



MISSION 3: SAM SLAM



MISSION 3

SAM SLAM. (BLACK SEA)

Yesterday was a wake-up call. The Russian aircraft are definitely on their game when alerted. You were lucky you were within reach of the fleet. You had thanked the fleet weapons coordinator personally straight after you landed.

Yesterday's exercise was a complete success. We now, thanks to the camera systems, have full digital detail on "The Snakes" forces and crucially his SAM sites.

Overnight, Command have formulated a coordinated strike against all his SAMS using all available strike aircraft and JTAC troops on the ground. This is to take place early this morning.

It is 6.58 am and for once a beautiful morning. The wind is from the South 12 knots, 33 knots at 1600 feet and 40 knots at 6,600 feet. There is still a little low-level mist but hardly any cloud.

All aircraft have been warned again to keep below 10,000 feet at all times to avoid detection by the Russians. These not empty words as was demonstrated yesterday. Intel have explained once detected Migs will be in Gori within 15 minutes.



You, "Ford", have been selected to kill four SAM sites. Two to the West of Gori and two to the East.

To pass this mission you are to follow the route and/or instructions which may vary it, destroy the four SAM sites and land safely back on the Stennis.

You are armed with four AMG65 E's (Laser Guided Mavericks). You will be dependent on JTAC units on the ground to laser for you. The first two SAMs will be West of Gori in the area of WP3. For these you will need to contact "Warrior" on Radio 1 Channel 1 which is set to 133. The second two SAMs are located to the East of Gori in the area of WP4. For these you will need to contact "Finger" on Radio 1 Channel 2 which is set at 144. (You will need to be familiar with the 9 line operation and use of the AMG65 E's). See Mission image 2.

Caution, the SAM systems being used have a range of 5.5 miles. Keep clear of this radius. There are also anti-aircraft guns at Gori.

You will be contacted by "Dark Star" who will be providing an overwatch.

Once again you find yourself in the twilight on the deck of the Stennis. The orange sun hiding just behind horizon. You can feel the vibration in your seat your Hornet is ready to go. All there is to be done is set up your screens and punch in the agreed Maverick laser code of 1688. Once again Stennis has put you on hold whilst "Cutlass", "Reaper" and "Python" leave on the other CATs, each to their own series of strikes.

You wait patiently for your clearance to taxi, the coffee taste still in your mouth from breakfast, you're hoping this early morning strike is early enough to surprise them.

WP1 First Turn

WP2 Kutaishi Air Base

WP3 SAMs 1 & 2

WP4 SAMs 3 & 4

WP5 Kutaishi Air Base

Stennis Radio 1 Channel 3 127.5 Tacan 74X ICLS Channel 11.

TIPS

If you cannot get a lock on the JTAC laser, make sure you are high enough, so the laser is not obscured by land or trees. If you miss a lock, then re-attack higher and or in a different direction.

Make sure you do not fly into range of the East SAMS when dealing with those in the West. IGNORE JTAC BEARINGS FOR ATTACK AND EXIT they do not take account of adjacent SAMs and other threats.

During your 9-line communication, when JTAC announces "Shift", this means the first SAM is dead and he is already lasing the second SAM, so you can go straight back in and uncage the next Mav E on the target.

NOTES

1. You will not generally have to operate the radio on this mission as most communications are trigger based. The exception to this is the calls to the two JTAC units' "Warrior" and "Finger" and your return to the Stennis. You will be prompted as the mission unfolds. The frequencies and radio channels set out above. 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 to realise all the content and pass the mission.

Good luck and enjoy !