

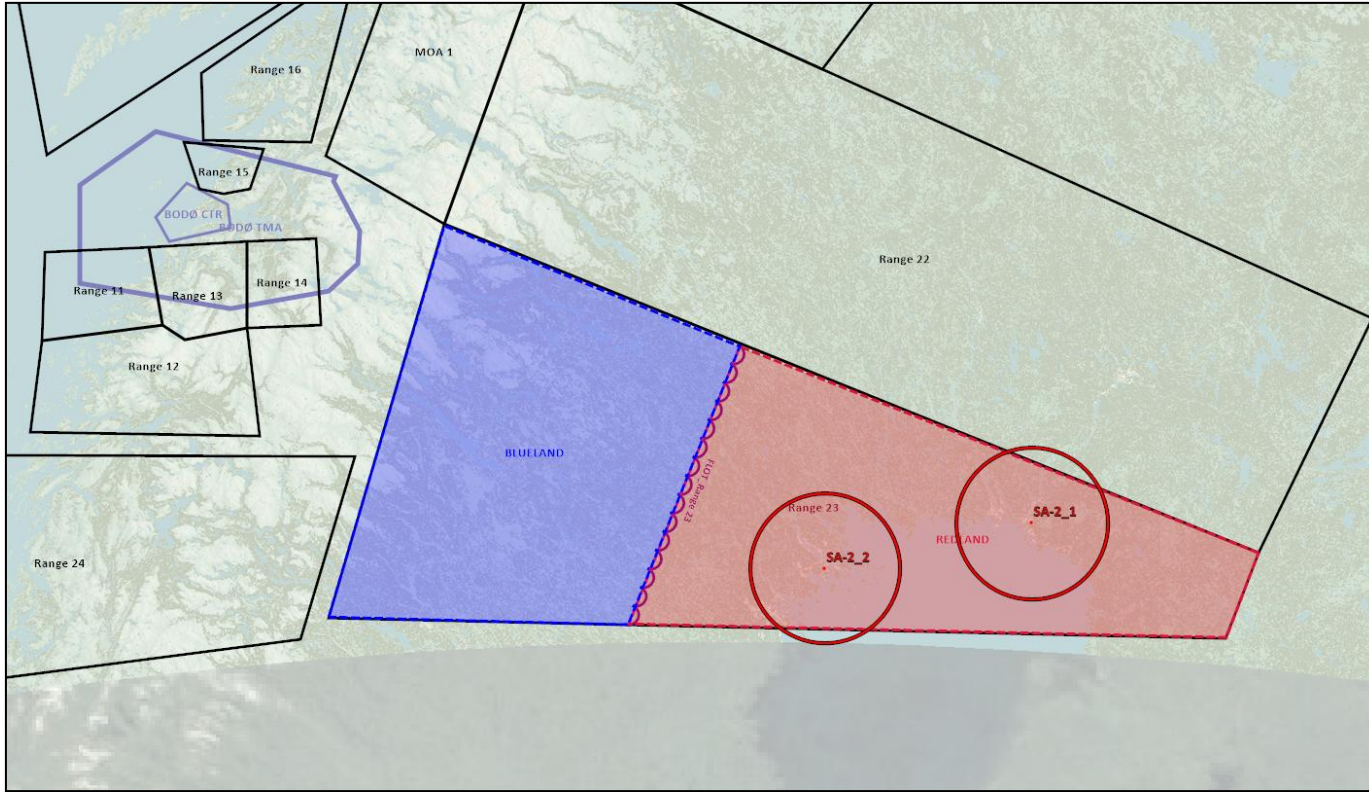


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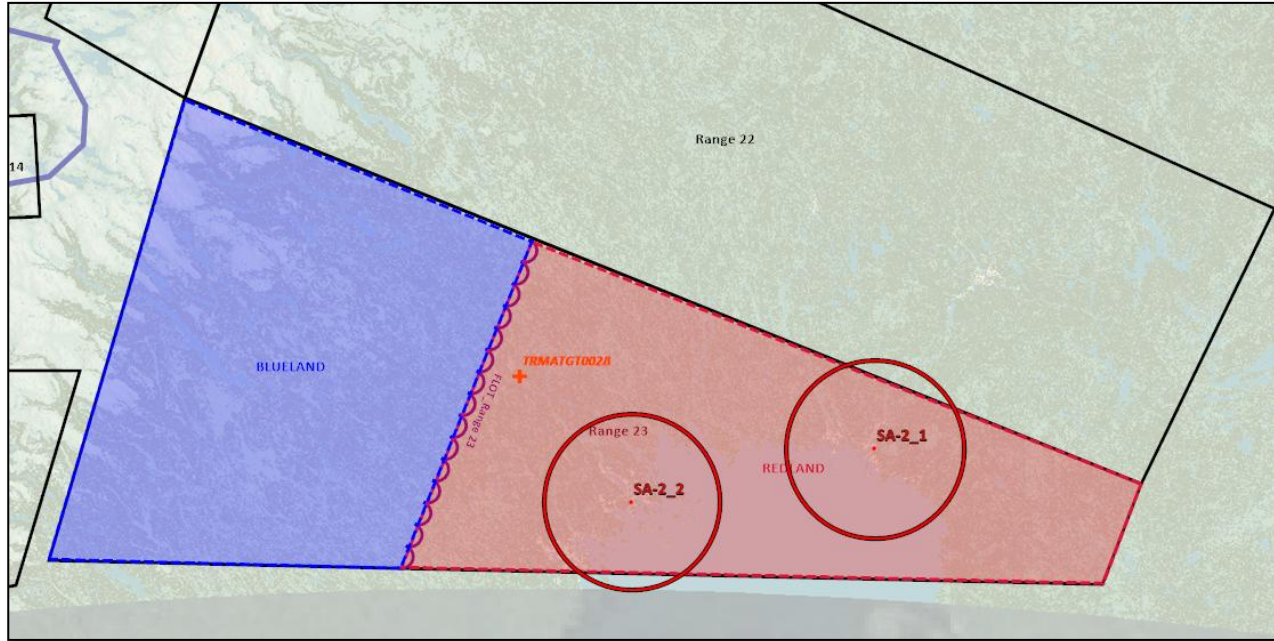
Strike+OCA Escort Range 23



SITUATION



Scenario: REDLAND and BLUELAND at war. BLUELAND have picked up intelligence regarding a possible chemical weapon attack against BLUELAND using SCUDS. SCUDS are forward staged into covert military storage close to the border (FLOT)



Strike military storages

Task strike flight: Conduct strike

Task escort flight: Escort strike flight

Time On Target (TOT): Escort flight and Strike flight need to set a TOT for planning purposes.



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Blue Commanders intent

BLUE MISSION:

Task: Strike REDLAND military storages

Purpose: Prevent REDLAND SCUDs to be used for chemical weapon attacks.

- BLUE LOSSES NOT ALLOWED
- RISK LEVEL: MEDIUM

TRAINING OBJECTIVES:

- Objective 1: OCA Escort Mission
- Objective 2: Communication between flights (Strike + Escort)
- Objective 3: Mission planning and flight briefing
- Objective 4: BVR timeline
- Objective 5: ROE
- Objective 6: Commit criteria(s)
- Objective 7: Flightlead and wingman practice



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Blue ALR

Air to AIR Tactics based on ALR			
Acceptable level of Risk	Definition	A/A Tactics	AMR
LOW	Accept only favorable engagements.	<ul style="list-style-type: none"> Avoid merge when possible. Accept merge only with superior merge ratios. Use SKATE or SHORT SKATE. 	2:1 or greater.
MEDIUM	Accept favorable or neutral engagements. Can withdraw to prevent heavy losses.	<ul style="list-style-type: none"> Accept merge with equal merge ratios. Use BANZAI as required. Aircraft recovery higher priority than mission goal. 	1:1
HIGH	Accept major losses (~50%) to achieve objective. Preserve some future capability if able.	<ul style="list-style-type: none"> Accept merge with inferior merge ratios. Use BANZAI tactics as required. Recover aircraft if able. 	1:2
EXTREME	Accept any losses necessary to accomplish mission.	<ul style="list-style-type: none"> Accept merge with inferior merge ratios. Aircraft recovery not an issue. 	Any

Note the Acceptable Merge Ratio (AMR) is the ratio of friendlies to peer adversaries within Factor Range.¹ For general planning purposes – it is suggested to set FR to 25nm.

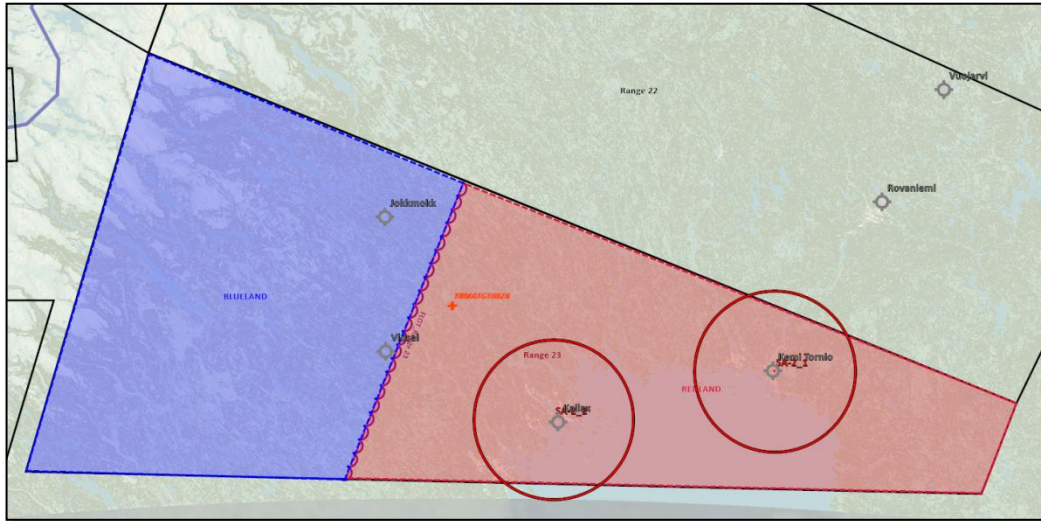
Example 1:

4x F18Cs vs 2 groups of 2 MIG29's that are within Factor Range of each other is 1:1 and thus requires ALR MEDIUM to MERGE.

Example 2:

4x F16s vs 4 groups of 2 MIG29's that are outside of Factor Range of each other is 1:2 and thus requires ALR HIGH to MERGE.

Air-to-Ground Tactics restrictions based on ALR		
Acceptable Level of Risk	Definition	A/G Tactics
LOW	Withdraw to preserve forces. Accept only favorable engagements. Losses only at expected training or peacetime attrition rates.	<ul style="list-style-type: none"> Single-ship FLOT crossings not authorized Enter WEZ of SAM/AAA only with fully effective SEAD. Fixed Wing - low-level tactics and reattacks not authorized
MEDIUM	Losses expected at historical combat rates (~25%). Accept neutral or disadvantageous engagements. Can withdraw to prevent heavy losses.	<ul style="list-style-type: none"> Single-ship FLOT crossings not authorized Operations in AAA and Manpad WEZ as required. Operations in SAM envelopes are acceptable with partially effective SEAD. One reattack authorized to meet mission objectives.
HIGH	Accept major losses (~50%) to achieve objective; Preserve some future capability, if able.	<ul style="list-style-type: none"> Single-ship FLOT crossings authorized Operations in AAA and Manpad WEZ as required. Operations in SAM envelopes are acceptable with marginally effective SEAD. Reattacks as required to meet mission objectives, withdraw if threat overwhelming.
EXTREME	Accept any losses necessary to accomplish mission. Defense against WMD (weapons of mass destruction), where consequences of failure is unacceptable.	<ul style="list-style-type: none"> Single-ship FLOT crossings authorized Mission may only be cancelled by higher authority (AWACS/AOC). Aircraft recovery is not a factor in selection of tactics.



SAM THREATS: SA-2s are protecting REDLAND airfields KALLAX and KEMI TORNIO. In addition SA-11 and SA-6 are mobile threats likely operating in REDLAND territory.

REDLAND Airforce consist of 3 squadrons:

- Squadron 1: F-16
- Squadron 2: F/A-18
- Squadron 3: F-14

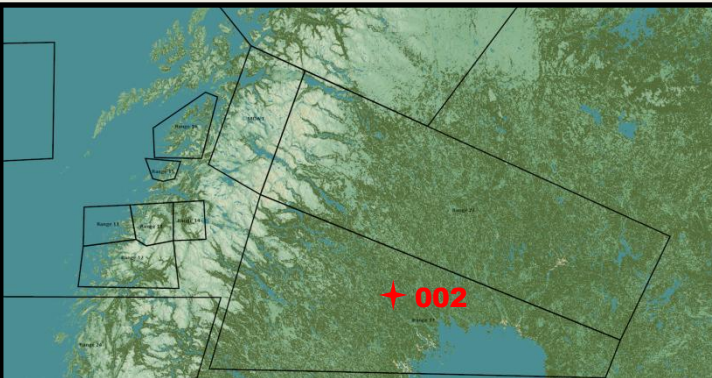
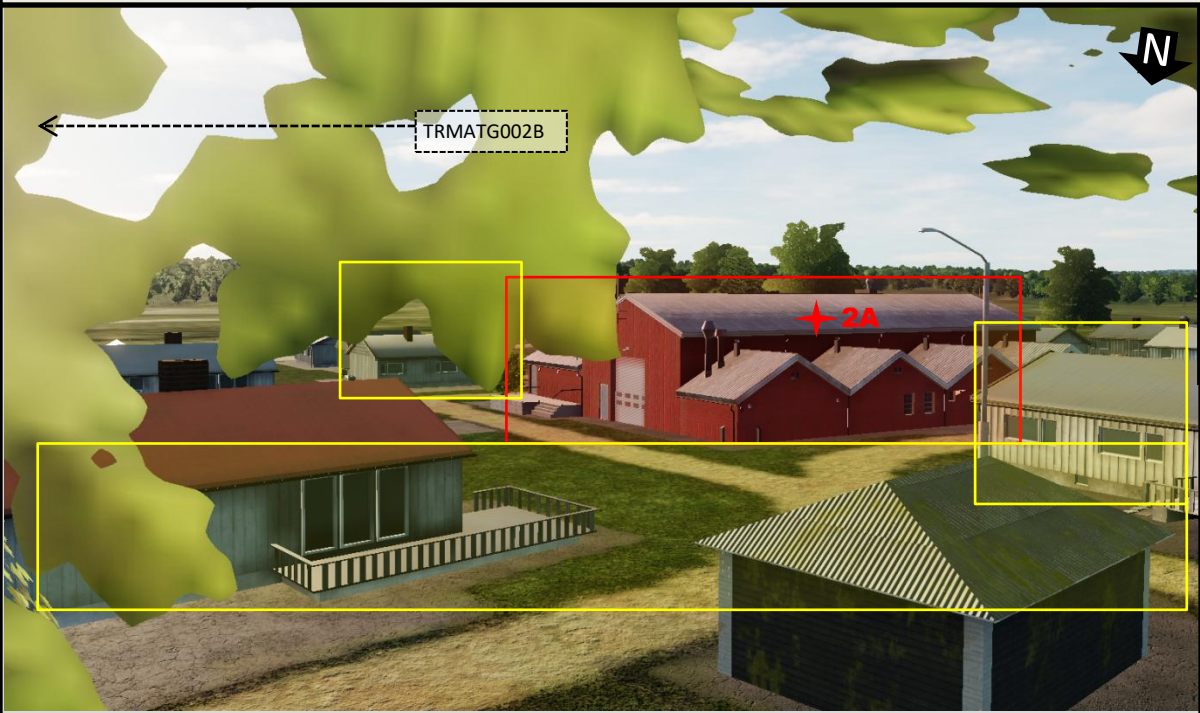
-These squadrons are normally rotating through KALLAX and KEMI TORNIO.

These 3 squadrons normally rotate on DCA (Defensive Counter Air) duties. Normal modus of operandi is to have one flight airborne as a CAP, or on ground alert as a QRA with a 5 minute alert. Normally one additional flight is on backup as QRA 15 minute alert.

- REDLAND jets have routinely violated BLUELAND airspace and established CAP on BLUELAND side of border



TRMATGT002 Military Storage



DESCRIPTION OF THE DESIRED POINTS OF IMPACT WITH WPN TYPE:

TRMATGT002A – Military Storage
DPI 1: N66 05.241 E020 54.175 / Elevation: 61ft

Weaponering:
2x 500lbs bomb or 1x 1000lbs bomb.

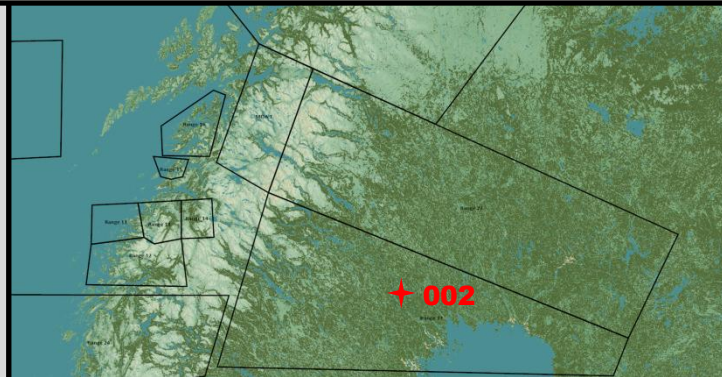
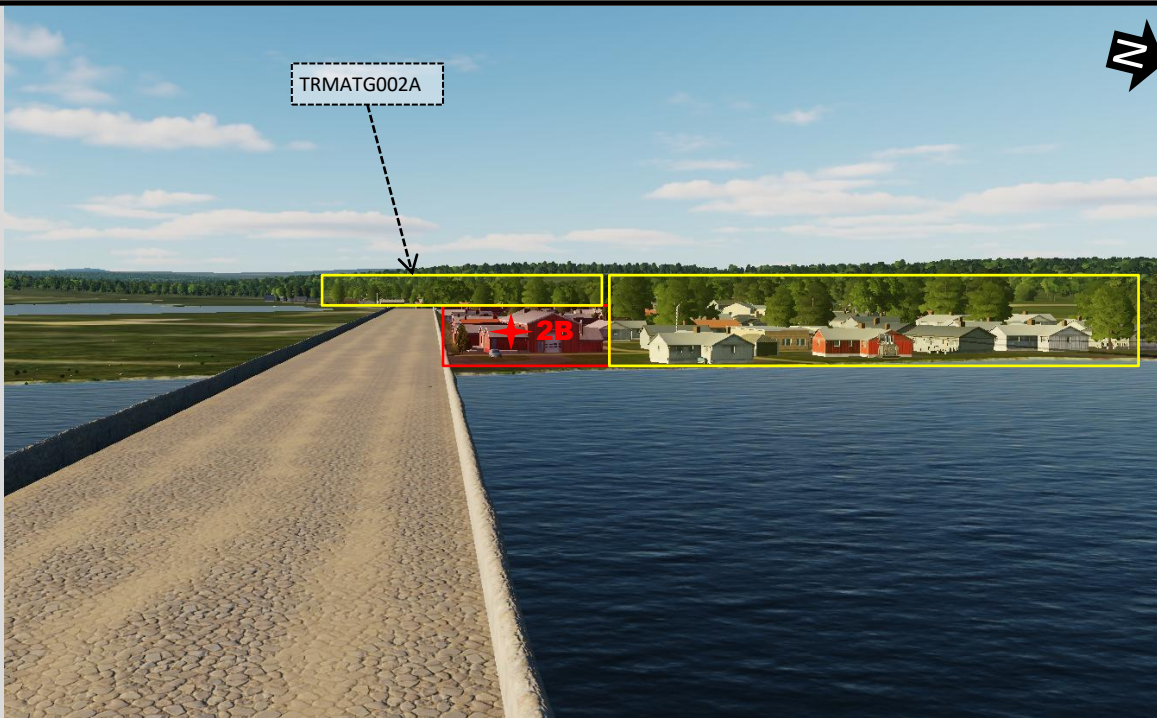
Due to collateral damage risk surrounding target PGM is needed.

-TRMATGT002 Military storage is a covert storage facility for REDLAND SCUDs that are part of the chemical weapon program. The SCUD launchers are prepared to load warheads with chemical weapons.

-Target 2A and 2B must be attacked at the same time due to risk of enemy withdrawing high value targets within the military storage.



TRMATGT002 Military Storage



DESCRIPTION OF THE DESIRED POINTS OF IMPACT WITH WPN TYPE:

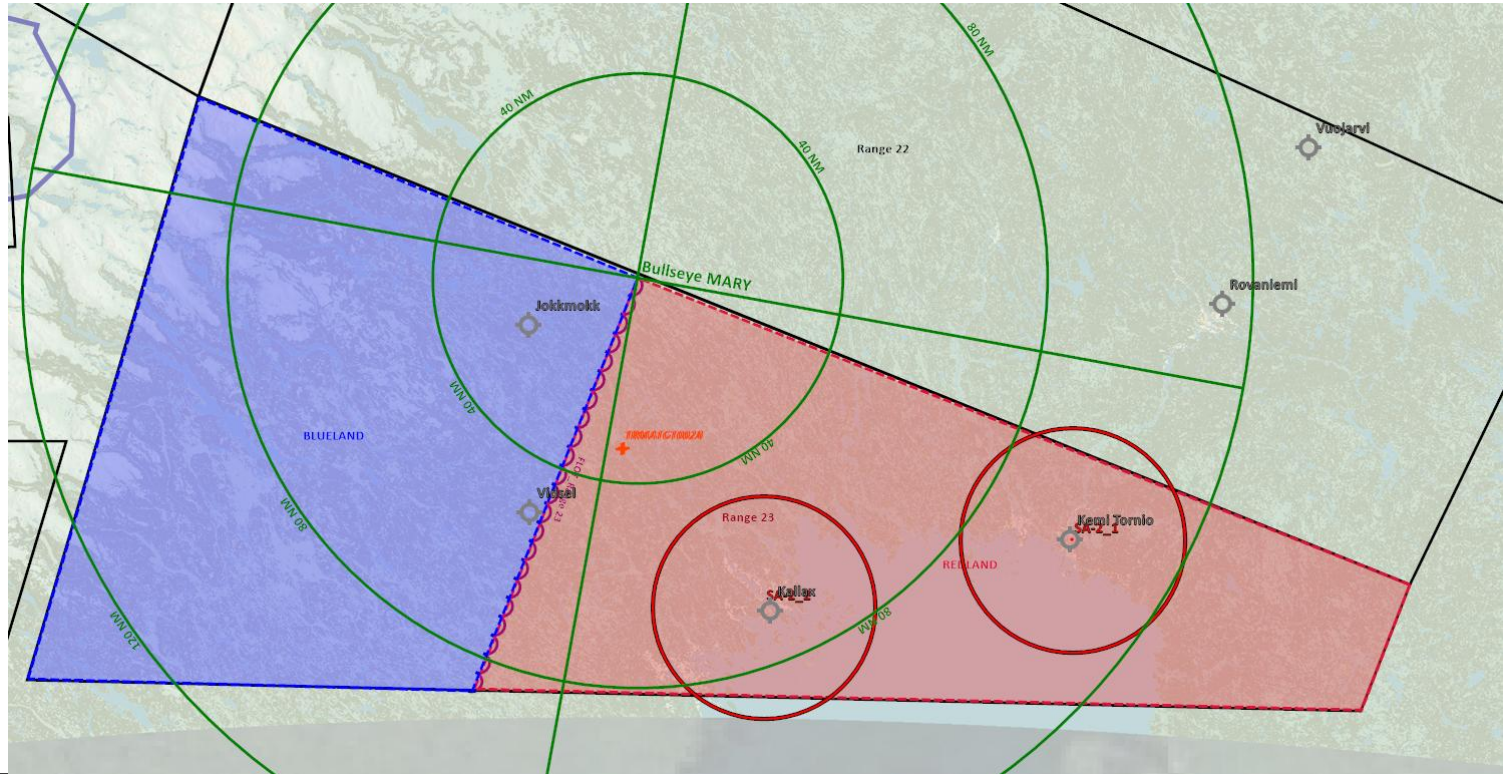
TRMATGT002B – Military Storage
DPI 1: N66 05.460 E020 55.133/ Elevation: 52ft

Weaponering:
2x 500lbs bomb or 1x 1000lbs bomb.

Due to collateral damage risk surrounding target PGM is needed.

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-Target 2A and 2B must be attacked at the same time due to risk of enemy withdrawing high value targets within the military storage.

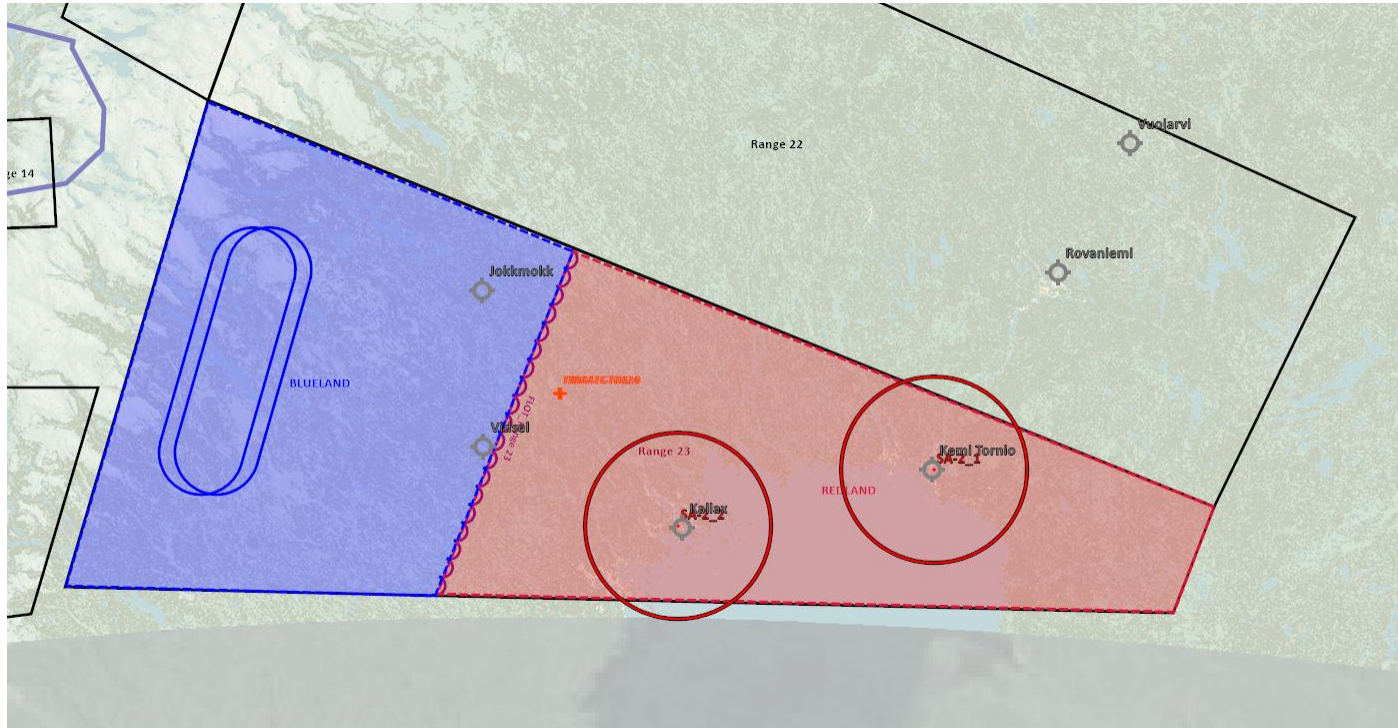


Same for both BLUE and RED



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AAR Support



BLUE: AR202 (F-16) AR302 (F-14, F/A-18)

RED: Tankers available on request in range 22, but not needed for scenario

Tankers need to be activated via F10 menu manually (Blue will activate BLUE tanker, Red will activate RED tanker)



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Flow and admin

This mission is conducted in the following way:

- Blue force plan according to this brief.
- Red force (aggressor conduct own plan in according to Red Commanders intent, to facilitate and meet Blue force training objectives.)
- Flight announces killed by announcing on Safety&Kill freq (or AWACS freq if AWACS is supporting) & by squawking IFF 4000
- Once killed, RED (aggressor) aircraft will spiral and dive down toward the ground and flow to reset area.
- BLUE will continue regardless of being hit. Red aggressors will land/touch-and-go at Reset airfield, and can get airborne again immediately to get back in the fight. (If AWACS is supporting BLUE, then AWACS can respawn red aggressors outside reset points at AWACS discretion).
- Flights observes kills by missile script information
- RESET BLUE: N/A – Continue mission and debrief hits after event
- RESET RED: Kallax airbase
- HARD DECK: N/A
- IF AWACS is supporting RED side: (BLUE AWACS on by default)
 - RED AWACS need to be activated using F10 menu (WIZARD)



IF AWACS:

- If 1 AWACS controller, AWACS will support Blue package
- Safety & Kill frequency: **242.0** (Range 23 primary freq) (monitored by AWACS + aggressors)
- Tactical freq: (Blue package+AWACS) **226.5** (Tactical frequency 1)
- AWACS controls RED/BLUE on tactical freq and coordinate with the other side for event start and kills on Safety & Kill freq.

IF NOT AWACS:

- Package frequency (BLUE): **242.0** (Range 23 primary freq)
- Safety & Kill frequency: Range 23 primary (**242.0**) (Aggressors monitor package and announce kills/safety/coordination only)
- All kills announced on S&K freq



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Red Commanders intent

MISSION: DEFEND RED TERRITORY FROM BLUE INTRUSION

- RED LOSSES ALLOWED
- RISK LEVEL: HIGH

TRAINING OBJECTIVES:

- Objective 1: DCA CAP mission
- Objective 2: Practice Grinder tactics (Counter Rotating CAP)
- Objective 3: Good SA on potential threats
- Objective 4: Timeline for engagement
- Objective 5: Communications within the flight
- Objective 6: Missile defence
- Objective 7: Mission planning and flight briefing
- Objective 8: Flight lead and wingman training



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Red ALR

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