

Mission 08 Sky Defender

Time: 28-Jun-2011 1200UTC (1600LT)
Weather: Cloudy **Temp:** 32°C **Sunset:** 1913LT
Visibility: Good **Clouds:** Broken **Wind:** 160, 15kts

Situation

The Iran Navy's 3rd Battle Fleet has been completely eliminated during yesterday's mission. In the meantime, our ground forces also made some progress by pushing to the east and west suburb region of Banda Abbas, where we have encountered fierce resistance. Battle also continues in Qeshm Island and Hormoz Island south of the port city. Once we have taken over the port city and these islands, the threat of Iranian missiles to attack ships sailing through Hormuz Strait will no longer exist. Therefore, taking down this largest port city of Iran is prioritized. The Iranian Army continues to send reinforcement and supplies through the north corridor of the city, which mainly consists of a railway line in the west side and a highway in the east side. This morning, with the Air Force support, our allied forces on the ground had begun an offensive move in the north, trying to cut the north corridor and put the city under siege. However, the Iranian Air Force are providing substantial air support to their army on the ground as well, resulting in more contacts over the sky around Khu-e Genu Mountain. Intensified air combat has been carried out this morning and several Iranian aircrafts were shot down. Meanwhile, our intelligence also shows that several new SA-6 sites have been deployed around the north corridor. The Colt Flights will be scheduled to perform CAP over the sky of Bandar Abbas area from 1100UTC to 1230UTC. After that, the Hawk Flights will take over the CAP duty covering 1230-1400UTC, then Chevy Flights and Check Flights will be on station by turn for the next three hours in the evening.

Briefing

Case I Departure 1210UTC. Coordinate N251303 E571608
Case I Recovery 1400UTC. Expected Recovery Location N254538 E570246
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# 211 because most key triggers are linked to this aircraft.
- 2) In this mission, it's recommended that at least 2 players seat in Hawk 1 flight. If Hawk 2 flight is seated, additional enemy fighters will be arranged.
- 3) Please don't change the mission loadout, players need at least 3 fuel tanks to stay on station for 60 min.

Hawk 1-1 is Lead of Hawk 1 whilst Hawk 2-1 is Lead of Hawk 2. Both flights are scheduled to launch around 1210UTC and bingo fuel is 3500lbs. Case I departure with good visibility. After clearing mother's DME-7, we will climb to AGL 25 and rendezvous at WP1. After regrouping, we will push for WP2 with a contract speed of Mach 0.70. During this ingress phase, we will also climb altitude to AGL 30. We will switch COMM1 to Channel 2 (STRIKE), then Hawk 1 to switch COMM2 to Channel 3 (Hawk 1), and Hawk 2 to switch COMM2 to Channel 4 (Hawk 2).

After arriving at WP2 (Ingress), we will maintain at AGL 30 and Mach 0.70, turn to WP3 (ROCK) and contact STRIKE for check-in. After that, we will Fence In and perform G warm-ups before we enter the station area. Hawk 1 Flight is assigned to perform CAP on station Charlie, which is a circular area with its center at 20nm west of WP3 (ROCK) and with a 20nm radius. Hawk 2 Flight is assigned to perform CAP on station Delta, which is a circular area with its center at 20nm east of WP3 (ROCK) and with a 20nm radius, the detailed charts can be found in our briefing pack. Once we entered the station area, STRIKE will release Colt Flights from their duty. Our scheduled on station duration is 90 minutes, so fuel management is crucial to this mission, don't light up your afterburner unless necessary. Of course, if we engage air combat and burn more fuel than normal, air-to-air refueling is available with Texaco on a routined route at AGL 22 over Qeshm Island, roughly 20nm west of our WP2, and Shell will be stationed east of our WP2 at AGL 10, their contact details can be found in our briefing radio cards. If we decide to go for refueling, each flight should break up into two elements with one element remains on station whilst the other heading for tanker. If we can't make ourselves comfortable with the refueling plan, we could also request an early signing off from our CAP duty, but keep in mind that we need to stay on station for at least 60 minutes, otherwise, there will be a big gap that we couldn't provide air supremacy support to our allied flights operating in Bandar Abbas area. Mid-long range SAM have been neutralized in Bandar Abbas area but we should be cautious of low altitude AAA and manpads because the city is still controlled by the Iranians. Intelligence also shows several new SA-6 sites have deployed to the north of our station area, which are charted in our SA page, however, there might be unknown SAM sites in the north corridor, be very cautious when we fly to that area. We won't carry ATFLIR pod and no need to identify enemy aircraft details, if IFF returns foe or cleared as hostile by STRIKE, we are weapon free to engage and shoot down the aircrafts.

Round 1800LT (1400UTC), Chevy Flights will enter the operation area to take over the CAP task. STRIKE will then release us for RTB. In case our fuel runs quicker than expected, Chevy will get into the station earlier so we could RTB without air-to-air refueling. Once cleared for RTB by STRIKE, we will exit our CAP station area to the south and fly back home via WP4 (Egress). We will also descend to AGL25 and keep Mach 0.70 for the egress leg.

Now let's get to the deck and ready for takeoff. Good luck!

Tasks Primary Objective: Hawk 1 - Perform CAP over Bandar Abbas area (Charlie) for at least 60 minutes
Hawk 2 - Perform CAP over Bandar Abbas area (Delta) for at least 60 minutes

Threats 1. SA-10 at Lar, SA-10 near Jiroft Air Base, SA-6 to the north of Bandar Abbas
2. AAA & Manpads in Bandar Abbas,
3. Iranian Mig-29, F-14 in the north

Package	Flight	Callsign	Aircraft	Task	Tail #	Payload		
	Hawk 1	Hawk 1-1	F/A-18C	CAP	211 (Lead)	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 1-2	F/A-18C	CAP	212	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 1-3	F/A-18C	CAP	213	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 1-4	F/A-18C	CAP	214	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
	Hawk 2	Hawk 2-1	F/A-18C	CAP	207 (Lead)	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 2-2	F/A-18C	CAP	208	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 2-3	F/A-18C	CAP	209	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
		Hawk 2-4	F/A-18C	CAP	210	2*AIM-9X, 4*AIM-120C, 2*AIM-7P, 3*Fuel tank		
Support	Flight	Callsign	Aircraft	Task	TACAN	Payload	Frequency	Channel
	Magic	STRIKE	E-2D	AWACS	N/A	N/A	264.0 AM	2
	Shell	Shell 1-1	S-3B	A-A Refuel	55X	N/A	255.0 AM	9
	Texaco	Texaco 1-1	KC-135	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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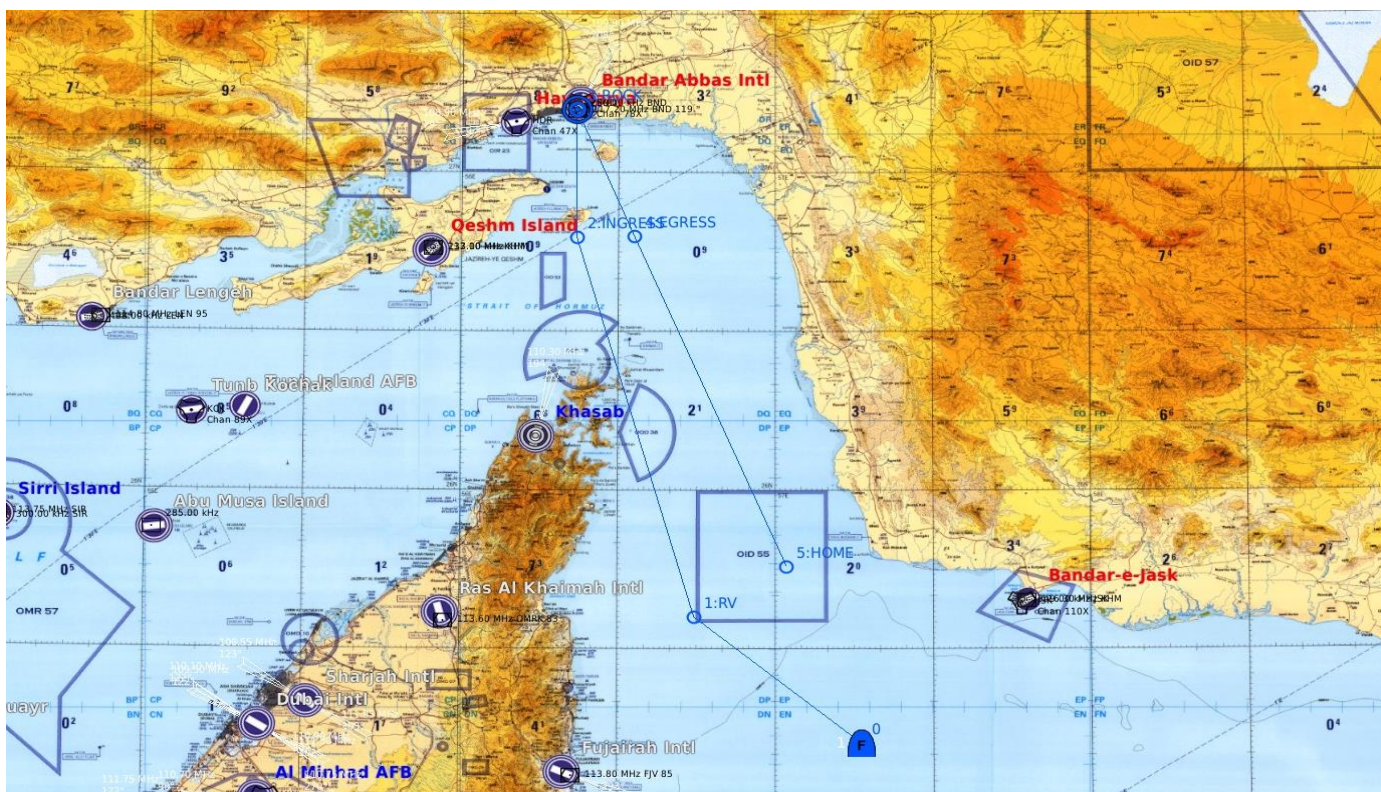
Mission Radio Cards

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	Hawk 1	265.0	AM	3	Yellow 1	Hawk 1	265.0	AM
4	Yellow 2	Hawk 2	256.0	AM	4	Yellow 2	Hawk 2	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	Shell	255.0	AM	9	Purple 2	Shell	255.0	AM
10	Purple 3	Texaco	262.0	AM	10	Purple 3	Texaco	262.0	AM

Flight Plan Cards

Hawk 1 Flight Plan						
Number	Name	Altitude	Speed	Time	Description	Remark
0				1610LT	Launch	
1	RV	MSL 25K	0.70M	1615LT	Rendezvous	
2	Ingress	MSL 30K	0.70M	1625LT	Ingress	Tankers available nearby
3	ROCK (CAP)	MSL 30K	0.70M	1630LT	Bullseye	Go station Charlie
4	Egress	MSL 25K	0.70M	1800LT	Egress	
5	HOME	MSL 25K	0.70M	1830LT	Landing	Bingo 3,500lbs
Hawk 2 Flight Plan						
Number	Name	Altitude	Speed	Time	Description	Remark
0				1610LT	Launch	
1	RV	MSL 25K	0.70M	1615LT	Rendezvous	
2	Ingress	MSL 30K	0.70M	1625LT	Ingress	Tankers available nearby
3	ROCK (CAP)	MSL 30K	0.70M	1630LT	Bullseye	Go station Delta
4	Egress	MSL 25K	0.70M	1800LT	Egress	
5	HOME	MSL 25K	0.70M	1830LT	Landing	Bingo 3,500lbs

Flight Plan (Hawk 1 & Hawk 2)



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CAP Stations



Bandar Abbas CAP Station (Charlie - 20nm west of ROCK; Delta - 20nm east of ROCK)



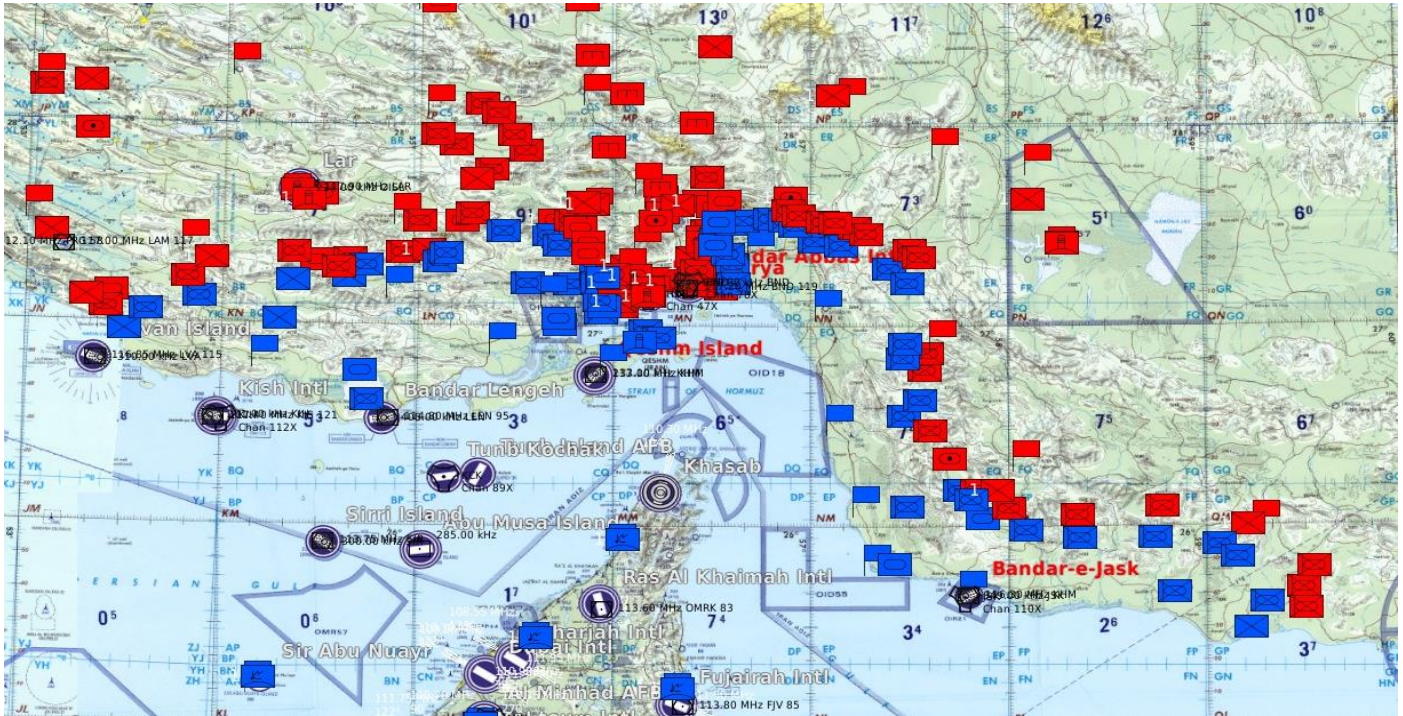
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Battleground Situation Update



Battleground Situation Update (The North Corridor Battlefield)

