Flight:

Pilot	Call Sign	Side #	Freq	Role	тот	End Vul
Mother	Hellcat 1-1	50	260	Strike/CAS	16:00	16:40
Chief	Hellcat 1-2	51	260	Strike/CAS	16:00	16:40
Baz	Hellcat 1-3	10	260	Strike/CAS	16:00	16:40
Noble	Hellcat 1-4	01	260	Strike/CAS	16:00	16:40
Mike-Mike	Hellcat 1-5	53	260	Strike/CAS	16:00	16:40
Ein-Stein	Hellcat 1-6	05	260	Strike/CAS	16:00	16:40

Loadout:

7	-	Б	/ П	/ /		П	4
1	b	כ	4 B	4 A	ک	Z	

Station 7	Mk-82	Station 4B	GAU-12	Station 3	FUEL
Station 6	2 x Mk-20	Ammo	SAPHEI-T	Station 2	2 x Mk-20
Station 5	FUEL	Station 4A		Station 1	Mk-82

Fuel	11,764 LB
Gross Weight	30,999 LB

Countermeasure Bins:

Top Front Left	30 Chaff
Top Front Right	30 Chaff
Top Rear Left	30 Flare
Top Rear Right	30 Flare
Bottom Left	30 Flare
Bottom Right	30 Flare

Weather:

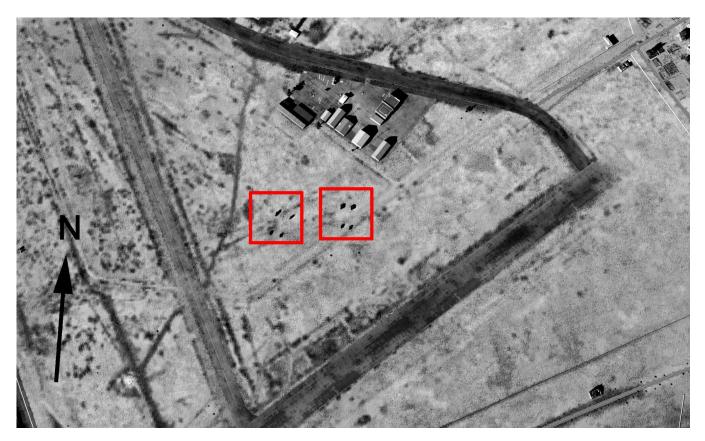
Clouds	Wind	Temperature	Precipitation
Broken 14-17 Kft Scattered 25 Kft	270 @ 4Kn GL 124 @ 6Kn 6600 ft 225 @ 15Kn 26000 ft	19°C	N/A

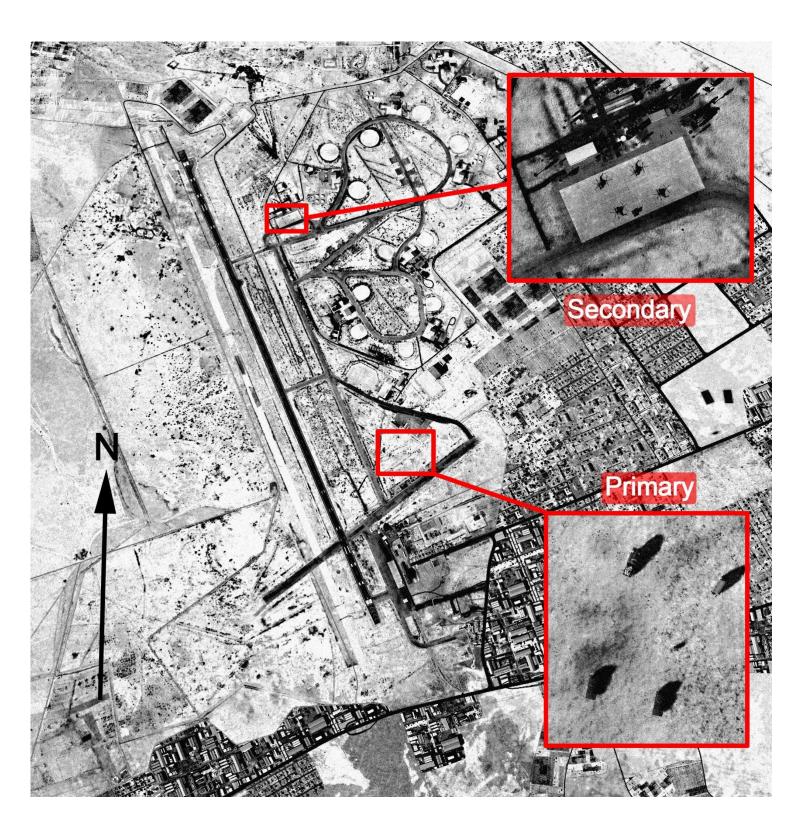
Mission Support:

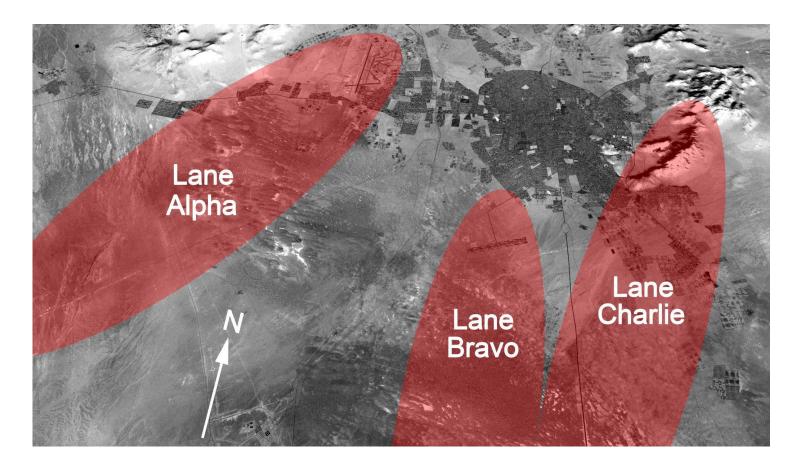
Call Sign	Туре	Frequency	Role	Notes
Cobra 1	F-16	292.0	SEAD	
Reaper 3	F/A-18	316.8	САР	
Wolf 4	F/A-18	297.2	FAC(A)	
Stalker 6	AC-130	141.8	CAS	
Reaper 4	F/A-18	322.4	Strike	

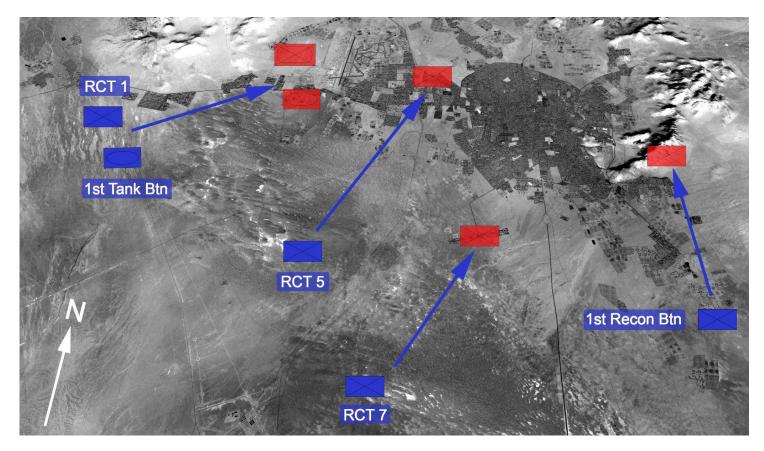
Mission:

Primary target - 2S1 Gvozdika Battery. Secondary target - 4 x MI-24 on ramp.

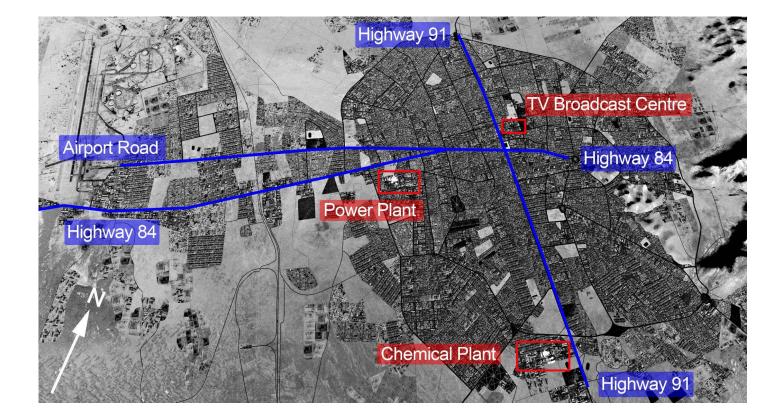










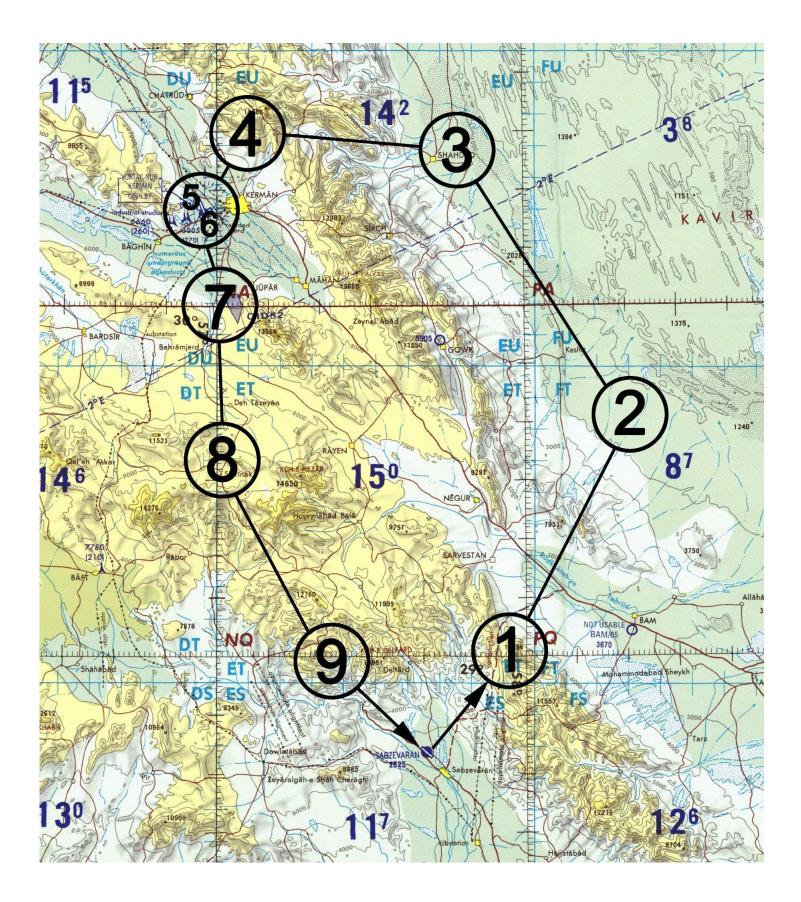


Flight Plan:

Waypoint	Alt (Ft MSL)	Mach	Notes
1	15	0.65	RV flight
2	15	0.65	
3	8.5	0.65	Terrain masking
4	20	0.7	IP
5	15	0.65	Primary TGT
6	15	0.65	Secondary TGT
7	20	0.6	CAS stack
8	20	0.7	Egress
9	20	0.7	
10			Land FOB Juliet
			BULLS N29°30′55″, E57°16 '24″

Fuel Plan:

Stage	Notes	Target Fuel Ib
STARTING FUEL		11700
WP1	15Kft @ M0.65	10048
WP2	15Kft @ M0.65	9344
WP3	8.5Kft @ M0.65	8090
WP4	20Kft @ M0.70	7738
Bingo		2872
WP8	20Kft @ M0.70	2472
WP9	20Kft @ M0.70	1972
WP10	LAND JULIET	572



Radio Plan:

Channel	Comm 1	Freq	Comm 2	Freq
1	Juliet Ground	141.0	Juliet Ground	141.0
2	Juliet Tower	141.5	Hellcat 1	260.0
3	Juliet Departure	142.25	Reaper 3	316.8
4	Juliet Arrival	142.6	Reaper 4	322.4
5	Juliet Emergency	143.1	Wolf 4-1	281.1
6	Chieftain	291.5	Wolf 4-2	297.2
7	Steel Rain	181.6	Cobra 1	292.0
8	Iceman	185.7	Sandman 1-1	241.2
9	Fixer	189.0	Sandman 1-3	241.8
10	Madman	193.2	Sandman 1-6	251.6
11	Stalker 6	141.8	Sandman 5-1	260.1
12	SPARE		Sandman 5-3	271.7
13	SPARE		Sandman 7-2	272.3
14	SPARE		Sandman 7-6	281.0
15	SPARE		Sandman 7-8	286.6
16	SPARE		Black	329.8
17	SPARE		White	266.8
18	SPARE		Red	312.0
19	SPARE		Orange	355.2
20	SPARE		Yellow	231.4
21	SPARE		Green	388.7
22	SPARE		Blue	251.5
23	SPARE		Indigo	363.4
24	SPARE		Violet	200.6
25	SPARE		Magenta	391.1
26	SPARE		Grey	241.3



Threats:

МІМ-23 НАЖК	
Guidance Type	Semi Active Radar Homing
Acquisition Range	49 nm
Max Engagement Range	25 nm
Max Ceiling	65,000 Ft MSL
Missile Mach	2.4
Warhead Type	119lb Frag HE
RWR Symbology	НА
Notable Features	US manufactured SAM system. Typical battery consists of Command Post, Search Radar, Track Radar and up to 6 launchers (3 missiles each). Some batteries may also contain a Continuous Wave Acquisition Radar, designed for low altitude detection. Missile burn time ~ 25 seconds.

SA-6 'GAINFUL'	
Guidance Type	Radar, command guidance, semi active radar homing
Acquisition Range	40 nm
Max Engagement Range	15 nm
Max Ceiling	40,000 Ft MSL
Missile Mach	2.8
Warhead Type	130lb Frag HE
Fuzing	Proximity/contact
RWR Symbology	6
Notable Features	Semi Active Radar Homing in terminal phase.
	Missile burn time ~ 21 seconds.
	Highly mobile, can be operational within 15 minutes of relocating.
	Typical configuration - 1 x Tracked 'Straight Flush' radar vehicle, 4 x tracked TEL's carrying 3 missile apiece.

VMA-311

SA-8 'GECKO'	
Guidance Type	Radar, command guidance
Acquisition Range	15 nm
Max Engagement Range	6 nm
Max Ceiling	39,000 Ft MSL
Missile Mach	2.0
Warhead Type	35lb Frag HE
Fuzing	Proximity/contact
RWR Symbology	8
Notable Features	Amphibious & highly mobile.
	Missile burn time ~ 15 seconds.
	6 missile load.

SA-15 'GAUNTLET'	
Guidance Type	Radar Command Guidance
Acquisition Range	15 nm
Max Engagement Range	8 nm
Max Ceiling	25,000 Ft MSL
Missile Mach	2.5
Warhead Type	30lb Frag HE
Fuzing	RF Proximity
RWR Symbology	15
Notable Features	Tracked TLAR highly mobile, carries 8 missiles ready to fire.
	Missile burn time ~ 7 seconds.

SA-18 'GROUSE'	
Guidance Type	Infra-Red
Acquisition Range	Visual
Max Engagement Range	3 nm
Max Ceiling	12,000 Ft MSL
Missile Mach	1.9
Warhead Type	2.6lb Frag HE
Fuzing	Contact / Grazing
Notable Features	Man Portable Air Defence (MANPAD), highly mobile and easy to hide.
	May operate in teams of shooter/spotter, communicating over distance to ambush targets.

ZU-23 AAA	
Guidance Type	None
Acquisition Range	Visual
Max Engagement Range	1.5 nm
Max Ceiling	7,000 Ft MSL
Notable Features	Twin 23mm autocannon. Towed system, easy to relocate. Cheap and widely proliferated. Can be truck mounted for a highly mobile, low cost air defence platform. Fires HE rounds that explode on contact or at set altitude.

S-60 AAA	
Guidance Type	None
Acquisition Range	Visual
Max Engagement Range	3 nm
Max Ceiling	20,000 Ft MSL
Notable Features	Single 57mm autocannon. Capable of firing over 70 rounds per minute. Towed system, easy to relocate. Cheap and widely proliferated. Fires HE rounds that explode on contact or at set altitude.

ZSU-23-4 AAA	
Guidance Type	Radar
Acquisition Range	2.5 nm
Max Engagement Range	1.5 nm
Max Ceiling	7,000 Ft MSL
RWR Symbology	Α
Notable Features	Four x 23mm autocannon.
	Tracked and high mobile.
	Fires HE rounds that explode on contact or at set altitude.

ZU-57-2	
Guidance Type	None
Acquisition Range	Visual
Max Engagement Range	3 nm
Max Ceiling	20,000 Ft MSL
Notable Features	2 x 57mm autocannon.
	Tracked, self-propelled system.
	Uses a version of the widely proliferated S-60 AA cannon.

VMA-311