



MISSION 2:
HAPPY SNAPS



MISSION 2

HAPPY SNAPS. (BLACK SEA)

We have now been fully briefed as to the situation on the ground and as expected it's not good. The attacking force under the leadership of the Commander known by his compatriots as "The Snake" has indeed been very clever and astute. They have taken control of Gori and the areas to the West, South and East. Luckily Tbilisi is still in our control. The situation is as reflected in the mission Map Image 2, the red being the infiltrated areas. Due to the very bad weather and thick cloud cover our forces are not clear where his forces are and most importantly for us his ground to air defence SAM locations. Once our forces have this information a plan of coordinated attack can be put in place.

A highly sophisticated camera system has been fitted to several Hornets, including yours. The cameras pick up a detailed three-dimensional image of the battle scene. They are automatically triggered by an integral GPS positioning system, no shutter to press. It is important therefore that you follow the prescribed route on the run in and during its activation.

Your unit has been charged with carrying out runs over the various areas of the battle area. For the system to be effective you must be at 1,000 feet above ground (use radar) whilst collecting the information. Although automatic you will get an audible signal when it is operating.

To avoid detection by Russian air forces you must stay below the cloud base until you are told you can rise above.

It is 20.30 in the evening. The weather is fully overcast with a cloud base at 6,200 feet. The wind is from the south 12 knots at ground level, 25 knots at 1,600 feet and 30 knots at 6000 feet. You are hooked up on CAT 1 already, your Hornet hot. You have just to set your displays as normal. You receive a call from Stennis Control putting you on hold whilst you wait for a Chinook to take off taking essential supplies to the ground forces. You look at the weather conditions around you and wonder what on earth lies ahead.



You, "Ford", as a single aircraft unit have been charged with collecting information from Gori, the centre of the battle. To pass this mission you need to follow your flight plan closely, be at 1,000 feet when passing overhead Gori whilst the digital system is functioning (You will be reminded during the mission) and land safely back at the Stennis.

- WP1 First turn
- WP2 Kutaisi Air Base
- WP3 Commence Gori run in at low level.
- WP4 Gori
- WP 5 Right turn to exit area over mountains.

TIP

On the run into Gori, as you must follow the route, if you need to jink to avoid SAMS this needs to be done in the vertical but at the same time always keeping below the cloud base.

NOTES

1. Although you will not generally have to operate the radio on this mission, as most communications are trigger based, you will need to call the Stennis for re-join. This will be on radio 1 channel 2 which is already set for 127.5. You will be reminded during the mission. Expect a Case 1 Approach
2. Set up and use your SA page when available for better situational awareness.
3. The design of the mission is trigger based and so it is important that you follow the route and/or the instructions which may vary it to realise all the content and pass the mission.

Good luck and enjoy!