

## Mission 05 On Time Delivery

**Time:** 25-Jun-2011 0900UTC (1300LT)  
**Weather:** Dust **Temp:** 31°C **Sunset:** 1910LT  
**Visibility:** Average **Clouds:** Clear **Wind:** 320, 5kts

### Situation

Our allied ground force has made major breakthrough on the first day of landing. On the west side, our ground force established depth over the coastal area from Bandar-eJazzeah to Bandar-Moghuyeh and also made a successful landing on Qeshm Island; on the east side, our ground force had taken over the coastal area from Bandar-e-Jask to Seerik, and now three armored brigades are pushing north to Minab, where Iranian's 1st Corp headquarter is located. The Iranian army is currently using an automated commanding network that if the headquarter's command center is offline, a backup command center will take over the headquarter role within 60 seconds. As a result, it is important to destroy both command centers simultaneously to take down the 1st Corp's commanding system. Meanwhile, the Iranian army has two specialized artillery brigades in Karian mountain area that take orders directly from Tehran outside the 1st Corp's commanding system, and we need to bring them down by destroying their command centers as well. Once the enemy's communication system is down, our ground force will continue to push north and begin a major offensive attack scheduled at 0938UTC. Hopefully, our guys on the ground will take over Minab by tonight. The CVN-71 Group has planned a strike package consisting of eight F/A-18C, Hawk 1, Hawk 2, Hawk 3, and Hawk 4 for this precise strike mission.

### Briefing

**Case I Departure 0910UTC. Coordinate N244218 E580302**  
**Case I Recovery 1010UTC. Expected Recovery Location N245800 E574848**  
**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 with tail # as 211 (mission commander) because most key triggers are linked to this aircraft
- 2) Another Player must select Hawk 2-1 with tail # as 207 (or must set Hawk 2's targets) to pass this mission
- 3) If more than two Players joined this mission, it's recommended that the third Player takes Hawk 3-1 with tail # as 209, and other Players could choose whichever they prefer. Hawk 3's targets are not necessary to pass this mission
- 4) Hawk 1 and Hawk 2's targets with "HIGH" priority must be all destroyed between 13:36:30 to 13:37:30 local time. GBU-31(V)4/B JDAM freefall time from 25,000ft is about 55 seconds in this mission, it's recommended to release the bomb at 25,000ft around 13:36:00 local time (09:36:00UTC).

Hawk 1-1 is the mission commander of the strike package. All aircraft will start cold on deck, bingo fuel setting 4500lbs. Remember to set your target coordinates into JDAM profile with PP mode while still on deck, and also set WP3 for TGT with TOT 09:37:00UTC. After launch, we will do an orbital rendezvous at WP1 at 25,000ft. All flight members must join formation before 0920UTC, but if we regroup sooner, we will start to push for WP2 early than 0920UTC to give us some operation margin. We will ingress at 25,000ft, there is no contract speed but sticking to our TOT schedule. We will start Fencing In before arriving at WP2, and report IP Inbound to STRIKE at WP2.

After IP and final clear for the strike, each flight will detach from the package and fly to their target respectively with TOT setting at 09:37:00UTC. We will go Line Abreast formation with 1nm spread, and we will stay not lower than 25,000ft to avoid AAA and manpads threats unless instructed otherwise. Each flight Lead must report "Pickle" as soon as bombs are released to the Hawk 1-1 to report back to STRIKE once all bombs are released. STRIKE will get satellite images before the attack and after the impact for BDA. Meanwhile, the ground force will start their major offensive attack at 0938UTC, the success of our mission will help to establish a huge advantage for the ground battle.

After bombs are released, we will egress south via WP4 at 25,000ft. Tankers will be available near WP5. Classic Case I recovery is expected but the dust and haze will compromise our visions.

Last but not least, if we encounter airborne threats during the ingress phase, the mission commander needs to call other flights to engage first, and in case no other flights are available, he will direct Hawk 1-3 and Hawk 1-4 to engage the airborne threats. Hawk 1 and Hawk 2 should always prioritize the strike mission over other combat events, and their TIME ON TARGETS is crucial. Good Luck!

**Tasks**

Primary (Hawk 1):	Iranian Army's 1st Corp Headquarter Center and its Command Center
Primary (Hawk 2):	Iranian Army's 1st Corp Special Force Center and Backup Command Center
Secondary (Hawk 3):	Iranian Army's 4th Artillery Brigade Command Center & Bunker
Secondary (Hawk 4):	Iranian Army's 6th Artillery Brigade Command Center & Bunker

**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-15, SA-19, Manpads, AAA at target area

Package	Callsign	Aircraft	Role	Task	Tail #	Payload
	Hawk 1	4*F/A-18C	Client 1-4	Pinpoint Strike	N/A	2*AIM-9X, 1*AIM-120C, 4*GBU-31(V)4/B, ATFLIR, 1*Fuel tank
	Hawk 2	2*F/A-18C	Client 5-6	Pinpoint Strike	N/A	2*AIM-9X, 1*AIM-120C, 4*GBU-31(V)4/B, ATFLIR, 1*Fuel tank
	Hawk 3	2*F/A-18C	Client 7-8	Pinpoint Strike	N/A	2*AIM-9X, 1*AIM-120C, 4*GBU-31(V)4/B, ATFLIR, 1*Fuel tank
	Hawk 4	2*F/A-18C	AI	Pinpoint Strike	N/A	2*AIM-9X, 1*AIM-120C, 4*GBU-31(V)4/B, ATFLIR, 1*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
	Texaco 1-1	KC-135	AI	A-A Refuel	60X	N/A	270.0 AM	10

### Emergency Airport

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

# Operation Hormuz Campaign

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### Mission Radio Card

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	Texaco	262.0	AM	10	Purple 3	Texaco	262.0	AM

### Targets Card

Hawk 1 Target					
Target #	Priority	Target	Coordinate	Elevation	Remarks
1	High	Top Command Center	N 27°05'59"00; E 57°04'13"50	63ft	Penetration
2	High	Ammo Depot	N 27°06'02"54; E 57°04'10"95	61ft	Penetration
3	High	Headquarter Center	N 27°05'49"46; E 57°04'11"60	63ft	N/A
4	High	Power Box	N 27°05'59"82; E 57°04'00"27	56ft	N/A
5	Mid	Garage	N 27°05'54"84; E 57°04'19"54	67ft	Penetration
6	Mid	Garage	N 27°05'53"78; E 57°04'20"07	67ft	Penetration
7	Mid	Fuel Depot	N 27°05'53"86; E 57°04'17"52	66ft	N/A
8	Mid	Fuel Depot	N 27°05'52"88; E 57°04'17"79	66ft	N/A
Hawk 2 Target					
Target #	Priority	Target	Coordinate	Elevation	Remarks
1	High	Backup Command Center	N 27°01'26"63; E 56°56'04"88	25ft	Penetration
2	High	Power Generator	N 27°01'12"75; E 56°56'12"90	9ft	N/A
3	High	Bunker	N 27°01'17"20; E 56°56'00"91	7ft	Penetration
4	High	Bunker	N 27°01'23"88; E 56°56'16"60	19ft	Penetration
Hawk 3 Target					
Target #	Priority	Target	Coordinate	Elevation	Remarks
1	High	U/G Command Center	N 26°57'12"45; E 57°19'30"68	769ft	Penetration
2	High	Bunker	N 26°57'14"60; E 57°19'40"50	888ft	Penetration
3	High	Ammo Depot	N 26°57'04"95; E 57°19'29"67	791ft	Penetration
4	High	Ammo Depot	N 26°57'02"08; E 57°19'32"82	791ft	Penetration

### Flight Plans

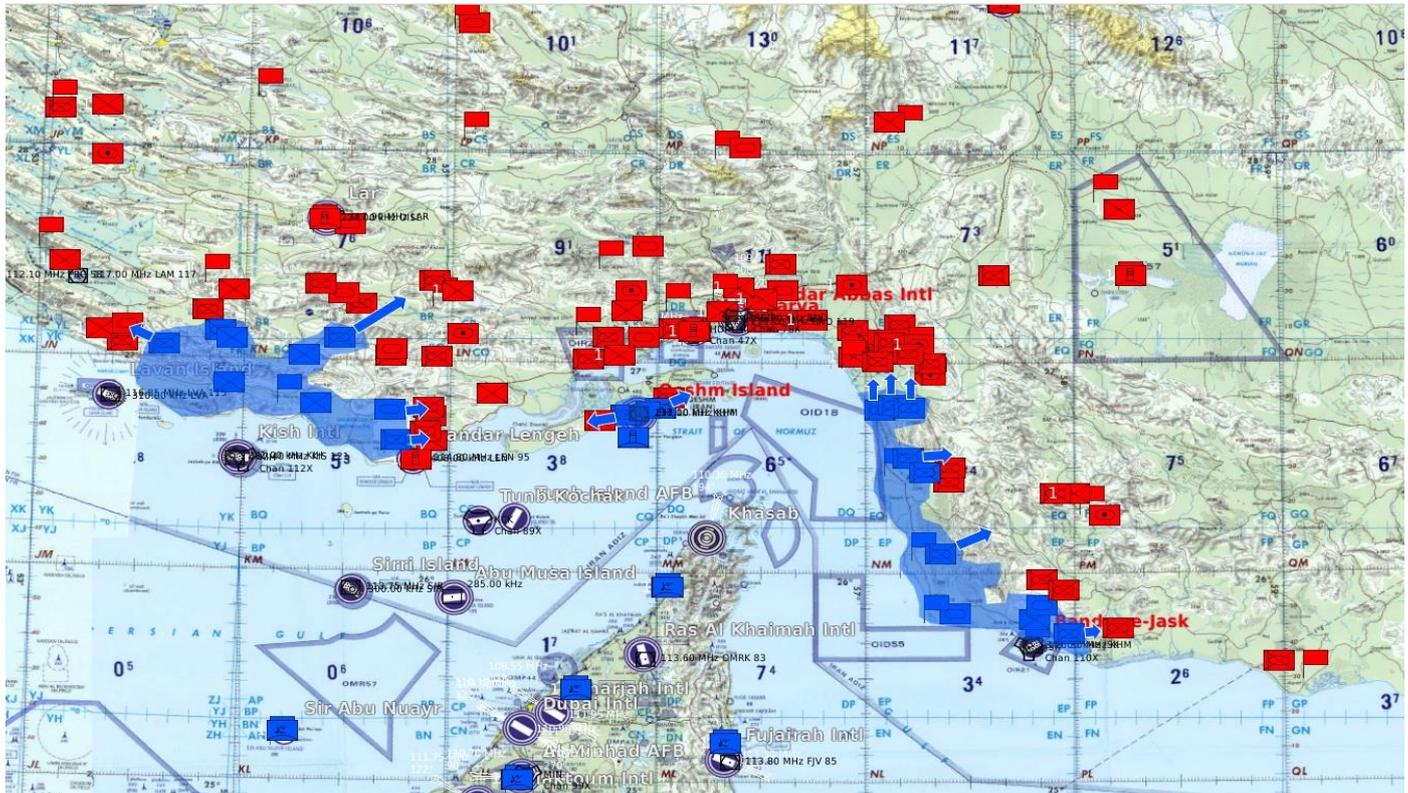
Hawk 1 Waypoint						
Number	Name	Altitude	Speed	Time	Description	Remark
0				1312LT	Launch	
1	RV	MSL 25K	300 KIAS	1320LT	Rendezvous	
2	IP	MSL 25K	0.70M	1333LT	IP	Report IP Inbound
3	TGT	MSL 25K	0.70M	1337LT	TOT 09:37:00 UTC	Precise Impact Time
4	EGRESS	MSL 25K	0.70M	1341LT	Egress	
5	TURN	MSL 25K	0.70M	1350LT	Turn	Ariel refueling available
6	HOME			1405LT	Landing	
7	ROCK				Bullesye	
Hawk 2 Waypoint						
Number	Name	Altitude	Speed	Time	Description	Remark
0				1312LT	Launch	
1	RV	MSL 25K	300 KIAS	1320LT	Rendezvous	
2	IP	MSL 25K	0.70M	1333LT	IP	Report IP Inbound
3	TGT	MSL 25K	0.70M	1337LT	TOT 09:37:00 UTC	Precise Impact Time
4	EGRESS	MSL 25K	0.70M	1341LT	Egress	
5	TURN	MSL 25K	0.70M	1350LT	Turn	Ariel refueling available
6	HOME			1405LT	Landing	
7	ROCK				Bullesye	
Hawk 3 Waypoint						
Number	Name	Altitude	Speed	Time	Description	Remark
0				1312LT	Launch	
1	RV	MSL 25K	300 KIAS	1320LT	Rendezvous	
2	IP	MSL 25K	0.70M	1333LT	IP	Report IP Inbound
3	TGT	MSL 25K	0.70M	1337LT	TOT 09:37:00 UTC	Precise Impact Time
4	EGRESS	MSL 25K	0.70M	1341LT	Egress	
5	TURN	MSL 25K	0.70M	1350LT	Turn	Ariel refueling available
6	HOME			1405LT	Landing	
7	ROCK				Bullesye	

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### Battleground Situation Map

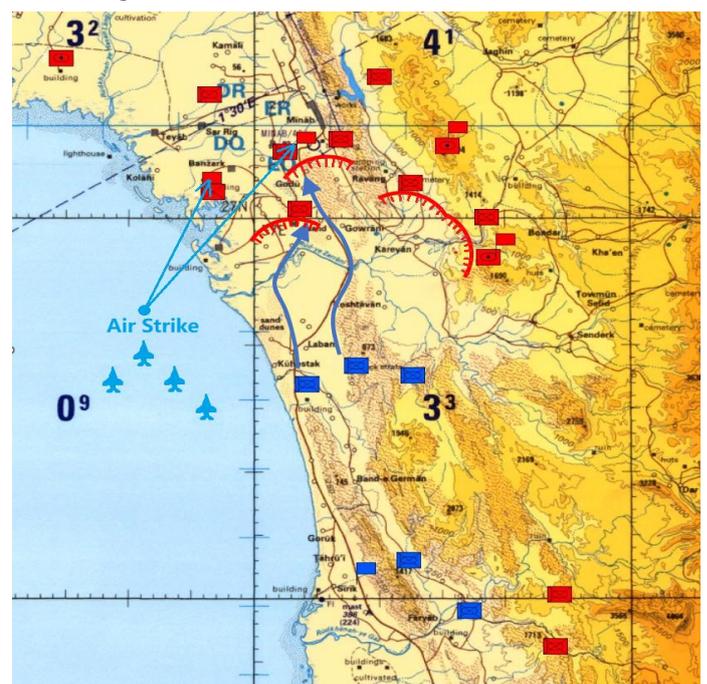
#### Ground Force Movement



#### Ground Force Movement on East Side



#### Hawk Package Air Strike Plan



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### Flight Plan & Targets Imagery

Hawk 1 Flight Plan



Hawk 1 Target Satellite Imagery (Iranian 1st Corp Headquarter)



Hawk 2 Flight Plan



Hawk 2 Target Satellite Imagery (Iranian 1st Corp Special Force Center)



Hawk 3 Flight Plan



Hawk 3 Target Satellite Imagery (Iranian 4th Artillery Brigade Command)

