



TOP SECRET



Situation

Through securing the airfields at Havadarya and Bandar Abbas as well as Rajaei Port and Havadarya Naval base we have been able to start to deploy our heavy armour to the front line.

This process however is still ongoing and the threat of a counterattack in strength from Iran remains a possibility, and a real danger to our position. There have been reports of Iranian troop movements to the north of US lines, these have yet to be confirmed due to the recent poor weather hindering our use of satellite and aerial reconnaissance.

A detachment of A-10's from the 74th FS have been deployed to Khasab Airport in order to keep this vital asset as close to the frontline as possible.



TOP SECRET



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Command and Control:

Local ATC will be responsible for all airspace control within 10nm of their respective airfields.

UAE airspace is currently closed to almost all civilian traffic and all airspace movement in the UAE / Gulf region will be controlled from E-3 platforms under the callsign **Overlord**.

Once handed off by ATC, coalition aircraft must report to Overlord who to ensure aircraft deconfliction will assign altitude blocks in high traffic areas.

Airborne radar coverage will be provided by a combination of E-3 and E-2 flights, the SA picture will be coordinated through the airborne command post and communicated via callsign **Darkstar**.

Upon entering the battlespace strike aircraft will be handed off from Overlord to the Air Support Operations Centre (ASOC), callsign **Whiplash**.

Whiplash will have final GO/NO GO authority on all strike missions and will also collate and prioritise requests for air support, assigning strikers to JTAC's when required.

All communications channels should be monitored as listed in the mission briefing at all times.



TOP SECRET



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Rules of Engagement.

Aircraft Classifications

Bandit - Aircraft identified as belonging to a hostile force.

Bogey - Unidentified aircraft.

Friendly - Aircraft identified as belonging to a friendly force.

Unknown - An unknown aircraft, presumed friendly.

Hostile Intent

Hostile Act considered if unit:

- Engages friendly forces with a weapons system.

OR

- Supports the weapons systems of other units, resulting in weapons release. Including but not limited to lasing, marking, radar illumination of targets.

Hostile Act considered if unit meets **all** the conditions below:

- Spikes/spots/marks a friendly target within their weapons range or the range of a supporting unit.
- Persistently maneuvers to maintain a weapons firing solution or to maintain solution for fire support.
- PosID as a bandit or belonging to a hostile force.

Hostile Act considered if unit meets **all** the conditions below:

- Moves in an aggressive manner towards friendly forces.
- Actively deploys countermeasures and/or seeks to avoid detection.
- PosID as a bandit or belonging to a hostile force.



TOP SECRET



SPINS

Rules of Engagement.

Hostile Act considered if unit meets **any** of the conditions below:

(note these conditions may often apply to individuals that are civilian in appearance)

- Observed preparation of an ambush position, including but not limited to the positioning of weapons systems, explosives or significant obstructions in tactically advantageous positions.
- PosID as engaging in the command and control of hostile forces.
- Observed in the use, transportation or maintenance of weapons systems that pose a threat to coalition forces within a contested battlespace.

Upon confirmation of a hostile act, aircrew are cleared to engage and act in self defence or the defence of friendly forces.

Predefined targets

Targets defined within a briefing are pre-cleared for engagement providing the briefed details are followed. In these conditions visual ID will not be required.

Dynamic Targets

Targets may be assigned to aircrew via ASOC or JTAC in the field.

Weapons release authority will be under the control of the JTAC/AFAC at all times. The only exception to this is if contact with JTAC/AFAC is lost and that in the defence of friendly forces the conditions for hostile intent can be met.

Surrendered Forces

The surrender of all forces must be observed and engagement ceased immediately.

If soldiers abandon a vehicle and move away from the battlefield in a manner consistent with surrender they must be allowed to escape to a safe distance before engaging the vehicle. Surrender should be distinguished from retreat, surrender is defined as the abandonment of all weapons/ weapons systems and overt actions such as white flags, raised hands.



TOP SECRET



SPINS

Control of Air Support.

Air support requests (ASR) will commonly be made through the ground commander CAS to the air support operations center (ASOC).

The ASOC will process the ASR and match to available CAS platforms. ASOC will direct the CAS platform to the AO and connect them to the JTAC / AFAC.

The JTAC or AFAC will provide the targets details, locations of friendly forces or civilians and specify the attack details such as IP, attack direction, weapons to be employed and egress routes. The JTAC will also specify the type of control authority they will have over the attack, these are detailed as below:

Type 1

JTAC requires control of individual attacks and must visually acquire the attacking aircraft and the target for each attack. Targets and friendly positions should be marked whenever possible.

Visual acquisition must be obtained through eyes-on or via optics such as binoculars, without the use of third party devices such as laptops or other digital imagery.

Control will be made over the attack direction of the aircraft to reduce the risk of collateral damage or the attack affecting friendly forces.

Type 2

JTAC requires control of individual attacks but JTAC is unable to visually acquire the attacking aircraft at weapons, unable to visually acquire the target, or the attacking aircraft is unable to acquire the mark/target prior to weapons release.

JTAC can acquire the target visually or use targeting data from a scout, fire support team, joint fires observer, unmanned aircraft (UA), special operations forces, CAS aircrew, or other asset with accurate real-time targeting information.



TOP SECRET



SPINS

Control of Air Support.

Type 3

JTAC provides clearance for multiple attacks within a single engagement subject to specific attack restrictions.

JTAC does not need to visually acquire the aircraft or the target.

JTAC will provide attacking aircraft with targeting restrictions and then grant blanket weapons release clearance to meet the stated restrictions.

JTAC maintains abort authority.

9 Lines

The JTAC will commonly provide the CAS platform with a 9 line specifying the instructions for the attack. The 9 line format is as follows.

1. Initial point (IP)
2. Heading from the IP to the target.
3. Distance from the IP to the target in nautical miles.
4. Target elevation in feet above mean sea level.
5. Target description.
6. Target location coordinates.
7. Type of mark.
8. Location of friendlies from the target, direction, and distance in meters.
9. Egress direction.



TOP SECRET



SPINS

Terminology

The JTAC and air support platform will communicate using set terminology. This terminology is detailed here.

Cleared hot - air support is cleared to engage the target.

Winter - this is the predetermined abort code in theatre. If the JTAC issues code winter or calls abort then the attacking aircraft must safety weapons systems and maneuver off target.

Contact - refers to spotting visual references used to talk onto a target.

Tally - Visual confirmation by the pilot of the target.

Visual- Visual confirmation of friendly forces.

Weather

Wind = 196 8kn @ GL, 100 12Kn @ 6600, 134 30Kn @26000.

Temp 32C.

Clouds 7/10 coverage, 13,100 ft base, 1000 ft depth.



TOP SECRET



Mission

Mission Summary:

- Patrol assigned killbox and locate and destroy Iranian targets of opportunity.

Mission Details

Gunman 2, a two ship consisting of Gunman 2-1 (Steep) and Gunman 2-2 (Ronnie) will depart Khasab alongside Gunman 1 (Davy and Mono) and proceed across the Straits to their assigned 'killboxes'.

Each flight has been assigned a 50nm by 50nm box to operate in. Each box will be patrolled by it's respective flight in order to locate, identify and engage targets of opportunity.

Mission

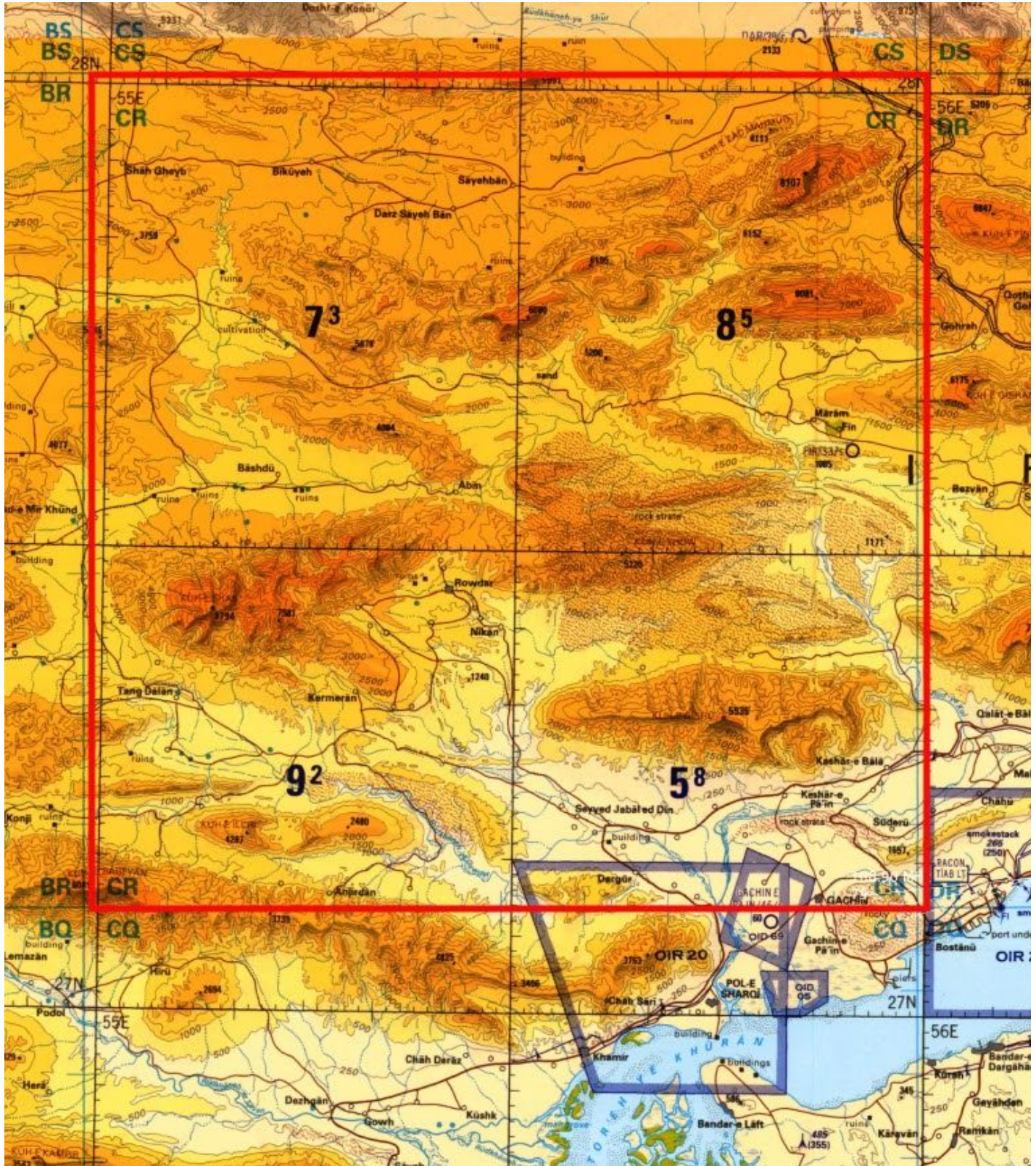
Mission Specifics

After takeoff proceed to WP 1 and join up with your flight before checking in with Overlord.

Proceed along the flight plan to your designated A0 - Killbox CR.



Mission



Mission



Box CR is a 50 nm x 50 nm grid anchored by Havadarya at it's SE corner. Contact Overlord prior to arrival to receive clearance to enter. The US front line is located in the SE corner so ensure you maintain SA and avoid any risk of blue on blue.

Your assignment is to patrol the killbox and locate Iraninan military targets of opportunity. Once located report their position back to Overlord so they can be fed into the current intel picture. You are authorized to engage any military targets you locate within the killbox providing civilian collateral damage can be avoided.



TOP SECRET



Mission

Targets of interest include but are not limited to:

- Iranian armour.
- Iranian artillery batteries.
- Supply convoys.
- SCUD launchers.
- Defensive strong points.
- Logistical hubs / supply nodes.
- Weapon/Fuel storage facilities.

There is no current reliable intelligence on the location of Iranian assets in this area owing to over 48 hours of bad weather and Iran's tendency to keep moving its assets. The patrol route you fly is down to your discretion, use your experience of map reading and your understanding of the lay of the land to judge the best places to search. The area is quite mountainous so the use of road and rail will be essential for Iranian movements. The four corners of the box have been programmed into waypoints 5-9 to aid with navigation.

Finally Striker 1-2, a Navy F/A-18 will be on station to provide SEAD if requested, Striker 1-2 has a TOT of 15:38 and will remain on station until Bingo fuel.



TOP SECRET



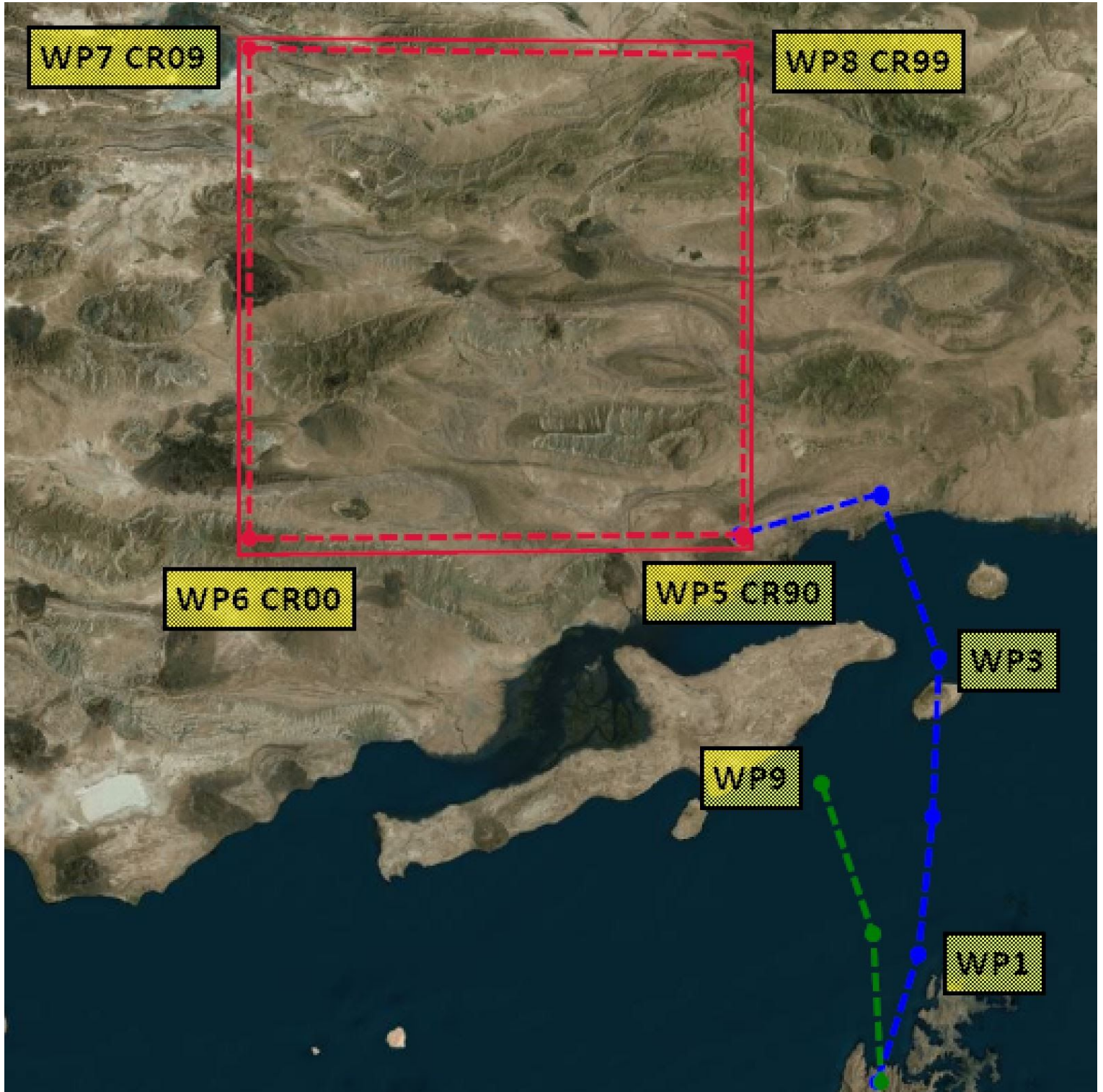
Flight Plan

WP	Alt (k ft)	IAS (Kn)	Notes	WP	Alt (k ft)	IAS (Kn)	Notes
1	5	230	RV with flight	7	15		CR09, NW corner
2	10	230		8	15		CR99, NE corner
3	15	230		9	15	230	Egress
4	15	230	Box entry	10	5	230	Approach
5	15		CR90, SE corner	11			Land
6	15		CR00, SW corner				

Joker Fuel 2000lb

Bingo Fuel 1500lb

Flight Plan





TOP SECRET



Threats

ELINT has revealed signals from both SA-8 Gecko and SA-6 Gainful SAM systems in the last 24 hours. There are indications that Iran has mobilised more air defence systems from the north of the country and began to deploy them in the south.

As always the presence of mobile AAA and MANPAD/SA-9 Gaskin should be assumed and mitigated for.

*** Notes to Player ***

To assist with target spotting, especially in VR it may be helpful to turn labels on. These only show up within a certain distance of the target and do not overly damage the challenge of the mission.

To report a target to Overlord you have to be within a certain distance of it, approx 10nm in most cases. In some cases you may have already spotted the target on your TGP but not yet have the option to report available. Keep flying towards the target and the option will be added when within the required range. This may unfortunately be slightly immersion breaking but cannot be avoided.

The area you have to patrol is large and it can potentially be difficult to locate targets. You will be offered the option to RTB after 45 minutes on station, you can accept this and still complete the mission successfully, just with a lower score. Follow the advice given in the briefing and during the mission to help focus your search on the correct areas.