- A detailed description how JFACC will win the war
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)

See [JFACC TTP](#), section 2.1.4.1 Phasing (page 14-17)



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.



**RESPONSIBLE: JFACC**

## Phase 3a: Defend Finland

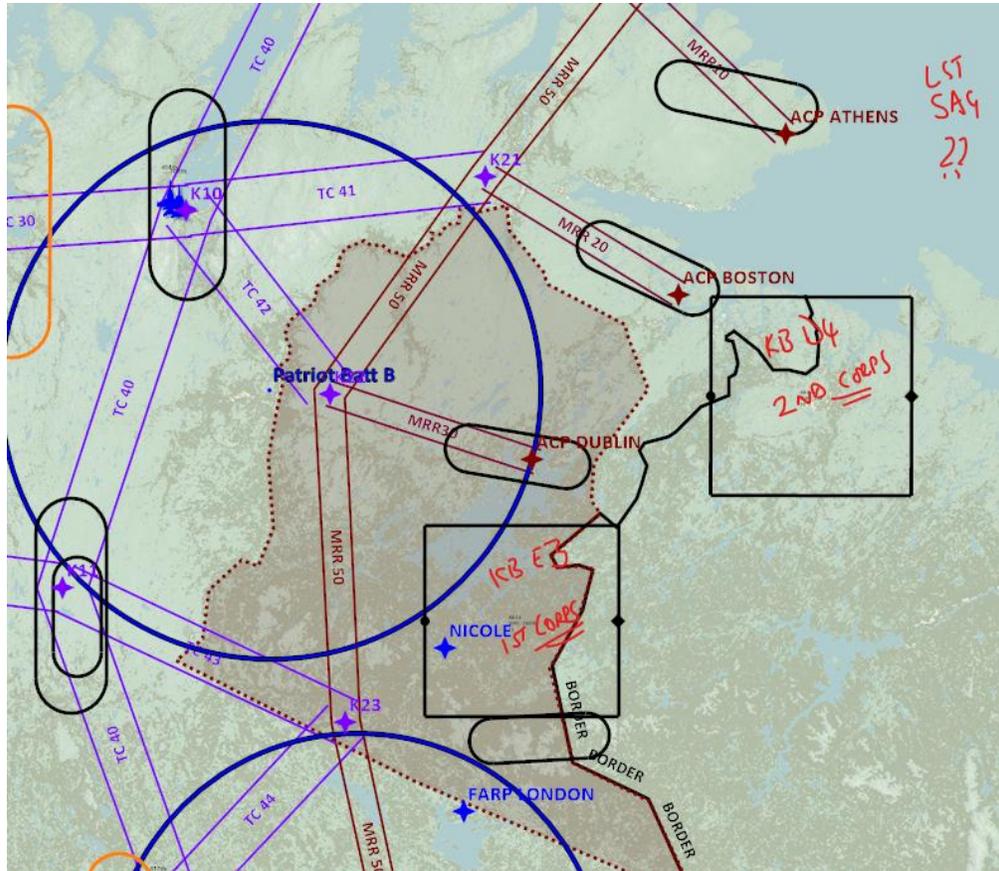
- Establish air superiority over Finland.
  - Continue battlefield shaping in preparation for a strike against Notian airbases and air defense factories.
- Support ground forces.
  - Continue BAI campaign to disrupt Notia's invasion.
  - Attrition of Notian ground forces inside Finnish territory and along border.

Extend shaping activities more east in the south sector to expose a southern route to capital.

Maintain pressure on front line forces by reducing their support and resupply avenues.

Maintain pressure for Finland air space air superiority and continue to push the Notian air boundary east.

**Air superiority** is that degree of control of the air by one force that permits the conduct of its operations at a given time and place **without prohibitive interference** from air and missile threats. Air superiority may be localized in space (horizontally and vertically) and in time, or it may be broad and enduring.



**Explanation:**

- JFACC current plan for the next few events (short term) or the current phase in the operation
- This slide is normally adjusted for each targeting meeting
- A detailed description how the next ATO day/days will fit into the overall plan/strategy
- Information can be presented either in text only, or text supported by map or image. (Text to the left, map/image to the right)





# TARGET NOMINATIONS



Target	Nominated by	Target priority	Target hit NLT	Justification
SRNTGT110 - SCC South	VIS IADS	B		If in line with current phase/general objectives. Reinforcement of 3rd Corps MERAD units could hinder attack in the future.
SRNTGT111 – IADS Node	VIS IADS	D		To significantly lessen enemy capability to control/vector interceptor aircraft. With VID assessing imminent deployment of SRN Naval assets, delaying until enemy ships are clear of the area is recommended
Pyotr Velikiy	VIS SEA	A		To deny the enemy maritime forces air cover and expose LST and north targets to future actions.
SRNTGT061 – 2 <sup>nd</sup> Corp HQ	JFACC	B	D4	To mitigate/halt a border excurtion toward Kirkenes and shape northern theatre.
SRNTGT032, 33 – Air Defence Positions	JFACC	C	D4	
SRNTGT088 – 2 <sup>nd</sup> Corp Fuel Storage	JFACC	C	D4	
SRNTGT097 – Olenogorsk SAM Factory	VIS IADS	C	D4	To stop SAM Unit Production
SRNTGT073 – Apatite SAM Factory	VIS IADS	C	D4	To stop SAM Unit Production

- designated a time sensitive target (TST).
- It is crucial to the overall success of the operation.
- It will have immediate and compelling effects.
- Its timeliness as an urgent target may not exist in the future.
- If not targeted, negative consequences may seriously jeopardize future CJTF operations

Priority B

- Targets have substantial, but not immediate impact on the battle.
- The cascading effects this target provides may not be realized in the future.
- If not targeted, negative consequences may significantly hamper CJTF operations.
- If not targeted, negative consequences may significantly hamper CJTF operations.

Priority C

- It will contribute to the operation, but is not critical to mission success.
- It will further the success of the operation.
- It will eventually require targeting due to JFC future plans.
- If not targeted on this ATO, negative consequences will probably not impede operations.

Priority D

- Target of opportunity if:
  - A) Other targets not suitable for this ATO.
  - B) As a backup target
- It will have minor contributions to the operation.
- It may be required for targeting but is not time critical.
- If not targeted, no negative consequences

**Explanation:**  
 • All nominations end up on this list, and it forms the basis for JPTL on the next slides when deciding what targets to strike when.

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.



# JPTL (Next day)



**RESPONSIBLE: ALL**

Target	Nominated by	Target priority	Target hit NLT	Justification
SRNTGT066 – SA2	JFACC	C	D5	Poluostrov Rybachi air defence positions restrict the access to deep strike from the northern route. This also facilitates reaching SA5/AWACS link targets further East
SRNTGT111 – IADS Node	VIS IADS	D		To significantly lessen enemy capability to control/vector interceptor aircraft. With VID assessing imminent deployment of SRN Naval assets, delaying until enemy ships are clear of the area is recommended



**Explanation:**

- What targets need to be struck the next ATO day to support the current plan/strategy (short term) and/or identified by VIS under recommendation for targeting
- Can also be targets nominated by LCC/MCC
- This slide is not intended to be pre-filled and is intended as a discussion between JFACC, VIS, LCC, MCC

**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.



# JPTL (Next days: DX+1- DX+3)



**Explanation:**

- What targets need to be struck the next ATO days to support the current plan/strategy
- Can be identified by VIS under recommendation for targeting
- Can also be targets nominated by LCC/MCC
- This slide is not intended to be pre-filled and is intended as a discussion between JFACC, VIS, LCC, MCC

**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.



# TIME SENSITIVE TARGET



Target	Nominated by	Target priority	Target hit NLT	Justification
1st Corps SCUD/Artillery	JFACC	C	D4	Deny long range attack on Kittila
3 <sup>rd</sup> Corps SCUD/Artillery	JFACC	C		Deny long range attack on Kittila/Rovaniemi, and PAtriot
2 <sup>nd</sup> Corps SCUD/ Artillery	JFACC	C		Deny long range attack on Kirkenes.



**Explanation:**

- What targets are so important that they warrant a retasking from all other targets/missions.
- This slide is not intended to be pre-filled and is intended as a discussion between JFACC, VIS, LCC, MCC

**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.



# MASTER AIR ATTACK PLAN (MAAP)



## Event 1 (D4.1)

### Objective 1: Air Superiority

- Shape to strike:
  - 2nd Corps

### Objective 2: Mitigate Threat

- SCAR/AR:
  - 1st Corps

### Objective 3: Air Superiority

- Shape to Strike
  - Olenya/Monchgorok SAM

## Event 2 (D3.2)

### Objective 1: Air Superiority

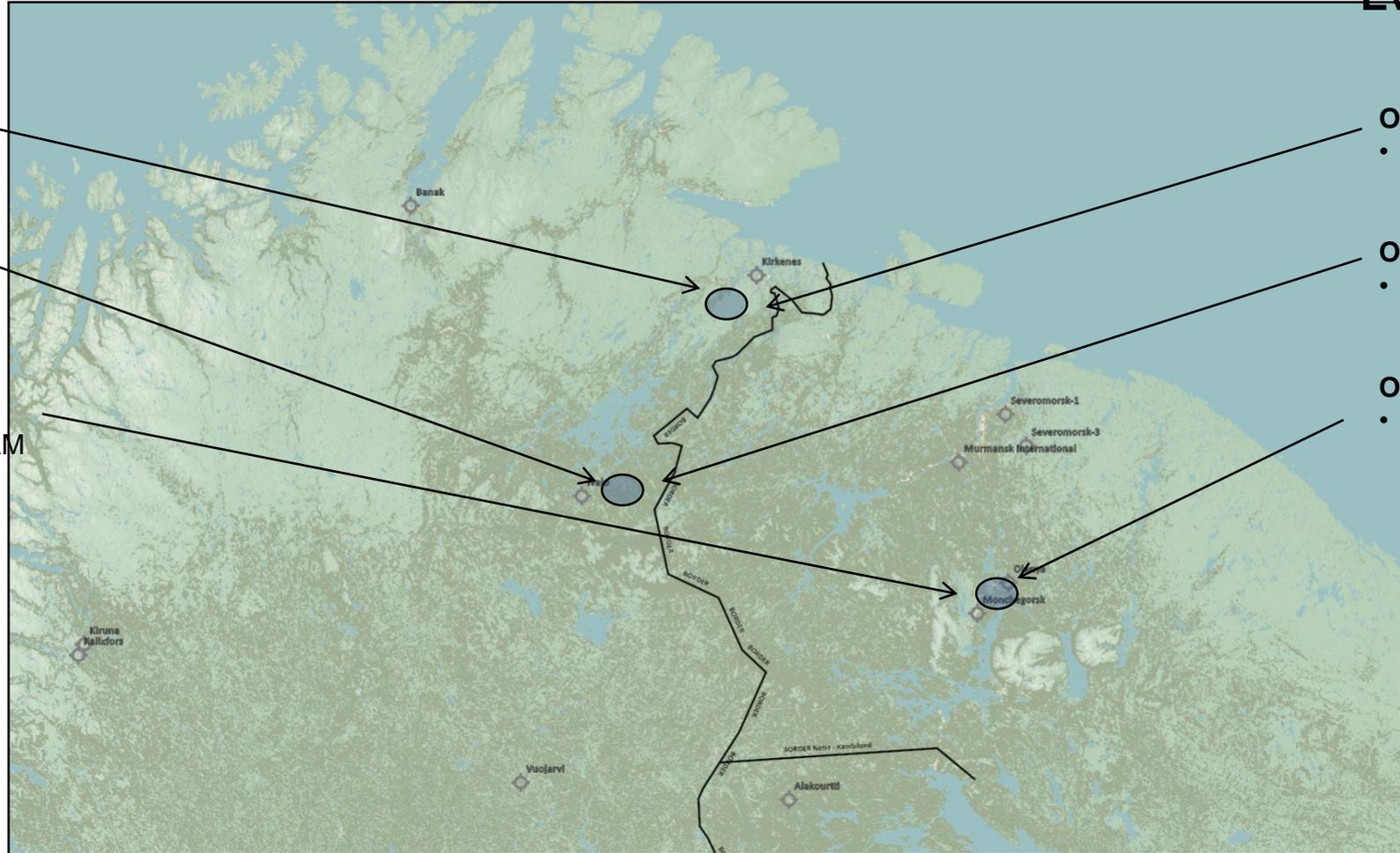
- Strike:
  - 2nd Corps HQ

### Objective 2: Mitigate Threat

- SCAR/AR
  - 1st Corps

### Objective 3: Strike

- Resource Suppression
  - SAM Factories



## Next ATO Day (D5)

ASW neutrise Naval based air cover.  
Northern SA2 / SA5

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.

