



## Targeting meeting D5

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: VIS

- 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.

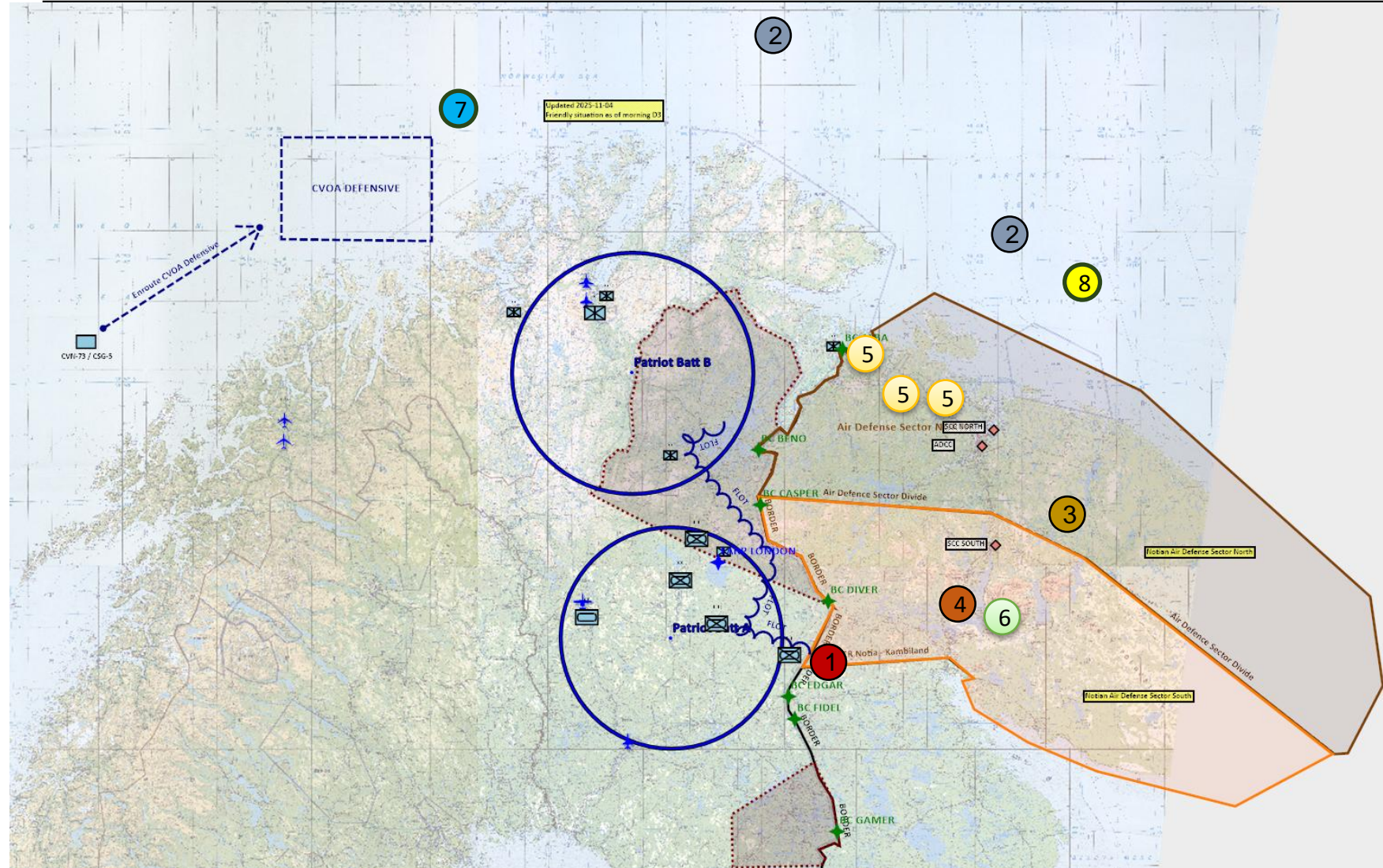




RESPONSIBLE: VIS

## Significant events on D4:

- 1 Kambiland incursions, SRN Tu95 downed
- 2 XILONG aircraft downed overseas
- SRN fleet operational (carrier, LS, PV)
- 3 SRN Army buildup (5TH Corps)
- 4 SRN Army 3rd Corps HQ Destroyed
- 5 SRN(+XIL) forces using 3 more airstrips
- 6 Su-27 production facility (1/day)
- 7 CVN location compromised by enemy recon
- 8 LIKELY that the XIL aircraft carriers can be in the area of operations during D5 if they undertook a transit in the northern sea route.



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)



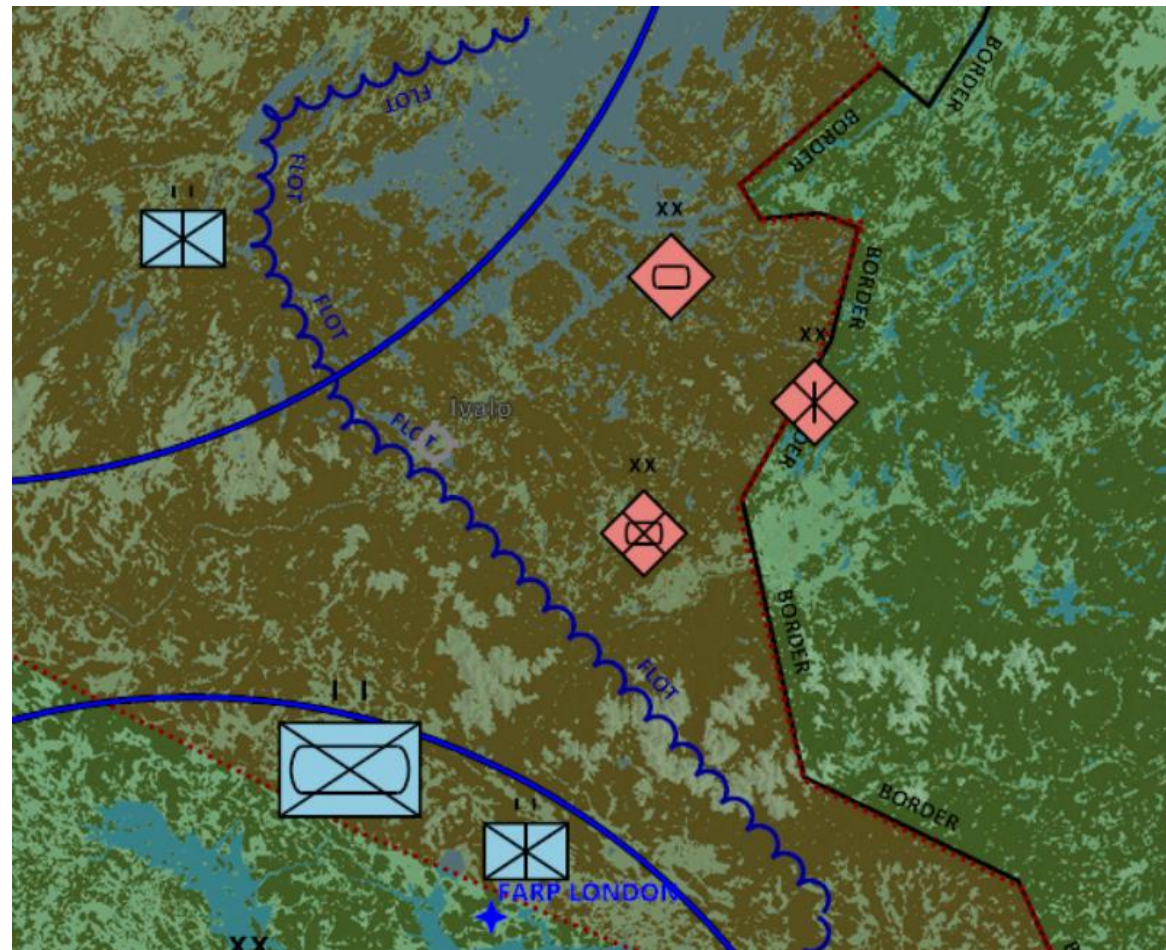
**RESPONSIBLE: VIS**

## 1st Corps

- 2nd and 3rd Corps base HQ destroyed
- Ivalo is no longer under control.
  - 56th Mech DIV BN 1 was withdrawing SOUTH from IVALO.
  - BN 1 is currently defensive and under pressure.

Prediction for D5:

- Assault



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)



**RESPONSIBLE: VIS**

## 2nd Corps

- No report about maneuver units in D4.
- 2nd Corps base HQ destroyed
- RFI waiting or no intel:
  - Further detail about their partial mobilization status

Prediction for D5:

- Defensive



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)



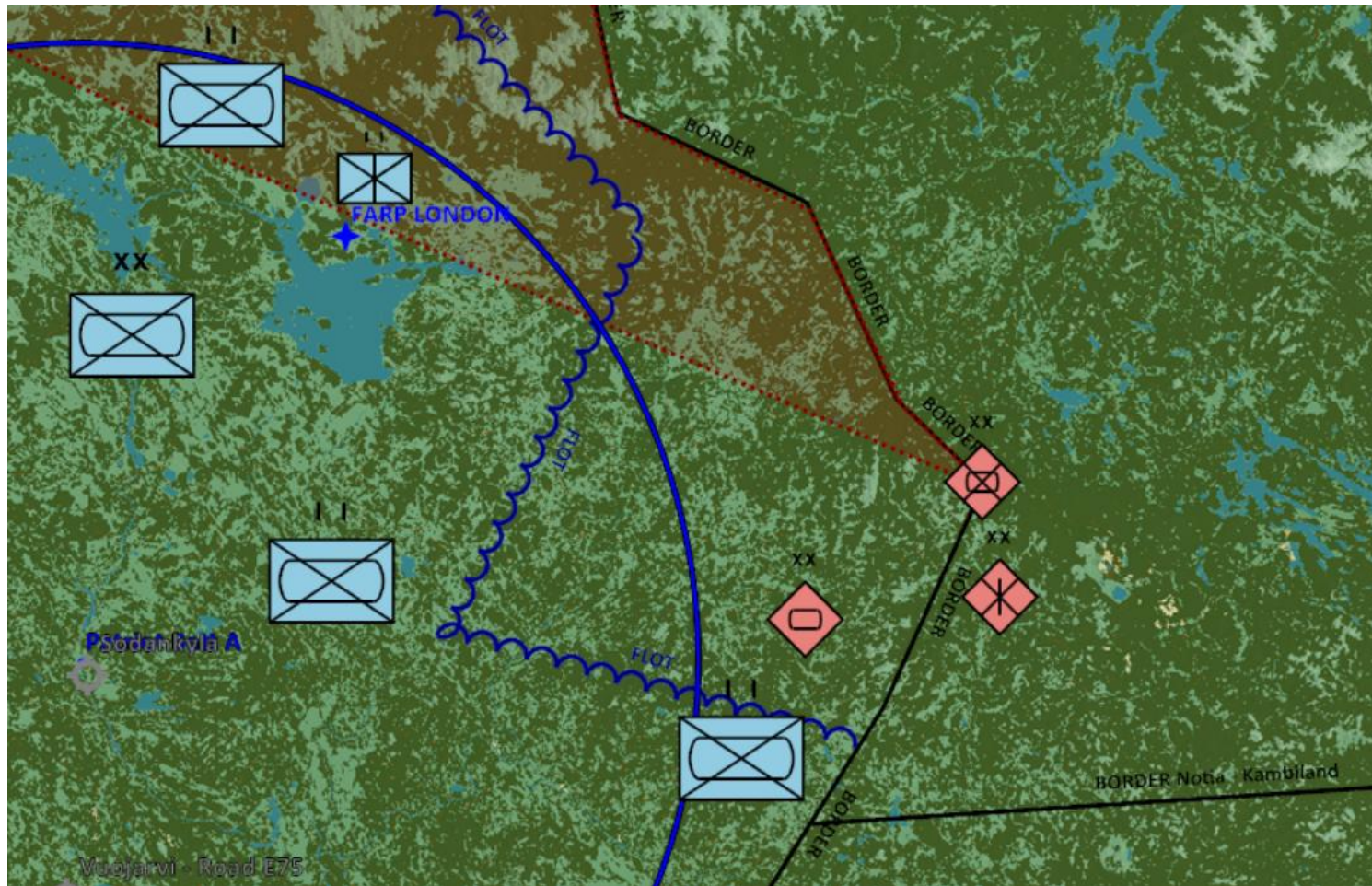
**RESPONSIBLE: VIS**

## 3rd Corps

- No report about maneuver units in D4.
- 3rd Corps base HQ destroyed

Prediction for D5:

- Defensive



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: VIS**

## Other units

- 922nd S2S Missile Regiment
  - No detected fire correlating to 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 waiting or no intel: How many days does 4th Corps roughly need until deployment?
- 5th Corps
  - How do Notia plan to build up a 5th Corps?

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: VIS**

## **BDA (partial)**

- 1x SRNTGT061 2nd Corps base HQ
- 1x SRNTGT069 3rd Corps base HQ
- 1x SRNTGT073 Apatite Radar Factory DPI A
- 1x SRNTGT099 Poliarnie Ammunition Factory DPI D1

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)



**RESPONSIBLE: VIS**

## BDA (partial)

- 1x SRNTGT061 2nd Corps base HQ

No effect after destruction found.

Assumption:

- Effect will be longer than DIV field HQ destroyed.

From “Notia as Candidate for Air attack”:

- If a division HQ/ Division commander is neutralized the Division’s operations will come to a standstill, and it will take some time (1-2 days) before the command structure is re-established and a new commander is in place to work effectively.



**Before**

**After**



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)



**RESPONSIBLE: VIS**

## BDA (partial)

- 1x SRNTGT069 3rd Corps base HQ

No effect after destruction found.

Assumption:

- Effect will be longer than DIV field HQ destroyed.

From "Notia as Candidate for Air attack":

- If a division HQ/ Division commander is neutralized the Division's operations will come to a standstill, and it will take some time (1-2 days) before the command structure is re-established and a new commander is in place to work effectively.



**Before**

**After**



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)



**RESPONSIBLE: VIS**

## BDA (partial)

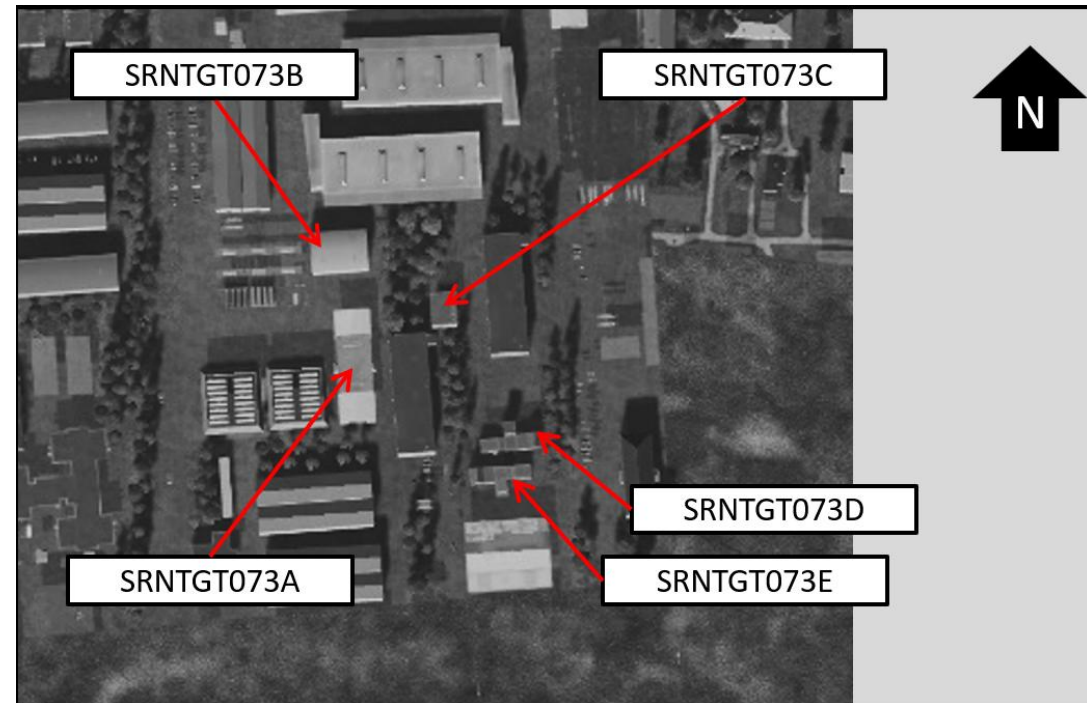
- 1x SRNTGT073 Apatite Radar Factory DPI A

SRNTGT073 -A:

Production facility – Sensitive electronic components production.

The facility can be considered INOP for weeks or more with ONLY this target destroyed.

**Before**



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)



**RESPONSIBLE: VIS**

## BDA (partial)

- 1x SRNTGT099 Poliarnie Ammunition Factory DPI D1

SRNTGT099 DPI D1:

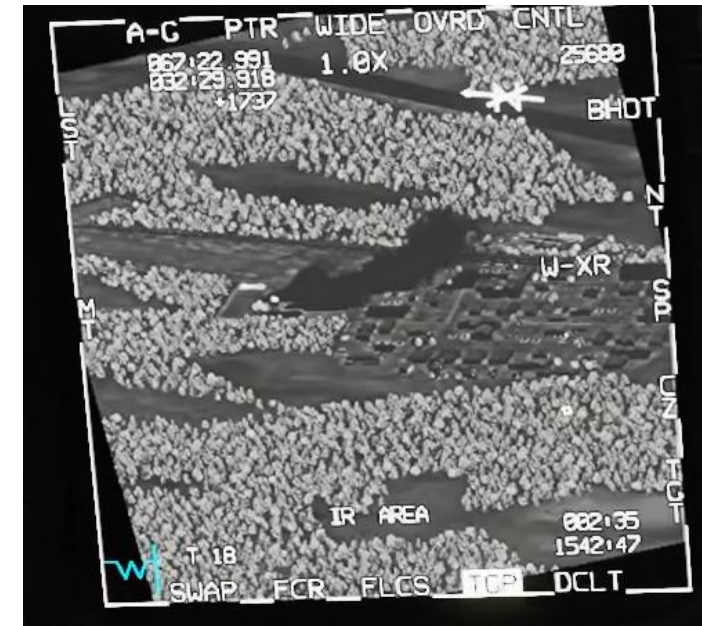
Chemicals Storage

No effect after destruction found.

**Before**



**After**



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: VIS**

## COA

- ML COA
  - 1st Corps will continue assault.
  - 2nd and 3rd Corps will remain defensive.
- MD COA
  - 1st Corps will continue assault and effectively control Ivalo airport.
  - 2nd and 3rd Corps will remain defensive.

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: VIS**

## Ground

- 1x SRNTGT061
- 1x SRNTGT069
- 1x SRNTGT073 DPI A
- 1x SRNTGT099 DPI D1
- 1x ADS
- 5x MBT

**IADS – most damage was done on SOUTH SCC, plus the SA2 on North**

- SA-11 [D4.1-5]
- SA-2 [D4.1-13]
- SA-11 [D4.1-14]
- SA-2 [D4.1-15]
- SA-11 [D4.1-20]
- SA-2 [D4.2-25]
- SA-6 [D4.2-26]
- SA-6 [D4.2-4]

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.



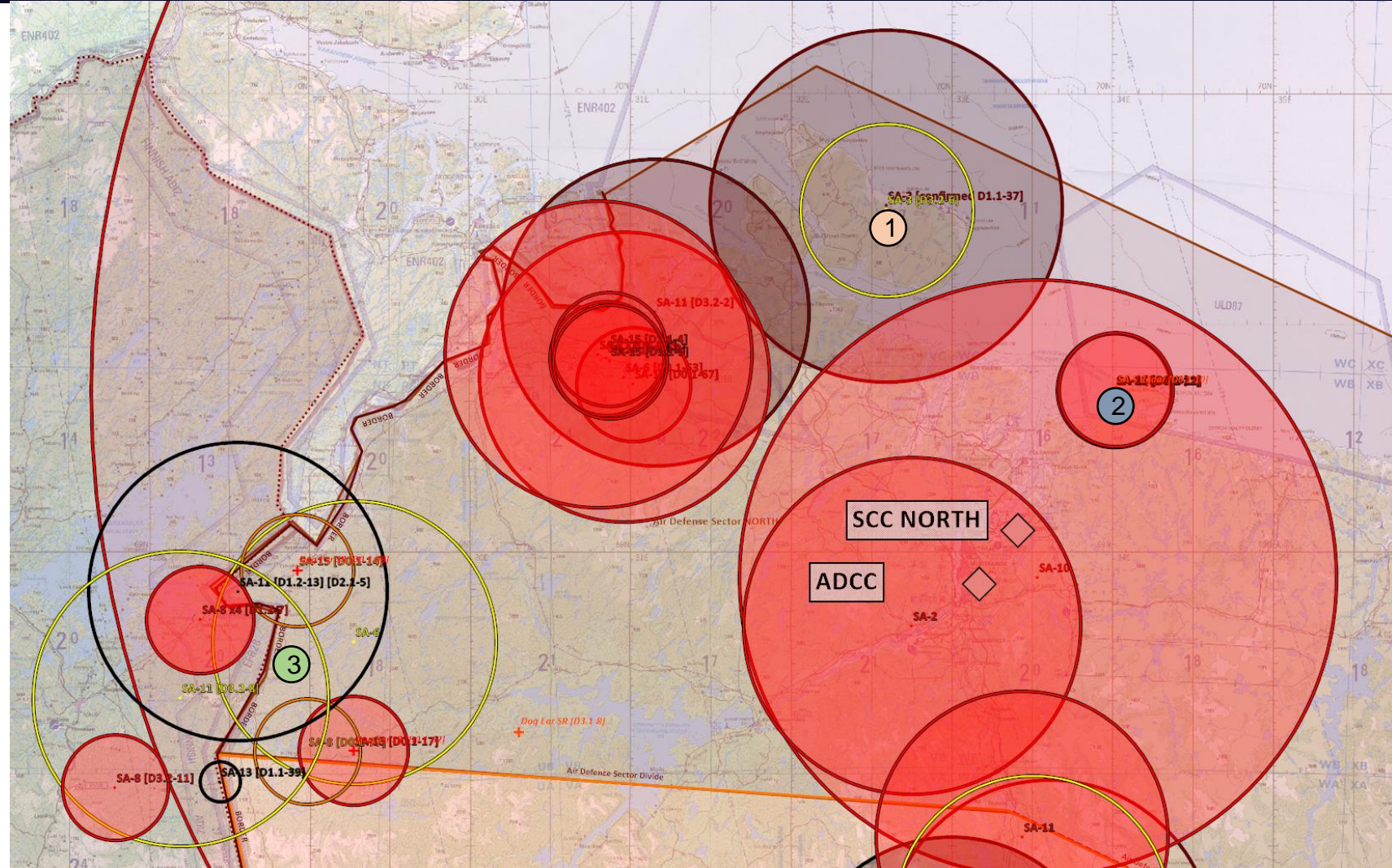


# ENEMY SITUATION (IADS)



## • Important Events During D3: Sector North

- ① SA-2 killed
  - Large amount of ADF North
  - SA-3/6/11 still position unknwn
- ② SA-5 engaged fighters over the Barents sea.
- ③ NOSIG on 1st Corps



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.



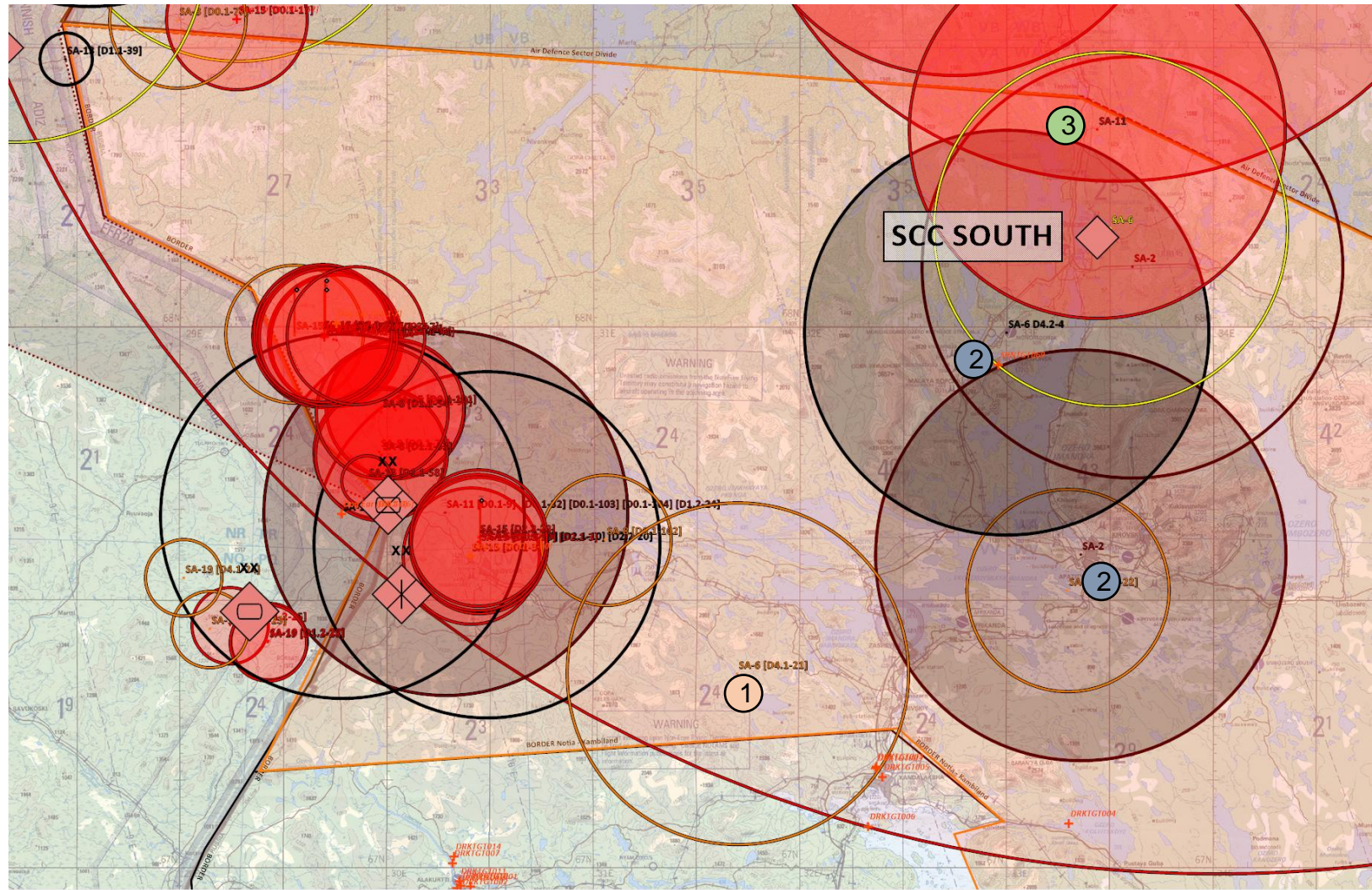


# ENEMY SITUATION (IADS)



## • Important Events During D3: Sector South

- ① SA-6 spotted
- ② SA-2 neutralized
- ③ 2X SA11 SPOTTED



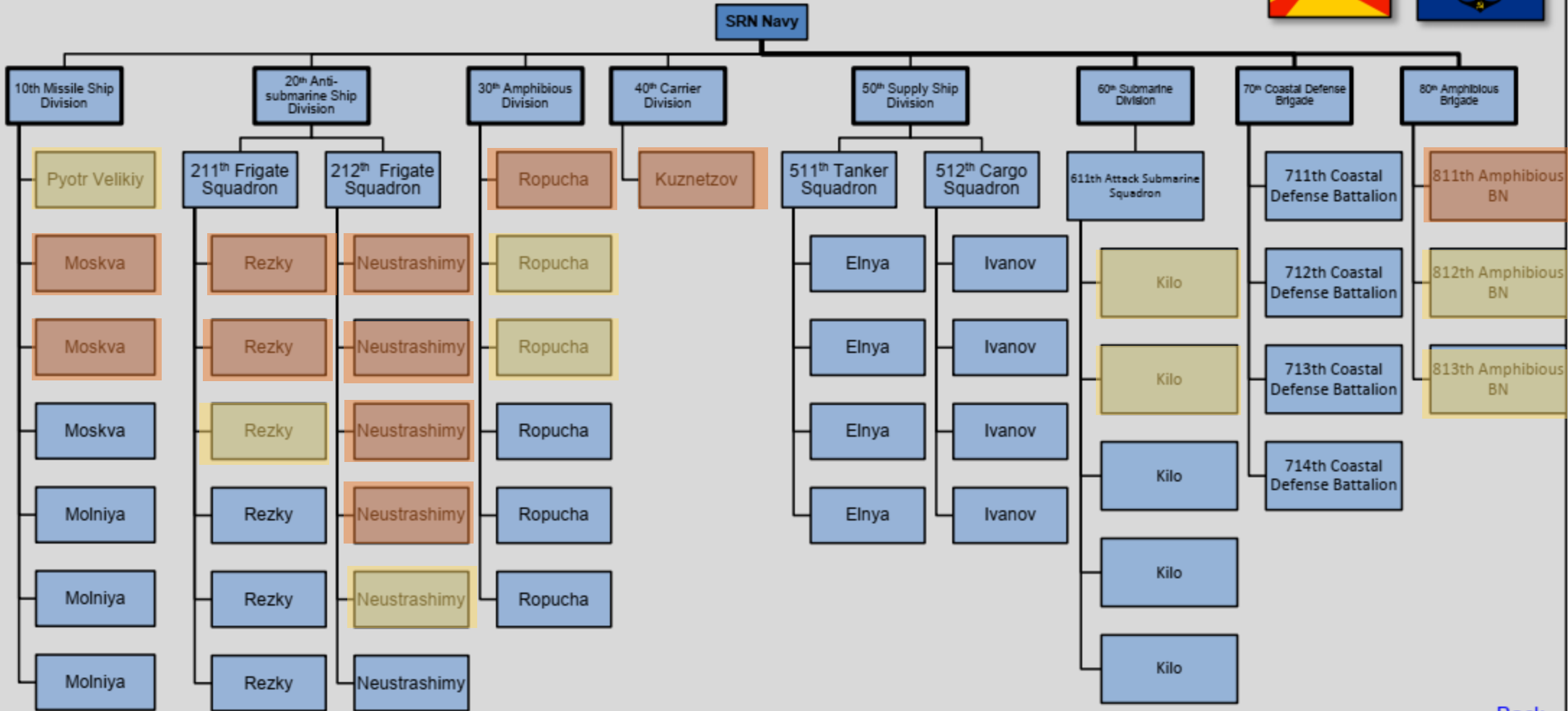
### DISCLAIMER:

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.





# Organization

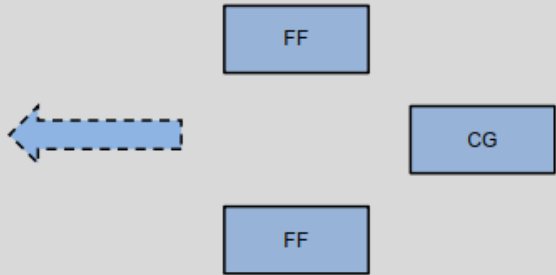


[Back](#)





## Doctrine: Surface Action Group (SAG)



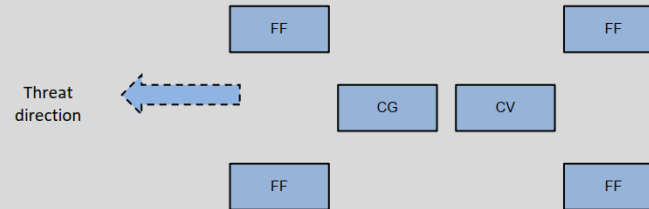
A doctrinal deployment of a basic SAG place a cruiser at the rear and two frigates upthreat to search for enemy submarines. The Cruisers role is to locate and neutralize enemy surface forces, and act as air defence for the SAG.

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

### AMPHIBIOUS ASSAULT PHASES

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

## 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 is positioned upthreat to act in a air defence and anti surface role to protect the carrier.

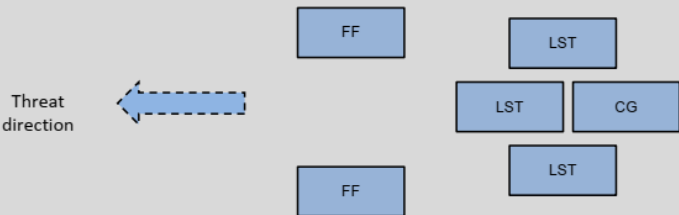
Offensive operations are conducted by the carrier based aircraft.

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 Vilkly or Mokva)  
 FF: Frigate (Neustrashimy or Rezkly)  
 LST: Landing Ship Tank (Ropucha)

DISCLAIMER:

## 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 amphibious 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.



# NEW INTELLIGENCE REQUIREMENTS



**RESPONSIBLE: ALL**

Intelligence Requirement / Information gap	Nominated by	Latest time of value	Justification
PV SAG status, compliment, location, direction of travel.	JFACC	D3	To identify the intent of the surface action group.
LST status, compliment, location, direction of travel.	JFACC	D3	To identify the intent of the landing flotilla.
Northern IADS Status, locations	JFACC	D3	To identify and confirm IADS node compliment in the NW sector

**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 of 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.



**RESPONSIBLE: VIS**

MLCOA : ENEMY CAS flights over 2nd Corps and 3rd Corps units, deeper strikes on 1st Corps area of responsibility

According to doctrine the attack will commence with air forces conducting wave attacks ahead of assault forces and strikes on objectives and HVT.

SRN FLEET starting CV Ops – mainly fleet defense. Other naval aviation element likely to conduct operations on NORTH.

**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





**RESPONSIBLE: VIS**

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

2nd Corps RECON elements in NORWAY shaping battlefield (MLRS, SCUD, Air strikes)

XILONG assisted/lead attack on CJTF 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
- 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





**RESPONSIBLE: VIS**

## 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
SRNTGT110 Sector Command Center South - SCC South	VIS	B		

**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



**RESPONSIBLE: VIS**

SRNTGT021	Apatity Chemical production facility	1	C	Produce chemicals for chemical weapons and ammunition	N 67 34.508 E 033 26.366	582ft
SRNTGT057	Olenegorsk Vehicle Factory					
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
SRNTGT069*	Notian Army 3rd Corps HQ	2	A	3rd Corps HQ buildings	N67 55.908 E032 57.466	439ft
SRNTGT071	Apatite Veichle 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	Olenegorsk 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
SRNTGT110	Sector Command Center South - SCC South	2				
SRNTGT116	Apatity Aircraft Factory	9	A	Likely Producing Su.27		529 ft

\*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

identified either:  
 e a big impact on the  
 re enemy if it loses this  
 t for the enemy plan/COA  
 re easy to engage and  
 this slide to bring to

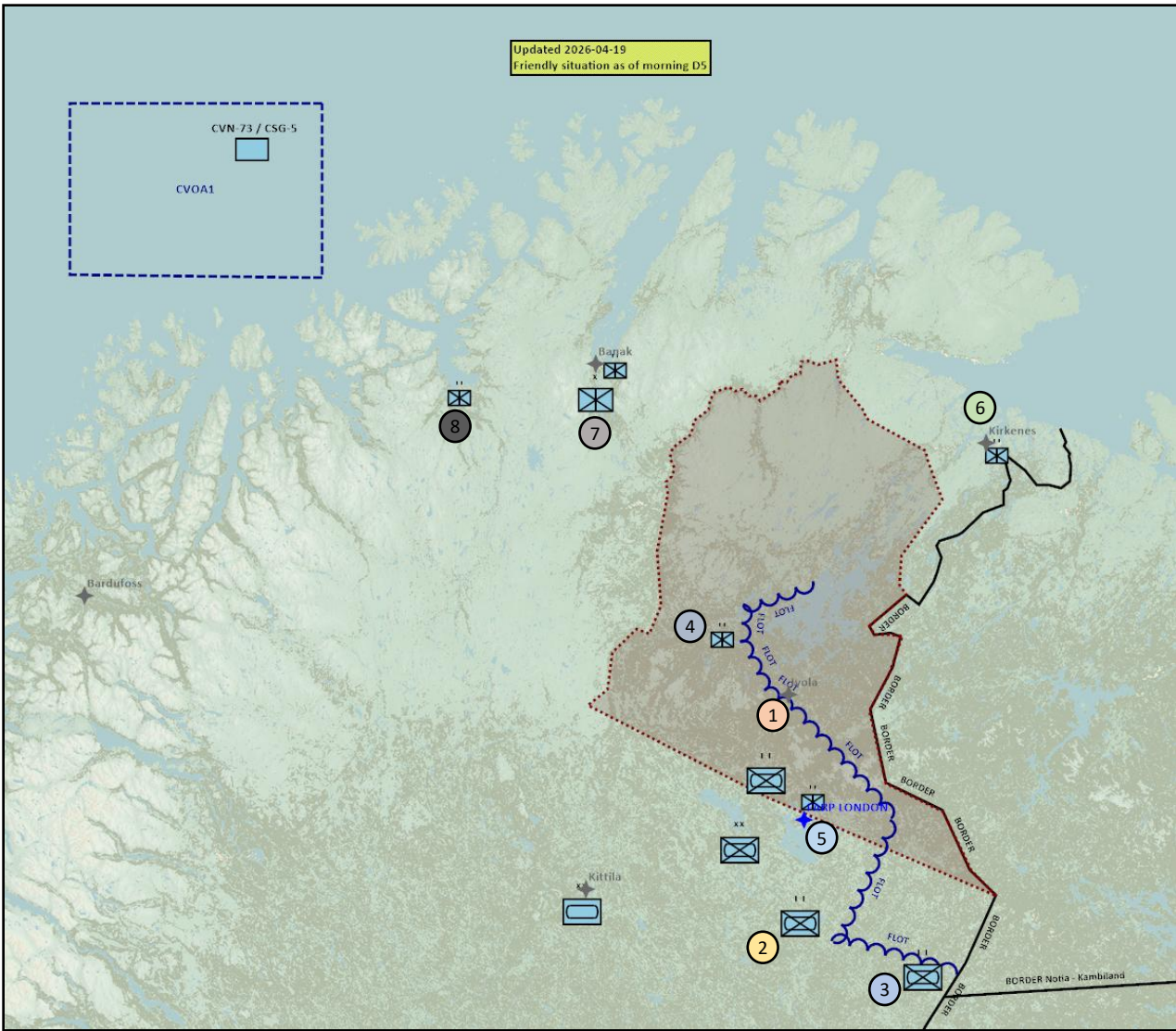




# FRIENDLY SITUATION (Ground)



**RESPONSIBLE: LCC  
(Mission Designer)**



## Land Component Command (LCC)

### IV Corps

#### 55th Armor Division (Abrahams and Challenger 2 tanks)

Currently in reserve located around Kittila.

#### 56th Mechanized Division (M2A2 Bradley, LAV-25 and Humwee's)

Lead elements of the 56th Division have established contact with the enemy in three locations:

- ① BN 1: Heavy fighting during withdrawal from IVALO (airfield) SOUTH
- ② BN 2: West of Lokka
- ③ BN 3: Northwest of the border between Notia, Kambiland and Finland

### Finnish local forces

The Finnish 33rd Brigade (M-113s)

- ④ First BN – Withdrawn to Inari.
- ⑤ Second BN – located IVO FARP LONDON.

### Norwegian local forces

The Norwegian 44th Brigade (M-113s, Leopard and Bradley)

- ⑥ First BN (Bradley IFV) – Located IVO Kirkenes
- ⑦ Second BN (M113 APC) – Located IVO Banak
- ⑧ Third BN (Leopard MBT – Located IVO Alta

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.

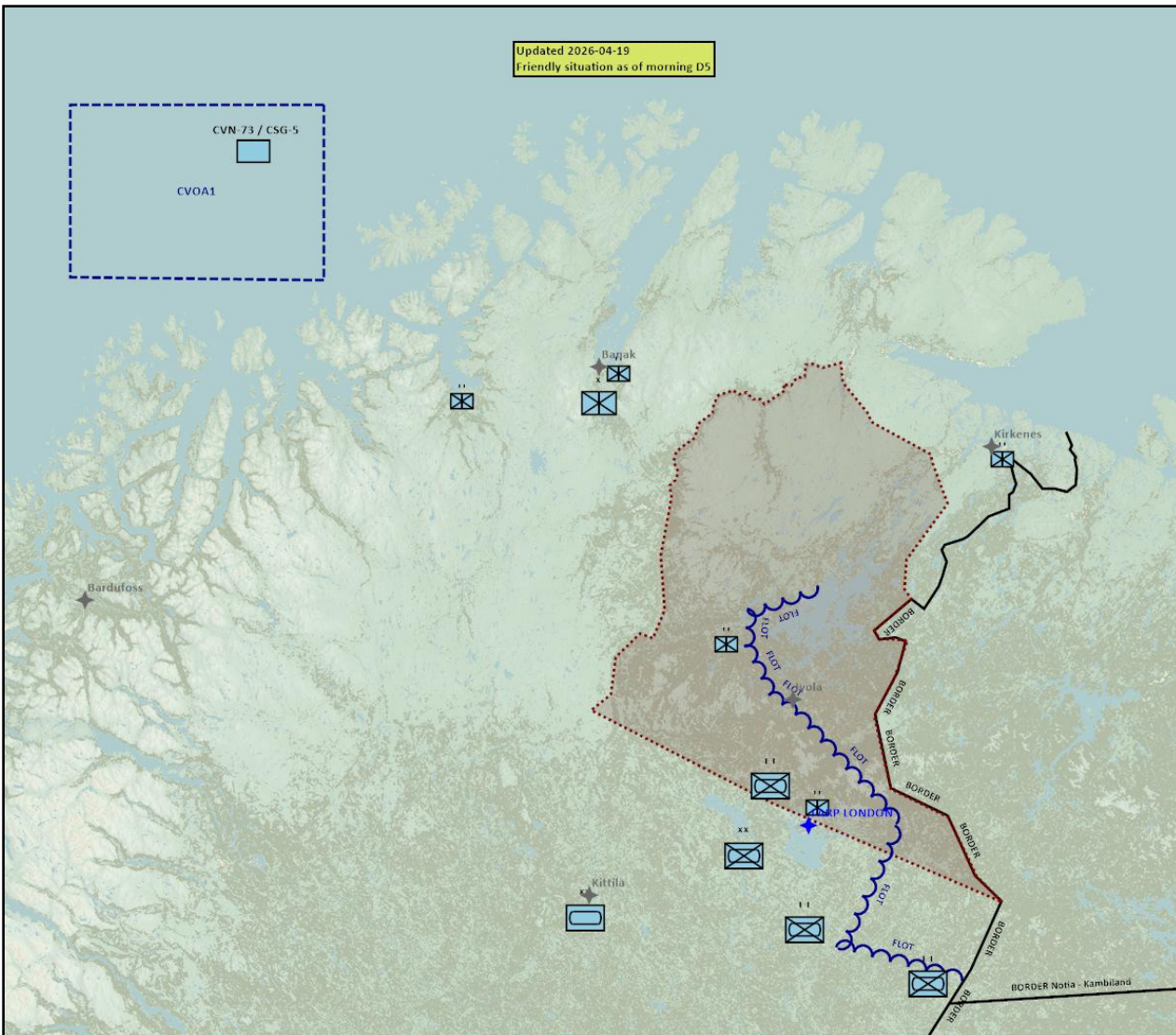




# AIR REQUESTS (Ground)



**RESPONSIBLE:  
Mission designer (LCC)**



- Air Request:**
- Priority1: AR (CAS If JTAC signed up)**
- In order to support withdrawal of IAVLO (CAS). Attrit enemy MBT/IFV/APC attacking Ivalo (AR)
- Priority 2: AR Artillery**
- In order to engage enemy artillery supporting the offensive into Finland
- Priority 3: AR HQs**
- In order to engage enemy brigade field HQs supporting the offensive into Finland

**DISCLAIMER:**

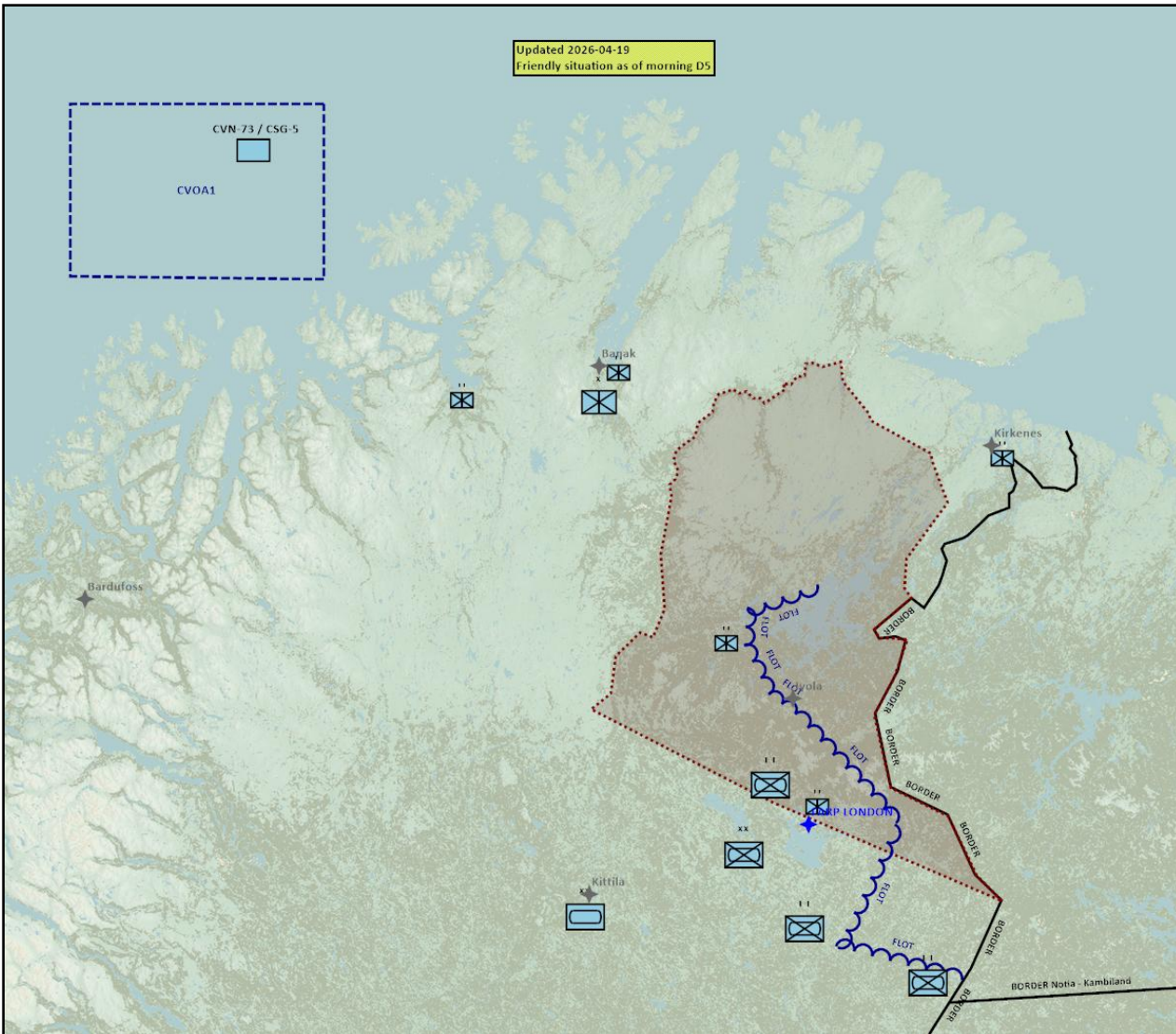
This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.



# FRIENDLY SITUATION (Sea)



**RESPONSIBLE:  
Mission designer**



- CSG 5 (CVN-73) operate in CVOA 1
  - Can be retasked by JFC based on JFACC recommendation and needs.
  - Two support ships have arrived in Bodø (USS Sacramento (AOE-1) and USNS Patuxent (T-AO-201). These ships will be used for logistical operations and are a high value unit.
- MCC D&G for D5:**
- Support the campaign with embarked airwing based on priorities from JFACC.
    - Recommend to JFC for any changes to CVOA or creation of new CVOA
  - Protect maritime assets from attacks from enemy
    - USS George Washington (CVN-73) operating in CVOA 1 (or new CVOE per MCC/JFACC)
    - USNS Patuxent (T-AO-201) is enroute CVN-73 from Bodø and will replenish CVN-73 George Washington with aviation fuel on D5.
    - USS Sacramento (AOE-1) is enroute Alta with ordnance for Banak, Kittila and Rovenemi airbase before rearming CVN-73 on D6. Enroute from Bodø.

**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.



# AVAILABLE ORDNANCE



**RESPONSIBLE: JFACC**



## Ordnance



CURRENT AS OF:

D5.1

WEAPON	USED BY:	D0	D1.1	D1.2	D2.1	D2.2	D3.1	D3.2	D4.1	D4.2	D5.1	D5.2	D6.1	D6.2	D7.1	D7.2	D8.1	D8.2	Current inventory
AGM-84D (Harpoon)	F/A-18	50																	50
AGM-84E (SLAM)	F/A-18	10																	10
AGM-84H (SLAM ER)	F/A-18	6																	6
AGM-154A	F/A-18, F-16	15	3																12
AGM-154C	F/A-18	6																	6
GBU-31(V) 3/B	F/A-18, F-16, A-10	10																	10
GBU-31	F/A-18, F-16, A-10	20	1	4					3	4									8
GBU-32	F/A-18	15		2				2											11
GBU-38	F/A-18, F-16, A-10	50		4	9	1	2	8	3										23
GBU-54	A-10	20	4		2														14
GBU-10	F/A-18, F-16, F-14, A-10	15								3									12
GBU-12	F/A-18, F-16, F-14, A-10	50		5	2	4													39
GBU-16	F/A-18, F-14	0																	0
GBU-24	F/A-18, F-16, F-14	15																	15
AGM-65 (all types)	F/A-18, F-16, A-10	50	14	5	2	4		2		4									19
Fuel tanks (all types)	F/A-18, F-16, F-14	75	6	12															57

**Explanation:**

- Slide of available ordnance
- If ordnance is low, JFACC should submit a request for ammunition (what type, how much, and what is it intended for – should be according to their long term plan)
- IF MCC: Available TLAMs

**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**

	D0					
	D0.1			D0.2		
	132nd	External	Total	132nd	External	Total
	D0.1	D0.1	D0.1	D0.2	D0.2	D0.2
A-10	2	2	4			
AH-64	2		2			
F/A-18	9		9			
F-16	8		8			
F14	4		4			
	TOTAL flights		27	TOTAL flights		0
Controller	2		2			0
	Flights total		27			
	Controllers total		2			

	D1					
	D1.1			D1.2		
	132nd	External	Total	132nd	External	Total
	D1.1	D1.1	D1.1	D1.2	D1.2	D1.2
A-10	2	2	4	2		2
AH-64	1		1	1		1
F/A-18	11		11	7		7
F-16	9		9	12		12
F14	2		2	3		3
	TOTAL flights		27	TOTAL flights		25
Controller	1		1	2		2
	Flights total		52			
	Controllers total		3			

	D2					
	D2.1			D2.2		
	132nd	External	Total	132nd	External	Total
	D2.1	D2.1	D2.1	D2.2	D2.2	D2.2
A-10	2	2	4	2		2
AH-64	1	2	3		2	2
F/A-18	4	3	7	4	2	6
F-16	8		8	6		6
F14	3		3	2		2
	TOTAL flights		25	TOTAL flights		18
Controller	1	2	3	1	1	2
	Flights total		43			
	Controllers total		5			

	D3					
	D3.1			D3.2		
	132nd	External	Total	132nd	External	Total
	D3.1	D3.1	D3.1	D3.2	D3.2	D3.2
A-10	2		2	4		4
AH-64/OH-58	2		2	1		2
F/A-18	10		10	8		8
F-16	7		7	4		4
F14	3		3	2		3
	TOTAL flights		24	TOTAL flights		21
Controller			1			1
	Flights total		45			
	Controllers total		2			

	D4					
	D4.1			D4.2		
	132nd	External	Total	132nd	External	Total
	D4.1	D4.1	D4.1	D4.2	D4.2	D4.2
A-10			0			
AH-64			0			
F/A-18			0			
F-16			0			
F14			0			
	TOTAL flights		0	TOTAL flights		0
Controller			0			0
	Flights total		0			
	Controllers total		0			

	D5					
	D0.1			D0.2		
	132nd	External	Total	132nd	External	Total
	D1.1	D1.1	D1.1	D1.2	D1.2	D1.2
A-10			0			
AH-64			0			
F/A-18			0			
F-16			0			
F14			0			
	TOTAL flights		0	TOTAL flights		0
Controller			0			0
	Flights total		0			
	Controllers total		0			

to be available  
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.





**RESPONSIBLE: JFC  
(Mission Designer)**

## 4 Direction and Guidance

### 4.1 LCC:

- Defend against Notian invasion and be prepared to retake land in claimed Notian territory on D7

### 4.2 MCC:

- Support the campaign with embarked airwing based on priorities from JFACC.
  - o Recommend to JFC for any changes to CVOA or creation of new CVOA
- Protect maritime assets from attacks from enemy
  - o USS George Washington (CVN-73) operating in CVOA 1 (or new CVOE per MCC/JFACC)
  - o USNS Patuxent (T-AO-201) is enroute CVN-73 from Bodø and will replenish CVN-73 George Washington with aviation fuel on D5.
  - o USS Sacramento (AOE-1) is enroute Alta with ordnance for Banak, Kittila and Rovenemi airbase before rearming CVN-73 on D6. Enroute from Bodø.

### 4.3 JFACC:

- Apportionment<sup>3</sup>
  - o Per JFACC priorities
- JFACC are now in phase 3a DEFEND.
- Priority of effort is for JFACC to be able to take the fight to the enemy territory so the enemy need to balance protection of own territory against the offensive action in Finland.
  - o With ground forces heavily engaged in Finland, the only offensive assets available to take the fight to the Notian homeland for the Combined Joint Task Force is JFACC air assets.

### 4.4 VIS:

- Support JFACC with planning and execution of campaign.
  - o Be prepared to support JFACC with phase 3a and 3b planning
- Recommend to JFC changes in diplomatic status for any country during target meeting.

#### Explanation:

- JFCs direction & guidance for the next ATO day
- NOTE: JFC in his D&G also gives separate guidance to MCC and LCC. For this presentation it is intended for the guidance to either the entire force or JFACC



**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**

- North:
  - Neutralize SA-5.
  - Neutralize ASG.
- South:
  - OCA strike on Monchegrosk and Olenya.
  - AI campaign to neutralize Notia's offensive capability.
- West:
  - Continue to support LCC with SCAR/AR and CAS missions.

**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)

**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.

