



VIRTUAL INTELLIGENCE SERVICE

VICTORIA PER INTELLECTUM

## OPAR 2 VIS –Targeting Presentation – Pre D3

**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.



# D3 Weather Report

- D3.1: Day, clear skies, calm winds from the North (Mission time at event start: 0600G)
- D3.2: Night, clear skies, calm winds from the North (Mission time at event start: 2200G)
- D4.1: Day, clear skies, calm winds from the East (Mission time at event start: 1400G)
- D4.2: Night, broken clouds, winds from the East (Mission time at event start: 2200G)
- D5.1: Day, overcast + rain, winds from the East
- D5.2: Night, broken clouds, winds from the South
  
- (Three events with good visibility, then three with reduced visibility. Ideally targets for the latter should be targetable with coordinates)

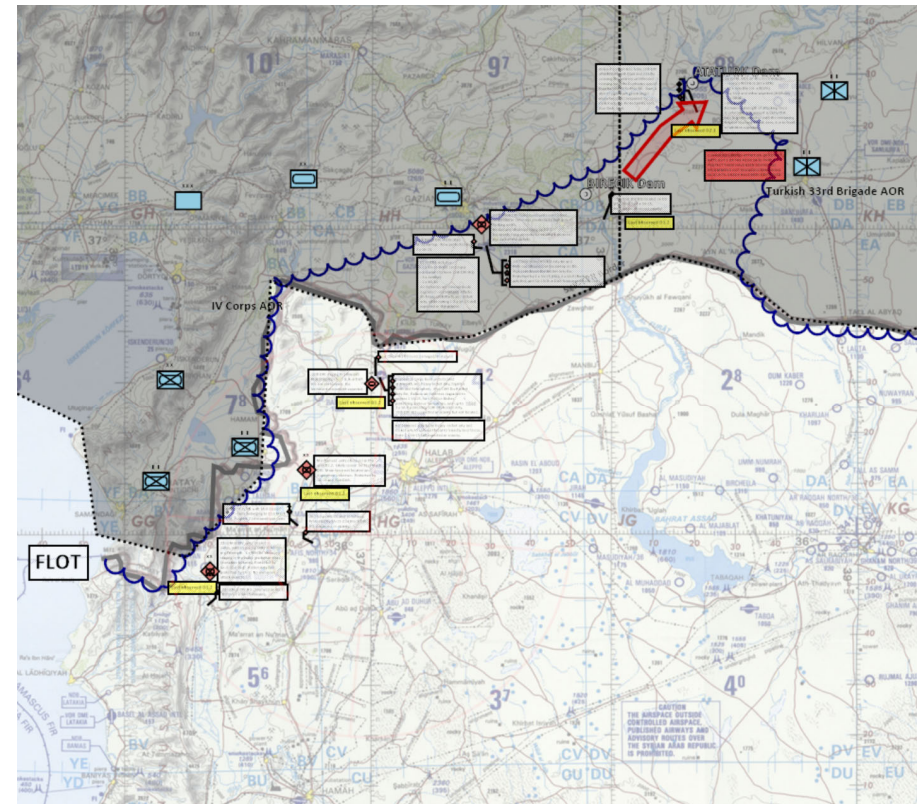
**DISCLAIMER:**

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.



# D3 Enemy Situation/BDA - Ground

- See Combatflight Summary for more detail
- Significant attrition of motorised force that has taken Attaturk Dam. Approx 1 brigade assessed destroyed.
- Little effect on 11<sup>th</sup> Mechanised division at Gasiantepl Intl.
- No contact with remaining ground forces during D2.
- VID assess it is likely that mobilisation will be ordered in the next 48 hours. (SYTGT002 in Aleppo – destruction would delay mobilisation by 4-7 days and hamper deployment – may be useful to buy time if mobilisation is ordered).

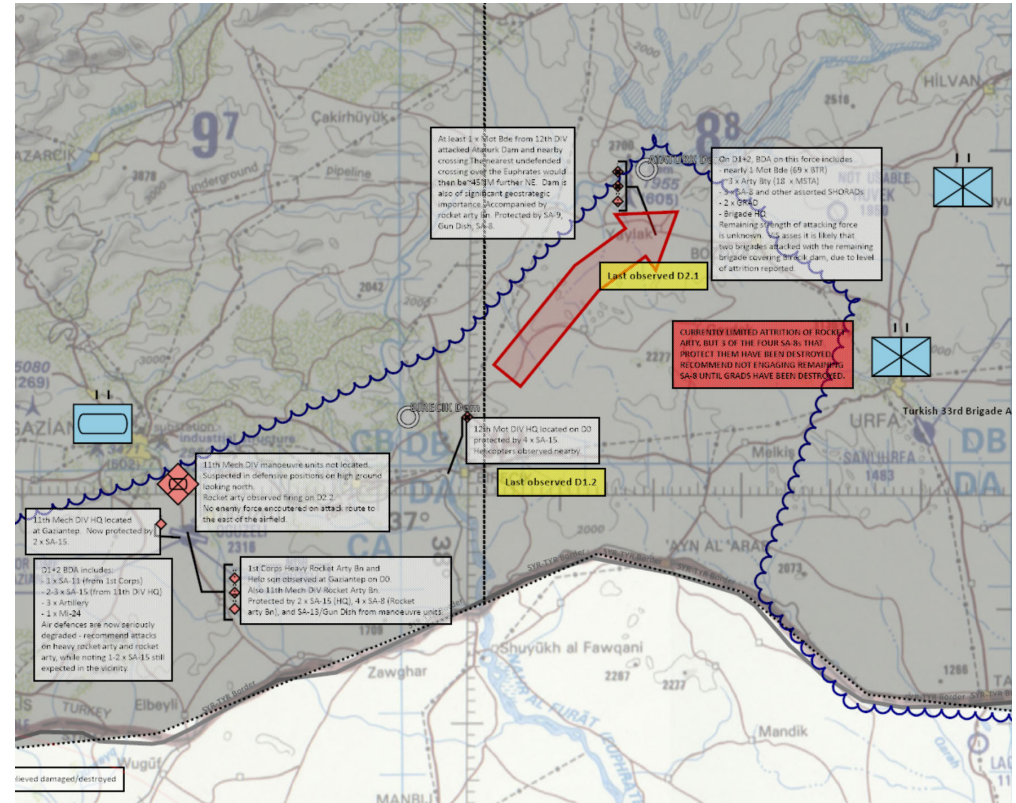
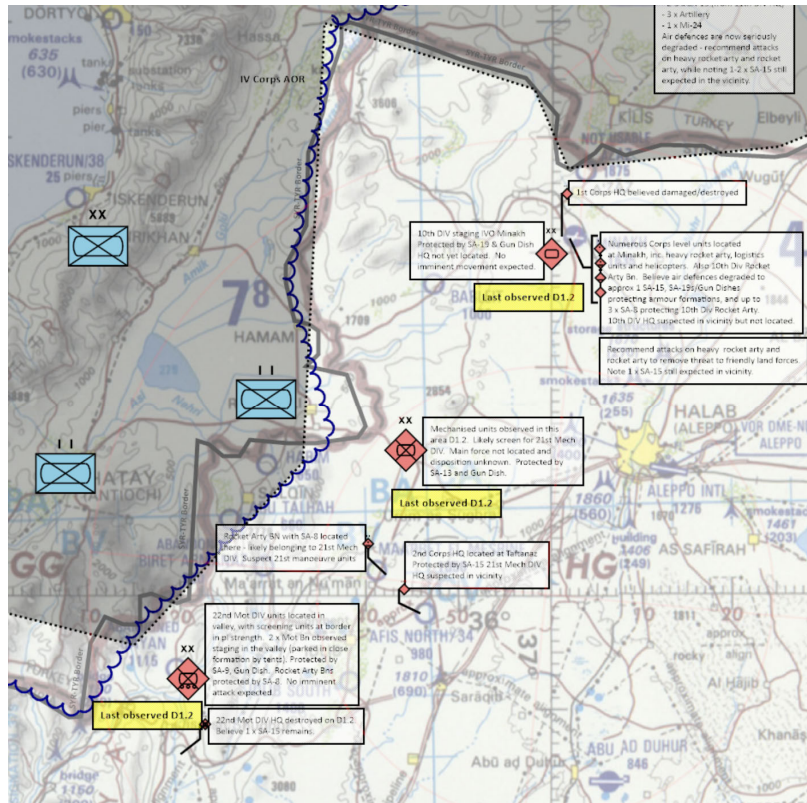


#### DISCLAIMER:

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.



# D3 Enemy Situation/BDA - Ground



**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.



# D3 Enemy Situation/BDA - IADS

- In Sector West:
  - SCC assessed destroyed – this will increase the vulnerability of SAMs in sector west, and increase effectiveness of SEAD
    - However, VID highlight possibility of back-up facility. Indicator for backup facility: SAMs in Sector West continue to operate as though connected to IADS – only turning on once in range to fire.
  - 1 x SA-2 and 1 x SA-3 Bn known not operational IVO Abu al-Duhur. 1 x SA-3 Bn remains, along with further forces to east.
  - 1 x SA-6 Bn assessed not operational IVO Aleppo.
  - All other IADS nodes assessed fully operational, including SA-2 and SA-3s in south of sector, plus SA-6 and SA-11s that are mobile. Some intelligence on approx. locations to the south of the sector.
- In Sector East, approximate location of 2 x SA-3 Bn established and 1 x SA-11. Possible destruction of one SA-3 but not confirmed.
- In Sector South, no changes. IADS still fully operational.

Recommend on call SEAD as a minimum (or SEAD organic to package) for future strike missions into Syrian territory due to the mobility of SA-6 and SA-11 systems (approx. 30 mins to pack up, a few hours drive within sector, 30 mins to set up – able to reposition within sector between our events).

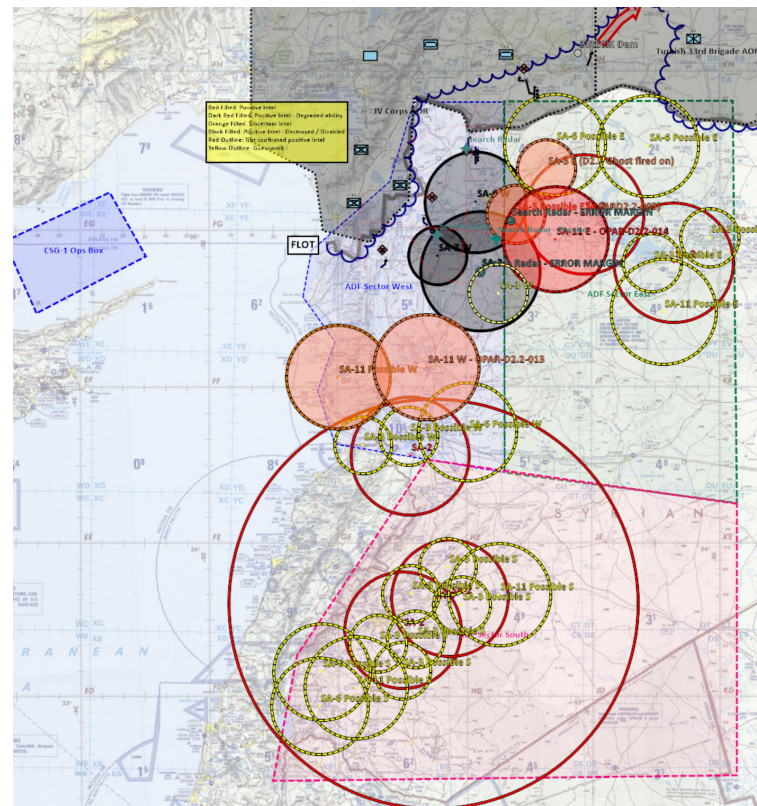
VID assesses Syrian officials will likely try to increase their effort to produce S2A missiles, esp. for SA-15, due to large numbers used.

**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.



# D3 Enemy Situation/BDA - IADS



**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.



# D3 Enemy Situation/BDA - Air

Based on pilot reports:

- 6 of 12 x MiG-21 at Abu al-Duhur assessed destroyed (6 remain)
- 11 (est) of 12 x MiG-29 at Jirah assessed destroyed (1 remains)
- 2 of 12 x MiG-25 at Tabqa assessed destroyed (10 remain)
  
- QRA seen from these airfields. CAP operating out of Jirah.
- VIS assess that it is likely further squadrons located further south could relocate due to attrition of MiGs at Jirah. Several air-bases exist that are not currently in use by the air-force but could be used.
  
- VID assesses even chance that Russia will agree to sell MiG-29s to Syria within the next month.

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.



## D3 Situation/BDA - Sea

- No contact with enemy naval forces since D0. Naval forces could feasibly have moved anywhere in the eastern Med.
- VID assesses likely that Iran will give Hezbollah Silkworm missiles which could threaten CJTF or Israeli shipping. Even chance they are on their way.
- Note: CJTF vessel carrying GBU-38s will pass from Suez canal during D3. CJTF SAG is in Western Mediterranean and so unable to support.

**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.





# D3 Enemy Situation/BDA - WMDs

- No intel on WMDs.
- INTREP .cf produced to assist planning strike if needed
- Significant vulnerability identified in WMD system. Scuds rely on fuel and oxidiser that is produced at a factory in Aleppo, and stored there and at the nearby Scud regimental base. VID unaware of any other storage locations. Both locations currently not covered by IADS. VIS assess a strike on these two locations targeting either fuel or oxidiser will prevent any Scud launches until an alternative source can be found. Assess this could take 1+ weeks (import) or many months (construct new manufacture facility).
- VIS recommends insertion of SOF team to observe factory and Scud base. Increased activity could indicate imminent increase in Scud alert status. Tankers visiting factory could indicate impending launch (few tankers) or attempt to move fuel to third location (many tankers). Either may precipitate a strike.

**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.



## D3 Enemy COA

- ML COA – 24 to 72 hrs:
  - Due to attrition of forces, 12<sup>th</sup> DIV assessed to hold position unless reinforced.
  - 11<sup>th</sup> DIV prepares to defend against attack from 56<sup>th</sup> Armour to the north. Uses heavy rocket arty and rocket arty to attack staging areas.
  - 10<sup>th</sup> DIV adopts defensive posture. Uses heavy rocket arty and rocket arty to attack 56<sup>th</sup> Armour or to disrupt 55<sup>th</sup> Mech DIV at Hatay. Offensive manoeuvres considered unlikely during this timescale due to destruction of Corps HQ.
  - 2<sup>nd</sup> Corps continue to defend around Hatay plain, with 21<sup>st</sup> DIV extending to cover 10<sup>th</sup> Armour flank/rear.
  - 5<sup>th</sup> Corps prepare to advance from Palmyra to support 1<sup>st</sup> and 2<sup>nd</sup> 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.



# D3 Enemy COA

- MD COA – 24 to 72 hrs:
  - 12<sup>th</sup> DIV reinforced by 5<sup>th</sup> Corps elements and takes further territory in north-east. Specific targets not yet identified. Indicators – more than one SA-8 detected in vicinity. SA-13, SA-19, BMPs or MBTs seen in vicinity.
  - 11<sup>th</sup> DIV prepares to defend against attack from 56<sup>th</sup> Armour to the north. Uses heavy rocket arty and rocket arty to attack staging areas.
  - 10<sup>th</sup> DIV begins shaping for counterattack on 56<sup>th</sup> Armour. Uses heavy rocket arty and rocket arty to attack 56<sup>th</sup> Armour or to disrupt 55<sup>th</sup> Mech DIV at Hatay.
  - 2<sup>nd</sup> Corps starts shaping for attack on 55<sup>th</sup> Mech at Hatay with use of rocket arty and arty.
  - 5<sup>th</sup> Corps advance from Palmyra to support 1<sup>st</sup> and 2<sup>nd</sup> Corps (Palmyra approx. 120NM from Aleppo)
  - SCUDs escape to the desert before Syria announce increase in alert level.
  - Syria announces mobilisation

**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.



# D3 Current TST List

- VIS recommend TST list includes:
  - Scuds
  - Silkworms (though noting we are not currently at war with Lebanon - recommend clear ROE guidance provided to pilots)

**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.



# D3 Intelligence Requirements

- See list for legacy IRs.
- Candidate PIRs:
  - Status and disposition of Syrian SCUDs and readiness for conducting WMD attacks. SOF insertion to observe Scud base and Rocket Fuel Factory in Aleppo would allow this situation to be monitored.
  - Location of Syrian naval forces (threat to our supply lines)
- Candidate IRs
  - Location and disposition of Syrian 5<sup>th</sup> Corps
  - Strength and disposition of 12<sup>th</sup> Mot Div attacking force at Attaturk Dam
  - Confirm whether IADS Sector West has backup SCC

**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.



# D3 Targeting Recommendations

- Heavy rocket arty and rocket arty from 1<sup>st</sup> and 2<sup>nd</sup> Corps units. Note SA-15 still present at Minakh and Gaziantep.
- Continue to degrade IADS to allow strategic targets to be hit more easily. Determine whether Sector West has backup SCC, and attrit further SA-2, 3, 6, 11 units in Sector West. Consider beginning to strike SAMs on eastward axis towards Jirah to create more space for friendly units to manoeuvre safely.
- Target WMD fuel infrastructure as discussed above if JFC request it
- Target Army HQ Building in Aleppo if mobilisation announced

**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.