

## Mission 04 Bush Hunting

**Time:** 24-Jun-2011 1700UTC (2200LT)  
**Weather:** Clear **Temp:** 27°C **Sunset:** 1854LT  
**Visibility:** Night **Clouds:** High Scattered **Wind:** 347, 12kts

### Situation

The fourth day since the start of the war, both Navy and USAF had made impressive progress on both sides of the Hormuz Strait. On the east side, the Fifth Fleet has planned the largest strike on 25th June, as well as sending ground battle troops at Minab. CVN-71 Group will follow CVN-71 Group to change course for the southeast tonight, then at the dawn of the next day, CVN-73 Group will turn back sailing northwest to meet optimum launch condition for the sorties in the morning, whilst CVN-71 Group will turn northwest around noon time preparing for its afternoon sorties. Both Carrier Strike Groups will pass N26° line. However, the latest intel shows that the Iranian 3rd Anti-ship Battalion has been secretly deployed near Kooh Mobarak area, the southwestern tip of Iranian territory on the east of the strait, which has become a major threat to the battle fleets. Therefore, CVN-71 Group has prepared its last strike package for the day to neutralize the Iranian 3rd Anti-ship Battalion, the success of this mission is crucial for tomorrow's strike plans. Otherwise, CVN-73 and CVN-71 Groups will have to cut half of their sorties with the anti-ship missile threat.

### Briefing

**Case III Departure 1710UTC. Coordinate N240050 E585818**  
**Case III Recovery 1830UTC. Expected Recovery Location N241842 E585359**  
**Mother Frequency 305.0AM, TACAN 71X, ILS: 11, ACLS LINK 4: 336.0**

[Designer's note]

- 1) One of the Players must select Hawk 1-1 because most key plot triggers are linked to this aircraft
- 2) It strongly suggests another player sit in Hawk 2-1 as Hawk 2's target is also crucial for this mission, this mission is best flown with at least 4 players.
- 3) If no player selects Hawk 3, then the AI Hawk 3 will follow the package to complete the mission. Otherwise, AI Hawk 3 will be de-activated after airborne.

Hawk 1-1 is the mission commander of the strike package. All aircraft will start cold on deck, bingo fuel setting 4500lbs. Hawk 1-1, 1-2, 1-3, 1-4 to set laser code as 1681, 1682, 1683, 1684; whilst Hawk 2-1, 2-2 to set laser code as 1685, 1686 respectively, also make sure your bomb code matches ATFLIR code setting. Case III launch, after clear 10-DME, fly to WP1 for orbit rendezvous at 25,000 feet. After every unit rejoin the group, Hawk 1-1 to give instructions to switch COMM1 to channel 2 (STRIKE) and switch COMM2 to channel 4 (HAWK). Then the package will push for WP3 at 25,000 feet, contract speed is 0.75 Mach. During the ingress, Hawk 1-1 to check in with STRIKE, and make sure all flights have done the preparation and signal fence in before IP.

After FENCE IN, Hawk 1 will go trail formation with 1.5nm interval; Hawk 2 will do the same, trail formation with 1.5nm interval. Whilst Hawk 1-1 and Hawk 2-1 will keep lateral with 1.5nm separation. Hawk 3 will detach from the package and proceed to WP3. WP2 is our IP, after you get clear hot signal, run in for the attack. Hawk 1 to maintain at 25,000ft MSL during the attack. The primary target is Iranian 3rd Anti-ship Battalion, all the battle units must be destroyed, which consist of 2 Silkorm Radar vans and 4 Silkorm missile launchers, and 2 Scud-B missile launchers. Other supply vehicles and personnel are not primary but it would be good to get them neutralized as well. These targets are all camouflaged under the trees and bushes near WP3, use your ATFLIR to hunt them at night. Once a bomb is released, turn 45 degrees right, after impact, turn east until 12nm away from TGT, then turn back west for the second run IP. For the third run, IP will be 12nm from the north, and for the fourth run IP 12nm from the west. Then repeat the above attack pattern if necessary. Hawk 2 to descend to and maintain 23,000ft MSL during the attack. The primary target is two Iranian cargo ships loaded with weapon supplies inside Kooh Mobarak bay and a small rectangle warehouse where all the unloaded weapons are currently stored. After bomb release, Hawk 2 is to turn 45 degrees left, after impact, turn back to WP2 from the left for IP for a second run, and repeat above if any additional run is needed. Hawk 3 to ascend to and maintain 28,000ft MSL and patrol between WP3 and WP4, the primary task is to intercept any Iranian airborne threat from the north and northwest.

After the attack is completed, Hawk 1 and Hawk 2 will report to STRIKE for BDA. If STRIKE assesses further attack needed whilst Hawk is joker, aerial refuel will be available. The Air Force KC-130 tanker (Callsign: Arco 1-1) will be operating about 25nm west of WP4, and the Navy's S-3B (Callsign: Shell 1-1) will be operating about 50nm southwest of WP4. If STRIKE assesses a good kill on the target, the package will be cleared for RTB. Egress via WP4 to WP5, contact mother at channel 1 (305.0 AM) about 50nm away (near WP5). Case III recovery, each unit to contact Marshal individually when within

**Tasks** Primary (Hav Destroy Iranian 3rd Anti-ship Battalion)  
 Primary (Hav Destroy weapon supplies in ships and warehouse at Kooh Mobarak bay)

- Threats**
1. SA-10 near Bandar Abbas, SA-2 near Minab, SA-5 near Jiroft Air Base
  2. Iranian CAP Fighters F-1, F-5, Mig-29, F-14 in the north and northwest
  3. SA-18 Iglu manpads at Kooh Mobarak bay

Package	Callsign	Aircraft	Role	Task	TACAN	Payload
Hawk 1	4*F/A-18C	Client 1-4	Ground Attack	N/A	2*AIM-9X, 1*AIM-120C, 8*GBU-12, ATFLIR, 1*Fuel tank	
Hawk 2	4*F/A-18C	Client 5-6	Ground Attack	N/A	2*AIM-9X, 1*AIM-120C, 4*GBU-16, ATFLIR, 1*Fuel tank	
Hawk 3	4*F/A-18C	Client 7-8 or Escort		N/A	2*AIM-9X, 4*AIM-120C, 1*AIM-7P, ATFLIR, 3*Fuel tank	

Support	Callsign	Aircraft	Role	Task	TACAN	Payload	Frequency	Channel
STRIKE	1*E-2D	AI	AWACS	N/A	N/A	264.0 AM	2	
Shell 1-1	S-3B	AI	A-A Refuel	55X	N/A	265.0 AM	3	
Arco 1-1	KC-130	AI	A-A Refuel	66X	N/A	270.0 AM	7	

### Emergency Airport

Airport: Fujairah International Airport  
 Tower Freq: 124.600 Mhz  
 Coordinate: N 25°06'21", E 56°20'25"

## Mission 04 Bush Hunting

Time: 24-Jun-2011 1700UTC (2200LT)  
 Weather: Clear Temp: 27°C Sunset: 1854LT  
 Visibility: Night Clouds: High Scattered Wind: 347, 12kts

### Radio Cards

Radio COMM1					Radio COMM2				
Channel	Code	Callsign	Frequency	Module	Channel	Code	Callsign	Frequency	Module
1	Green	Mother	305.0	AM	1	Green	Mother	305.0	AM
2	Red	Strike	264.0	AM	2	Red	Strike	264.0	AM
3	Yellow 1	Shell	265.0	AM	3	Yellow 1	Shell	265.0	AM
4	Yellow 2	Hawk	256.0	AM	4	Yellow 2	Hawk	256.0	AM
5	Yellow 3	Colt	254.0	AM	5	Yellow 3	Colt	254.0	AM
6	Yellow 4	Chevy	250.0	AM	6	Yellow 4	Chevy	250.0	AM
7	Yellow 5	Check	270.0	AM	7	Yellow 5	Check	270.0	AM
8	Purple 1	Arco	257.0	AM	8	Purple 1	Arco	257.0	AM
9	Purple 2	Enfield	255.0	AM	9	Purple 2	Enfield	255.0	AM
10	Purple 3	Uzi	262.0	AM	10	Purple 3	Uzi	262.0	AM

### Target Card

Hawk 1 Target					
Priority	Target Type	Location	Number	Description	Remarks
High	SSM SS-1C Scud-B	WP3	2	Scud-B Missile	Camouflaged under trees
High	Ashm SS-N-2 Silkworm	WP3	2	Silkworm Launcher	Camouflaged under trees
High	Ashm Silkworm SR	WP3	4	Silkworm Radar van	Camouflaged under trees
Low	Supply Vehicle	WP3	4	Trucks	Camouflaged under trees

  

Hawk 2 Target					
Priority	Target Type	Location	Number	Description	Remarks
Mid	Cargo ship	WP3	2	Small cargo ships	In Kooh Mobarak bay
Mid	Warehouse	WP3	1	Rectangle-shape	Weapon storage
Low	Port Facilities	WP3	3	Port buildings	

  

Hawk 1 Laser Code			Hawk 2 Laser Code		
Callsign	Tail No.	Laser Code	Callsign	Tail No.	Laser Code
Hawk 1-1	211	1681	Hawk 2-1	207	1685
Hawk 1-2	212	1682	Hawk 2-2	208	1686
Hawk 1-3	213	1683			
Hawk 1-4	214	1684			

### Flight Plan

Hawk 1 Waypoint					
Number	Name	Altitude	Speed	Time	Description
0				2210LT	Launch
1	RV	MSL 25K	300 KIAS	2220LT	Rendezvous
2	IP	MSL 25K	0.75M	2235LT	IP
3	TGT		0.75M	2237LT	Attack Target
4	EGRESS	MSL 25K	0.75M	2300LT	Egress
5		MSL 10K	0.75M	2312LT	Contact Mother
6				2325LT	Landing
7	ROCK				Bullesye

  

Hawk 2 Waypoint					
Number	Name	Altitude	Speed	Time	Description
0				2210LT	Launch
1	RV	MSL 25K	300 KIAS	2220LT	Rendezvous
2	IP	MSL 23K	0.75M	2235LT	IP
3	TGT		0.75M	2237LT	Attack Target
4	EGRESS	MSL 25K	0.75M	2300LT	Egress
5		MSL 10K	0.75M	2312LT	Contact Mother
6				2325LT	Landing
7	ROCK				Bullesye

  

Hawk 3 Waypoint					
Number	Name	Altitude	Speed	Time	Description
0				2210LT	Launch
1	RV	MSL 25K	300 KIAS	2220LT	Rendezvous
2	IN	MSL 25K	0.75M	2235LT	On station
3	CAP	MSL 28K	0.75M	2240LT	CAP
4	CAP	MSL 28K	0.75M	2300LT	CAP
5		MSL 10K	0.75M	2312LT	Contact Mother
6				2325LT	Landing
7	ROCK				Bullesye

## Mission 04 Bush Hunting

Time: 24-Jun-2011 1700UTC (2200LT)  
Weather: Clear Temp: 27°C Sunset: 1854LT  
Visibility: Night Clouds: High Scattered Wind: 347, 12kts

### Target Imagery

Ashm Silkworm SR (radar van)



Ashm SS-N-2 Silkworm (missile launcher)



SSM SS-1C Scud-B (missile launcher)



### Latest satellite Images (Taken 1700LT, 24 June 2011)

Iranian 3rd Anti-ship Battalion and its supply in Kooch Mobarak bay area Two cargo ships inside Kooch Mobarak bay and weapon warehouse



Iranian 3rd Anti-ship Battalion vehicles hidden under trees



Silkworm launcher and Scud-B missile



## Mission 04 Bush Hunting

Time: 24-Jun-2011 1700UTC (2200LT)  
 Weather: Clear Temp: 27°C Sunset: 1854LT  
 Visibility: Night Clouds: High Scattered Wind: 347, 12kts

### Flight Plan

Hawk 1 Flight Plan



Hawk 2 Flight Plan



Hawk 3 Flight Plan



Hawk 1 & Hawk 2 Bombing Pattern & Sequence

