



MISSION 6: REMOVING THE SERPENT'S HEAD



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REMOVING THE SERPENT'S HEAD. (Black Sea)

You relax into your new temporary home at Tbilisi, not bad for Satellite accommodation, everyone had been helpful and friendly. You had been really lucky today had "Reaper" and "Cutlass" not been around things could have been quite different. Four MIGs and only two 9X's on the rails! You really do owe them a pint!

Still, CAG had been over the moon when he called. The coordinated ground strike had been a great success the enemies' ability had been severely curtailed and the Georgian ground forces were pushing them back in the wake of the allied forces onslaught. This so called "Snake" character was well and truly on the back foot as his forces retreated.

It is 10.00 pm and you are just dozing in your bunk. You are jolted back to reality by a soldier. You are wanted in the operations tent there has been a major development.

It appears in response to the day's events that the "Snake" had regrouped his entire strategic team into one place to discuss a reprisal. This meeting of all the enemy command is to be in Tskhinvali, 16 miles NE of Gori. It surprisingly will be held in the local sports arena, not so smart. This will be known by the code name "Renegade".

Allied special forces had gathered this intel by taking a hostage, their team, "Axeman", was in the area on the adjacent hill. Our commander is clear this is the time to make an effective strike. An invading army without a brain was effectively confused, without direction and an easy force to be obliterated by the Georgian forces on the ground.

As CAG put it, "time to remove the Serpents Head".



Your Mission is to take off from Tbilisi at 1.00am and strike the “Snakes” strategic meeting, “Renegade”, and kill all personnel there.

To pass this mission you must fly the designated route and comply with any instructions which may vary this, kill all personnel at the strategic meeting, land safely back at the Stennis. Always keep below 10,000 feet to avoid detection.

You have been armed with 4 Mk83 bombs, 2 AGM65E laser guided air to ground missiles and 2 Aim9X Air to Air missiles. You are to take off from Tbilisi and head to WP4 via WP’s 1 to 3. You are then to orbit at WP4 awaiting instructions from “Overlord”. “Overlord” will be eyes on throughout the operation.

When signalled you will drop two Mk83s into the sports arena,” Renegade”. Caution there may be anti-air guns in the area. To get on target you need to fly through WP4 on a heading of 360. The target will be at 7 miles along this vector. To help, as you approach, Axeman will fire illumination flares over the arena. If unsuccessful you have one more chance as you are carrying 4 bombs.

If successful you will be sent back to WP4 awaiting further instruction in case, there are any escaping survivors. If this is the case, they will be lazied by “Axeman”. Axeman can be contacted on Radio 1 channel 2 which is set for 133.

The weather is fine and there is a full moon. The wind is 12 knots from 180, 25knots at 1600 feet and 32 knots at 6,600 feet.

You have just strapped yourself into your seat, the canopy is up, your bird is asleep and all you can hear is the wind hustling its way through the open cockpit. You look to your 7 o’clock to see the bright moon sparkling off your wings. Your ground team offer a few words of advice. It’s time to close the

canopy, bring this machine to life and set the systems and screens so you can feel at home in your lethal office.

You contact Tbilisi Control to get your departure clearances. You set radio 1 channel 1 (Set at 138.0)

This is it, the big one, a success here will fatally cripple the enemy.

Let's do this!

WP1 to 3 On route points

WP4 Orbiting point whilst awaiting instructions. Orbit at height as instructed.

WP 5 Kutaisi Air base

Stennis Tacan 10X ICLS Channel 1

TIPS

The winds will mean a reasonable crosswind from the right, be prepared on take-off.

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.

IGNORE JTAC BEARINGS FOR ATTACK AND EXIT they do not take account of adjacent threats.

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

NOTES

1. On previous missions you did not generally have to operate the radio most communications were trigger based. On this mission you will need call for Tbilisi departure clearances, (Radio 1 Channel 1 set 138). Liaise with JTAC Axeman, (Radio 1 Channel 2 set 133) and obtain joining instructions from the Stennis, (Radio 1 Channel 3 set 127.5). As it is night expect a Case3 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!

WHAT'S NEXT?

On completion of this campaign 'Ford' continues his exploits in 'The Serpents Head 2'. This a 10-mission campaign based in the black sea. This available from the DCS E-Shop. Each campaign gets progressively more challenging as they progress.



The plot then continues in the following Campaign 'Rise of the Persian Lion' which is a 15 mission Campaign based in the Black Sea and the Straits of Hormuz. Also available from the DCS E-Shop.

