

Mission 07 Visiting Bandar Abbas

Time: 27-Jun-2011 0500UTC (0900LT)
Weather: Cloudy **Temp:** 28°C **Sunset:** 1907LT
Visibility: Good **Clouds:** Broken **Wind:** 117, 10kts

Situation

The rain had stopped but thick clouds continued to block satellite surveillance in the strait area. The Iranian army has installed several GPS jamming devices in Bandar Abbas area and these devices' positions are unknown at the moment, as a result, our allied forces are unable to use GPS-guided weapons around the city. Meanwhile, after suffering a significant loss to the Iran Navy's 3rd Battle Fleet on day six, the fleet commander ordered its remaining fleet to speed up supply loading operations in Bandar Abbas Port, including 1 Frigate, 1 Corvette, and 2 Fast Assault Combat ships. The latest intel shows that Tehran's new strategy is to deploy massive water mines across the Hormuz Strait with its remaining battle fleet. As our allied forces have pushed to both sides of Bandar Abbas, although the Iranian army still controls the north side and continues to send reinforcement through the north corridor, Iran's Navy is also considering getting the battleships and submarines ready for any possible retreat to Bandar-e Mahshahr and regroup with the 2nd Battle Fleet, if the port city falls under siege or even fall into our hand in the short future. The Fifth Fleet Commander has decided to eliminate the remaining battleships of the Iran Navy's 3rd Battle Fleet before they depart the port to lay water mines into the strait. Therefore, the CVN-71 Strike Group scheduled a package of two flights, each consisting of four F/A-18C to execute the strike mission.

Briefing

Case I Departure 0515UTC. Coordinate N242533 E581410
Case I Recovery 0645UTC. Expected Recovery Location N243429 E575521
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) It's recommended another Player to select Hawk 2-1 with tail# 207. If there are more than two Players, please sit into Hawk 1 and Hawk 2 flights evenly.
- 3) Please keep the default weapon (AGM-62 Walleye II) unchanged as mission key objectives are triggered only by this type of bomb.
- 4) Make sure you have set up the datalink correctly with the selected Walleye, you likely need to release the bomb above thick broken clouds. After the bomb passes through the clouds, you will have 25-30 seconds to direct the bomb to the assigned target, you MUST know the target position and look in advance.

Hawk 1-1 is the mission commander of the strike package consisting of two flights but under the command of STRIKE. All aircraft will start cold on deck, bingo fuel setting 5000lbs. Case I departure with fair visibility and cloud ceiling at 14,000ft. All flights are expected to launch before 0515UTC. After clearing mother's DME-7, we will climb to Angle 25 and rendezvous at WP1. After regrouping, we will maintain 25,000ft and proceed to WP2 with a contract speed of 0.75 Mach. Before arriving at WP2, we will switch COMM1 to Channel 2 (STRIKE) and COMM2 to Channel 4 (Hawk). We might ingress along with Chevy package consisting of 3 flights, whose objective is to attack Iranian military assets at Bandar Abbas Airport, so we need to be more cautious for the deconfliction during the ingress phase.

After arriving at WP2, we will push for WP3 and contact STRIKE for check-in. We are all heavily loaded for ground attacks and we don't have much spare fuel to do air-to-air maneuvers if we encounter airborne threat, but STRIKE will divert other CAP flights to clean up. We will keep 0.75 Mach at 25,000ft and FENCE IN about 30-40nm before WP3 (IP), as we must make sure in advance that our selected bomb is correctly linked to the datalink pod, and review our target information one more time in the briefing package. Keep in mind that we must memorize the target position and shape since we will have less than 30 seconds to direct the weapon to its target once it falls below the clouds. We have labeled all targets with a name and everyone must stick to their assigned target.

At WP3, Initial Point, we will contact STRIKE for final clearance for the attack based on the latest intelligence. Once cleared, Hawk 1 flight will go in to attack the primary targets, whilst Hawk 2 flight will hold at IP as a backup. If all goes well and all primary targets are destroyed, Hawk 2 flight will go in to attack the secondary targets, otherwise, Hawk 2 will go for the primary again. The secondary targets are docked inside repair yards with cranes installed on both sides, which will likely block the bomb's falling trajectory, and the only possible window is the south gate of these repair yards. Therefore, we need to attack these two secondary targets from the south to the north. Once both primary and secondary targets are destroyed, we will check fuel and ammo and evaluate if we could continue with the tertiary targets. All targets are in the East Bay Area at WP4, which is also our bullseye point. Keep away from the West Bay Area, where is used as cruise ship and tourist resort. There are no tourists now but we don't want any weird stuff to be reported in the media. Although most of the mid-long-range SAMs have been neutralized in Bandar Abbas area, this port city is still under Iran's control and AAA and short-range manpads are still a major threat at low altitudes. Therefore, we should always stay above 15,000ft, don't get shot down as your rescue signal won't work with the GPS jamming in place.

After the attack, we will egress via WP5. Tankers will be available to the south of WP5 but if we manage our fuel well, aerial refueling wouldn't be necessary. We will fly a 200nm long leg back to mother, we will talk more when we fly back. Good Luck!

Tasks
 Primary Objective: Destroy Iran Navy's 3rd Battle Fleet remaining 4 Battleships Bandar Abbas East Bay
 Secondary Objective: Destroy Iran Navy's Kilo-class submarine and Alvand-class Frigate under maintenance in repair yards
 Tertiary Objective: Destroy Iran Navy's Port facilities and structures at Bandar Abbas

Threats
 1. AAA & Manpads in Bandar Abbas, SA-10 at Lar, SA-5 near Jiroft Air Base
 2. Iranian CAP F-5, Mig-29, F-14 in the north

Package	Flight	Callsign	Aircraft	Task	Tail #	Payload
Hawk 1	Hawk 1-1	Hawk 1-1	F/A-18C	Pinpoint Strike	211 (Lead)	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank
	Hawk 1-2	F/A-18C	Pinpoint Strike	212	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
	Hawk 1-3	F/A-18C	Pinpoint Strike	213	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
	Hawk 1-4	F/A-18C	Pinpoint Strike	214	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
Hawk 2	Hawk 2-1	F/A-18C	Pinpoint Strike	207 (Lead)	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
	Hawk 2-2	F/A-18C	Pinpoint Strike	208	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
	Hawk 2-3	F/A-18C	Pinpoint Strike	209	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*Fuel tank	
	Hawk 2-4	F/A-18C	Pinpoint Strike	210	2*AIM-9X, 1*AIM-120C, 2*AGM-62, Datalink, ATFLIR, 2*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	265.0 AM	3
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	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
11	Blue 1	Darknight	259.0	AM	11	Blue 1	Darknight	259.0	AM
12	Blue 2	Deathstar	268.0	AM	12	Blue 2	Deathstar	268.0	AM
13	Blue 3	Hammer	269.0	AM	13	Blue 3	Hammer	269.0	AM
14	Blue 4	Warrior	260.0	AM	14	Blue 4	Warrior	260.0	AM
15	Blue 5	Firefly	263.0	AM	15	Blue 5	Firefly	263.0	AM
16	Blue 6	Axeman	261.0	AM	16	Blue 6	Axeman	261.0	AM
17	Orange 1	Enfield	267.0	AM	17	Orange 1	Enfield	267.0	AM
18	Orange 2	Pontiac	251.0	AM	18	Orange 2	Pontiac	251.0	AM
19	Orange 3	Raven	253.0	AM	19	Orange 3	Raven	253.0	AM
20	Orange 4	Falcon	266.0	AM	20	Orange 4	Falcon	266.0	AM

Flight Plan Cards

Hawk 1 Flight Plan						
Number	Name	Altitude	Speed	Time	Description	Remark
0				0915LT	Launch	
1	RV	MSL 25K	0.70M	0925LT	Rendezvous	
2	PUSH	MSL 25K	0.75M	0938LT	Push	Tankers available nearby
3	IP	MSL 25K	0.75M	0952LT	IP	Get final clearance
4	ROCK (TGT)	MSL 25K	0.75M	0954LT	Attack Target	
5	Egress	MSL 25K	0.75M	1015LT	Egress	
6	HOME			1045LT	Landing	

Hawk 2 Flight Plan						
Number	Name	Altitude	Speed	Time	Description	Remark
0				0915LT	Launch	
1	RV	MSL 25K	0.70M	0925LT	Rendezvous	
2	PUSH	MSL 25K	0.75M	0938LT	Push	Tankers available nearby
3	IP	MSL 25K	0.75M	0952LT	IP	Hold as backup
4	ROCK (TGT)	MSL 25K	0.75M	0954LT	Attack Target	
5	Egress	MSL 25K	0.75M	1015LT	Egress	
6	HOME			1045LT	Landing	

Target Cards

Primary Targets (More Details in Page 4)						
Number	Point Name	Location	Type	Side#	Name	Remark
1	Alpha	WP4	Frigate	71	Alvand	Berthed at Battleship Supply Terminal
2	Bravo	WP4	Corvette	81	Bayandor	Berthed at Battleship Supply Terminal
3	Papa	WP4	FAC	224	Paykan P224	Berthed at Battleship Supply Terminal
4	Juliet	WP4	FAC	225	Joshan P225	Berthed at Battleship Supply Terminal

Secondary Targets (More Details in Page 4)						
Number	Point Name	Location	Type	Side#	Name	Remark
1	Sierra	WP4	Frigate	73	Sabalan	Under maintenance in repair-yard
2	Tango	WP4	Kilo	901	Taregh	Under maintenance in repair-yard

Tertiary Targets (More Details in Page 4)						
Number	Point Name	Location	Type			Remark
1	Charlie-1	WP4	Ship			Unloading fuel at berth
2	Charlie-2	WP4	Ship			Unloading weapons at berth
3	Charlie-3	WP4	Building			Iran Navy 3rd Battle Fleet HQ
4	Charlie-4	WP4	Building			Weapon Warehouse
5	Charlie-5	WP4	Bunker			Oil Bunker
6	Charlie-6	WP4	Building			Office Building
7	Charlie-7	WP4	Building			Spare-parts Storage
8	Charlie-8	WP4	Building			Navy Research Facility

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Flight Plan (Hawk 1 & Hawk 2)



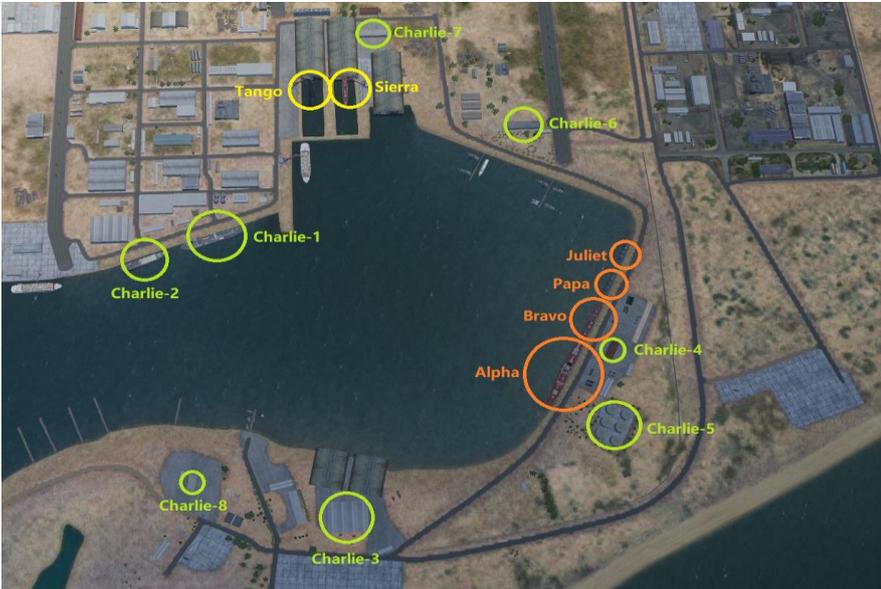
Target Imagery



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Target Detailed Location



Primary Targets:

4 * Battleships loading supplies at Terminal

- 1) Frigate Alvand 71 [Point Alpha]
- 2) Corvette Bayandor 81 [Point Bravo]
- 3) FAC La Combattante Paykan P224 [Point Papa]
- 4) FAC La Combattante Joshan P225 [Point Juliet]

Secondary Targets:

1 * Battleship under maintenance in repairyard

- 1) Frigate Sabalan 73 [Point Sierra]
- 1 * Submarine under maintenance in repairyard
- 1) Kilo-class Taregh 901 [Point Tango]

Tertiary Targets:

2 * Supply ship

- 1) Tanker [Point Charlie-1]
- 2) Cargo ship [Point Charlie-2]

6 * Iran Navy's Port Facilities

- 1) Iran Navy 3rd Battle Fleet HQ [Point Charlie-3]
- 2) Weapon Warehouse [Point Charlie-4]
- 3) Oil Bunker [Point Charlie-5]
- 4) Office Building [Point Charlie-1]
- 5) Spare-parts Storage [Point Charlie-7]
- 6) Navy Research Facility [Point Charlie-8]

