Operation Hormuz Campaign

Mission 23 Moonlight Raider

Time: 12(+1)-Jul-2011 2300UTC (0200LT)

Weather:	**Clear**	**Temp:**	**29°C**	**Sunrise:**	**0534LT**	**Sunset:**	**1912LT**
Visibility:	**Night**	**Clouds:**	**Few**	**Wind:**	**295, 5kts**		

Situation

All long-range SAMs in the Kerman region were neutralized during the two-stage SEAD mission, and together its radar system was paralyzed. The battle at Rayen escalated, but no advance was made and the frontline remained almost unchanged on Day 22, as our allied ground force encountered strong defense by the battle-hardened Russian mercenaries. Several mobile SA-11 short-range SAMs provided by the Russian Mercenary Group were also quickly deployed around Kerman City, and more Russian fighter sorties were scheduled to take off from Tabas Air Base to perform CAP missions at Kerman region, although at a discounted patrol duration. These actions aimed to protect the headquarters of the Iranian National Defence and Intelligence Center in this big city. Our goal was to take down this agency headquarters on Day 23. A joint operation by the Air Force and the Navy was planned out, starting around midnight again at 0200LT, as this hour would avoid encountering multiple groups of Russian fighters, and also minimize collateral damage to the civilians near the target. The temperature climbed higher, as the sun heated up the waters in the strait without many clouds. Such a cloudless night was perfect for a laser-guided precise bombing mission. Eight F/A-18C Hornets were scheduled to carry out this deep strike mission: Four F/A-18C Hornets were loaded with two Paveway III bombs each aiming to destroy the agency center, joined by two F/A-18C Hornets loaded with HARM missiles aiming to crack a window along the enemy's SAM defenses, and escorted by another two F/A-18C Hornets loaded with AMRAAM air-to-air missiles. In addition, four fully-loaded F-15E Strike Eagles will take off from Minhad Air Base and join the Navy fighters as a package, aiming to destroy two warehouse complexes used by the Russian Mercenary Group in Kerman City. The moonlight lit up the night sky, but also cast a bunch of shadows moving quickly across the surface of Hormuz Strait.

Briefing

Case III Departure 2300UTC. Coordinate N251956 E573457
Case III Recovery 0150UTC. Expected Reocvery Location N250342 E580118
Mother Frequency 305.0AM, TACAN 71X, ILS: 11, ACLS LINK 4: 336.0

[Designer's note]
(1) As the Mission Commander, the 1st Player must select Hawk 1-1 (tail# 211). The 2nd player is recommended to sit in Hawk 1-2 (tail# 213). Minimum 2 Players are needed to complete Hawk 1's primary objective. The 3rd and 4th Players are recommended to select Hawk 2-1 (tail# 207) and Hawk 2-2 (tail# 208) for SEAD Escort role. Minimum 1 player is needed to complete this task; The 5th and 6th Players are recommended to select Hawk 3-1 (tail# 209) and Hawk 3-2 (tail#210) for Escort role. Minimum 1 player is needed to complete this task. The 7th and 8th Players are recommend to select Hawk 1-3 (tail# 213) and Hawk 1-4 (tail#214) to complete Hawk 1's secondary objective.
(2) If no Players sit into Hawk 2 or Hawk 3 Flights, AI Hawk 2 or AI Hawk 3 Flights will be activated to assist Players to complete this mission.

[Mission Briefing]
All aircraft will cold start on deck. This is a long-ingress deep strike mission without a planned air-to-air refuel, several things need to be set at the cold start. Joker fuel is 8000lbs and Bingo fuel is 7000lbs, Home waypoint is WP11 and Bullseye waypoint is WP4. Laser code is assigned for Hawk 1 and Hawk 2 Flight, Hawk 1-1 to Hawk 1-4 use code 1681-1684 by their callsign sequence, whilst Hawk 2-1 and Hawk 2-2 use 1685 and 1686 respectively, the laser code can be found in our briefing pack. Case III Departure. Like the mission we flew yesterday, we are the first sortie for today and the airboss agreed no 10-DME arc to be required for our flight, meaning, after passing 2,500 feet, we can report KILO and switch to WP1 (RV). As usual, 25,000 feet and 250 IAS for our TACAN rendezvous. Once regrouped, we will push for WP2 (ASC) and climb to 30,000 feet with MIL power. At WP2, we will switch PRI COMM to Red 1 (Channel 2) and check in with Strike. Then we will push for WP3 (MIN) and continue climbing to 35,000 feet and use 0.85 Mach as our contract speed for ingress. Minimize afterburner usage during the ingress phase even though we have three external tanks. Tanks can be jettisoned once empty or deemed necessary during the ingress. All external lights should be turned off during the ingress leg except the formation lights. After passing WP3 (MIN) where the city Minab is, we will switch PRI COMM to Red 3 (Channel 4) and check in with Darkstar. After further ingress clearance is granted, we will maintain 0.85 Mach at 35,000 feet and push for WP4 (ROCK). Four F-15E Strike Eagles, callsign Dodge 1 and Dodge 2 will also fly with us for the deep strike mission. They are scheduled to join our formation before WP4.

At WP4, we will FENCE IN and request the strike clearance from Darkstar. Once the striking order is cleared, Hawk 1-1, the mission commander will decide on the attacking plan and inform the package. Based on our intelligence, the Iranian army turned off six SA-11 sites, and after we destroyed the SA-10 and SA-6 sites in yesterday's SEAD mission, these six SA-11 sites were activated to provide further protection to Kerman City, especially because the INDAIC, our mission target is located here. The SAM sites are charted in our briefing pack, codenamed Venus, Mars, Jupiter, Saturn, Uranus, and Neptune. As our mission target is located in the downtown area of the city, surrounded by civilian structures. Our striking course is strictly restricted to either using 300 or 040 for the final attack heading to minimize collateral damage. Mars and Venus in the south blocked the 300 and 040 attacking courses respectively, whilst the other four SAM sites are not considered a real threat to our mission. Therefore, we need to destroy either Mars or Venus, or both to make this strike mission possible. Gate Mars for attack heading 300 and Gate Venus for attack heading 040.

Plan A is for a Double-Run Attack. This plan uses conventional bombing tactics, with one Paveway III bomb dropped in each run for one target point, easy to execute but takes longer to finish. In this Plan, Hawk 2 needs to follow the mission commander's order to prioritize the attack on either Mars or Venus first. Darkstar will monitor the SAM radar status and report BDA back to the package. Once the first SA-11 site in the south is destroyed, Hawk 2 needs to start attacking the second SA-11 site in the south, to open a second gate for Hawk 1's second run. Hawk 1 will change to trail formation with a 1.5nm interval between Element members and a 5.0nm interval between Elements after WP4. At WP5 (IP), Hawk 1 will turn to either Option Mars or Option Venus for the first run attacking course. Hawk 1 will drop one bomb and lase at the target until a solid hit, then turn for the other attacking course for the second run, on the condition that Hawk 2 has successfully destroyed the second SA-11 site in the south. In case Hawk 2 fails to open the second Gate, Hawk 1 will have no choice but to turn back and use the same attacking course, which means more exposure time.

Plan B is for a Single-Run Attack (Hawk 2 must be human Players). This plan requires more techniques and collaborations, with two Paveway III bombs dropped in a single run for two target points. It's harder to execute but clearly reduces our exposure time in the danger zone. In this Plan, Hawk 2 needs to follow the mission commander's order to attack either Mars or Venus. Darkstar will monitor the SAM radar status and report BDA back to the package. Once one Gate is open, instead of attacking the second SAM site, Hawk 2 needs to go for the target in Kerman City and use 1685 and 1686 laser codes to guide the second Paveway III that dropped from Hawk 1. Simultaneously, Hawk 1 will change to trail formation with a 1.5nm interval between Element members and a 5.0nm interval between Elements after WP4. At WP5 (IP), Hawk 1 will turn to either Option Mars or Option Venus, whichever is open for the single-run attack. Hawk 2 will report to Hawk 1 their readiness for buddy-lasing, and Hawk 1 will update time to release time and change the bomb code according to his buddy's laser. Once both teams are ready, Hawk 1 will run in and drop two Paveway III bombs in one single run, report to Hawk 2 who will start lasing once the bomb is released. Hawk 1 Element 1 and 2 should have about 35-second intervals, so once the second bomb from Element 1 hits the target, Hawk 2 will switch to the next target point and start buddy-lasing for Element 2. If this tactic is executed well, we could hit two targets in a single run and complete the task with minimum time.

Meanwhile, Hawk 3 should perform TARCAP between WP5 and WP7 at 35,000 feet until the operation ends after both Gates are open, or between WP5 and WP6 or WP6 and WP7 if only one Gate is open. During their vul time, if any airborne targets get closer from the north, shoot them down, but keep clear of the active SA-11 sites in the north of the city. Dodge 1 and Dodge 2 will run in to attack two warehouse complexes once one gate is open, either Mars or Venus, they will be operating at 34,000 feet, watch out for deconfliction. In case we can't finish our task, we should report to Darkstar ASAP to see if Dodges could help to attack our targets. In the meantime, Hawk 2 and Hawk 3 should also provide escort to Dodges, although I don't think those Strike Eagle monsters need us to escort anything. After our attack is completed, we will report to Darkstar, who will provide BDA in return. Once all targets are destroyed, Darkstart will clear us to egress. However, we can choose to abort the mission anytime if we think it's necessary (via F10 Radio Menu).

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Briefing

There are numerous AAA and MANPADS in Kerman City, so our operation deck is 25,000 feet, but we should maintain 30,000 feet when we run in to drop the bombs, no matter which plans we take. Also, keep in mind that this is a keep-running mission, we endeavor to minimize our vul time, meaning, we don't plan to station anytime during this mission unless it's necessary. Hawk 1 will be running without a stop with the contract speed and planned course like a train, whilst Hawk 2 and Hawk 3 must clear all the obstacles along the railway to keep the train running.

Once mission completed, we will egress via WP8 (EGS) and keep 35,000 feet altitude with 0.85 Mach speed. At WP9 (Wet), the Dodges will say goodbye and head to their home base in Al Minhad Airforce Base. We will switch PRI COMM to Red 1 (Channel 2) and report back to Strike. Then we will switch PRI COMM to Green 1 (Channel 1) and contact Marshal for our recovery. Shell 1 and Shell 2 will be available at 6,000 and 7,000 feet respectively near WP10 (REC), their contact details can be found in our briefing pack and kneeboard cards.

We are called to attend a highly confidential briefing meeting tomorrow afternoon. So let's complete this mission, return to the carrier safely, have a good sleep in the morning, and then join the briefing tomorrow. Good luck!

Objective

Primary Objective	Destroy A1-A4 Buildings at Iran National Defence and Intelligence Center
Secondary Objective	Destroy B1-B4 Buildings at Iran National Defence and Intelligence Center

Threats SA-11, AAA, Manpads, SA-19
Russian HAVCAP Su-30 / Su-27 Flights

Package	Flight	Callsign	Aircraft	Tail #	Task	Payload	Laser Code
	Hawk 1	Hawk 1-1	F/A-18C	211 (Lead)	Deep Strike	2*AIM-9X, 1*AIM-120C, 2*GBU-24, ATFLIR, 3*Fuel tank	1681
		Hawk 1-2	F/A-18C	212	Deep Strike	2*AIM-9X, 1*AIM-120C, 2*GBU-24, ATFLIR, 3*Fuel tank	1682
		Hawk 1-3	F/A-18C	213	Deep Strike	2*AIM-9X, 1*AIM-120C, 2*GBU-24, ATFLIR, 3*Fuel tank	1683
		Hawk 1-4	F/A-18C	214	Deep Strike	2*AIM-9X, 1*AIM-120C, 2*GBU-24, ATFLIR, 3*Fuel tank	1684
	Hawk 2	Hawk 2-1	F/A-18C	207 (Lead)	SEAD	2*AIM-9X, 1*AIM-120C, 2*AGM-88C, ATFLIR, 3*Fuel tank	1685
		Hawk 2-2	F/A-18C	208	SEAD	2*AIM-9X, 1*AIM-120C, 2*AGM-88C, ATFLIR, 3*Fuel tank	1686
	Hawk 3	Hawk 3-1	F/A-18C	209 (Lead)	Escort	2*AIM-9X, 4*AIM-120C, 2*AIM7P, 3*Fuel tank	N/A
		Hawk 3-2	F/A-18C	210	Escort	2*AIM-9X, 4*AIM-120C, 2*AIM7P, 3*Fuel tank	N/A

Support	Flight	Callsign	Aircraft	Task	TACAN	Frequency	Channel	Planned Altitude
	Magic 1	Strike	E-2D	AWACS	N/A	264.0 AM	2	MSL 30K
	Wizard 1	Knight	E-2D	AWACS	N/A	265.0 AM	3	MSL 30K
	Darkstar 1	Darkstar	E-3A	AWACS	N/A	256.0 AM	4	MSL 35K
	Arco 1	Arco 1-1	KC-130	A-A Refuel	51X	270.0 AM	7	MSL 21K
	Arco 2	Arco 2-1	KC-130	A-A Refuel	52X	257.0 AM	8	MSL 22K
	Shell 1	Shell 1-1	S-3B	A-A Refuel	41X	241.0 AM	11	MSL 7K
	Shell 2	Shell 2-1	S-3B	A-A Refuel	42X	242.0 AM	12	MSL 6K

Emergency Airport	Tower	Coordinate
Khasab Airport	124.35 Mhz	N 26°10'57", E 56°14'37"
Fujairah Int'l Airport	124.6 Mhz	N 25°06'21", E 56°20'25"
Bandar Jask Airport	118.15 Mhz	N 25°39'00", E 57°47'30"
Bandar Abbas Intl Airport	39.4 Mhz	N 27°13'00", E 56°22'33"
Jiroft Airport	39.25 Mhz	N 28°43'33", E 57°41'01"

Mission Cards

Radio PRI COMM					Radio AUX COMM				
Channel	Code	Callsign	Frequency	Module	Channel	Code	Callsign	Frequency	Module
1	Green 1	Marshall	305.0	AM	1	Green 1	Marshall	305.0	AM
2	Red 1	Strike	264.0	AM	2	Red 1	Strike	264.0	AM
3	Red 2	Knight	265.0	AM	3	Red 2	Knight	265.0	AM
4	Red 3	Darkstar	256.0	AM	4	Red 3	Darkstar	256.0	AM
5	Yellow 1	Raven	254.0	AM	5	Yellow 1	Raven	254.0	AM
6	Yellow 2	Devil	250.0	AM	6	Yellow 2	Devil	250.0	AM
7	Purple 1	Arco 1	270.0	AM	7	Purple 1	Arco 1	270.0	AM
8	Purple 2	Arco 2	257.0	AM	8	Purple 2	Arco 2	257.0	AM
9	Purple 3	Texaco 1	255.0	AM	9	Purple 3	Texaco 1	255.0	AM
10	Purple 4	Texaco 2	262.0	AM	10	Purple 4	Texaco 2	262.0	AM
11	Purple 5	Shell 1	259.0	AM	11	Purple 5	Shell 1	259.0	AM
12	Purple 6	Shell 2	268.0	AM	12	Purple 6	Shell 2	268.0	AM
13	Blue 1	Hawk 1	269.0	AM	13	Blue 1	Hawk 1	269.0	AM
14	Blue 2	Hawk 2	260.0	AM	14	Blue 2	Hawk 2	260.0	AM
15	Blue 3	Hawk 3	263.0	AM	15	Blue 3	Hawk 3	263.0	AM
16	Blue 4	Dodge	261.0	AM	16	Blue 4	Dodge	261.0	AM
17	Orange 1	Viper	267.0	AM	17	Orange 1	Viper	267.0	AM
18	Orange 2	Falcon	251.0	AM	18	Orange 2	Falcon	251.0	AM
19	Orange 3	Check	253.0	AM	19	Orange 3	Check	253.0	AM
20	Orange 4	Chevy	266.0	AM	20	Orange 4	Chevy	266.0	AM

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Flight Plan

Hawk 1						
Number	**Name**	**Altitude**	**Speed**	**Time**	**Description**	**Remark**
0				0210LT	Launch	
1	RV	MSL 25K	0.50M	0215LT	Rendezvous	TACAN Rendezvous (250 IAS)
2	ASC	MSL 30K	0.85M	0225LT	Climb to Angel 30	Check in with Strike
3	MIN	MSL 35K	0.85M	0235LT	Minab City	Check in with Darkstar
4	ROCK	MSL 35K	0.85M	0250LT	Bullseye Point	Fence In
5	IP	MSL 30K	0.85M	0255LT	Initial Point	Select attack option (heading 300 or 040)
6	TGT		0.85M	0300LT	Target	Primary A1-A4; Secondary B1-B4
7	ASC	MSL 35K	0.85M	0310LT	Climb to Angel 35	Request BDA
8	EGR	MSL 35K	0.85M	0315LT	Egress	Landmark: Kun-e-Shah Mountain Peak
9	WET	MSL 35K	0.85M	0330LT	Feet Wet	Report back to Strike
10	REC	MSL 10K	0.80M	0340LT	Recovery	Tanker (Shell) available nearby
11	HOME			0400LT	Landing	Recovery location (Bingo fuel 7000lbs)

Hawk 1 Flight Plan

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Flight Plan

Hawk 2						
Number	Name	Altitude	Speed	Time	Description	Remark
0				0210LT	Launch	
1	RV	MSL 25K	0.50M	0215LT	Rendezvous	TACAN Rendezvous (250 IAS)
2	ASC	MSL 30K	0.85M	0225LT	Climb to Angel 30	Check in with Strike
3	MIN	MSL 35K	0.85M	0235LT	Minab City	Check in with Darkstar
4	ROCK	MSL 35K	0.85M	0250LT	Bullseye Point	Fence In
5	MAR				Gate Mars	SA-11 Site, for attack course 300
6	TGT				Target	Buddy lasing for Plan B
7	VEN				Gate Venus	SA-11 Site, for attack course 040
8	EGR	MSL 35K	0.85M	0310LT	Egress	Landmark: Kun-e-Shah Mountain Peak
9	WET	MSL 35K	0.85M	0325LT	Feet Wet	Report back to Strike
10	REC	MSL 10K	0.80M	0335LT	Recovery	Tanker (Shell) available nearby
11	HOME			0350LT	Landing	Recovery location (Bingo fuel 7000lbs)

Hawk 2 Flight Plan

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Flight Plan

Hawk 3						
Number	**Name**	**Altitude**	**Speed**	**Time**	**Description**	**Remark**
0				0210LT	Launch	
1	RV	MSL 25K	0.50M	0215LT	Rendezvous	TACAN Rendezvous (250 IAS)
2	ASC	MSL 30K	0.85M	0225LT	Climb to Angel 30	Check in with Strike
3	MIN	MSL 35K	0.85M	0235LT	Minab City	Check in with Darkstar
4	ROCK	MSL 35K	0.85M	0250LT	Bullseye Point	Fence In
5	TAR	MSL 35K	0.85M		TARCAP Start	Perform TARCAP
6	TGT				Target	Perform TARCAP
7	TAR	MSL 35K	0.85M		TARCAP End	Perform TARCAP
8	EGR	MSL 35K	0.85M	0310LT	Egress	Landmark: Kun-e-Shah Mountain Peak
9	WET	MSL 35K	0.85M	0325LT	Feet Wet	Report back to Strike
10	REC	MSL 10K	0.80M	0335LT	Recovery	Tanker (Shell) available nearby
11	HOME			0350LT	Landing	Recovery location (Bingo fuel 7000lbs)

Hawk 3 Flight Plan

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Targets

Hawk 1 Targets						
TGT#	Priority	Type	Coordinate	Elevation	Description	Remark
A1	Primary	Building	N30°16′44″ E57°05′04″	5776 feet	Middle Building NW Corner	WP6 (attack 300 or 040)
A2	Primary	Building	N30°16′44″ E57°05′04″	5776 feet	Middle Building NE Corner	WP6 (attack 300 or 040)
A3	Primary	Building	N30°16′44″ E57°05′04″	5776 feet	Middle Building SE Corner	WP6 (attack 300 or 040)
A4	Primary	Building	N30°16′44″ E57°05′04″	5776 feet	Middle Building SW Corner	WP6 (attack 300 or 040)
B1	Secondary	Building	N30°16′44″ E57°05′04″	5776 feet	Outer Building North Mid-section	WP6 (attack 300 or 040)
B2	Secondary	Building	N30°16′44″ E57°05′04″	5776 feet	Outer Building East Mid-section	WP6 (attack 300 or 040)
B3	Secondary	Building	N30°16′44″ E57°05′04″	5776 feet	Outer Building South Mid-section	WP6 (attack 300 or 040)
B4	Secondary	Building	N30°16′44″ E57°05′04″	5776 feet	Outer Building West Mid-section	WP6 (attack 300 or 040)

Targets Chart

Targets Image

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Attack Heading

Attack Heading (Minimize Collateral Damage)

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Plan A: Double Run Attack

Plan B: Single Run Attack (Buddy Lasing)

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SAM Threat Chart

Hawk 2 Target

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Battleground Situation Update

Battleground Situation Update in Kerman Region