



# HEADQUARTERS 4477<sup>TH</sup> TEST AND EVALUATION SQUADRON

"Red Eagles"

TONOPAH TEST RANGE AIRFIELD  
TONOPAH, NEVADA



Classification...**SECRET**

Author: 4477<sup>th</sup> TES/CC

Date...8 September 1983

## MISSION ORDERS

### 1. Mission

1.1. **Mission Overview:** USAF Strategic Air Command is currently shaking the dust off the B-1 Project. The original B-1A was intended as a high-speed/high-altitude penetration bomber, but was deemed incapable of beating the modern Soviet Integrated Air Defense System, and was canceled by President Carter in 1977.

The new version, the B-1B, is being developed now, and relies heavily on ECM and high-speed at low-altitude to penetrate the enemy Integrated Air Defense System.

A few flag officer at SAC still believe that the B-1B can penetrate at high speed and altitude in sectors of "low-level air defense", and intend to give the concept a try.

Needless to say, you are the "low-level air defense" sector. Those SAC pilots have no idea of what even a single Soviet interceptor armed with all-aspect IR missile and guided by a proper Ground Controlled Intercept can do, but they will find out soon.

### 1.2. **Mission Objectives:**

- Closely follow GCI instructions in order to simulate Soviet close control intercept procedures.
- Obtain a valid kill.
- Take into considerations the problems related to such a high rate of closure.

1.3. **Operating Area:** EC West, EC East, Coyote, Caliente.

1.4. **Airspace restrictions:** Avoid R-4808A and R-4809A.

1.5. **Control Agency:** after takeoff Tonopah Test Range Airfield (call-sign Silverbow) will direct you to contact the NTTR Operations Center

(call-sign Blackjack). Blackjack will clear you to the scheduled airspace, and will direct you to contact GCI (call-sign Baron). Baron will control (close control will be exercised, as standard for the 4477<sup>th</sup> TES, pre-merge procedures simulate Soviet tactics) the intercept and at the end of the exercise, will direct you to contact Blackjack for RTB.

## **2. Assignments**

### **2.1. Flight:**

– Bandit 3-1 (1x F-5E): Maj Frank H. Spencer (PLAYER).

**2.2. Check-in time:** Check in with Red Eagles Base (Channel 12) at 1603.

**2.3. Engine start time:** 16:05.

## **3. Weapons**

### **3.1. Weapons Loadout:**

– 2x simulated R-60M all-aspect soviet IR missiles.

– 1x ventral fuel tank.

**3.2. Arming:** missile and guns switches OFF until FENCE IN.

**3.3. Jettison:** as directed by Blackjack.

## **4. Communications**

**4.1. Frequency:** see DATA CARD.

**4.2. Radio Procedures:** as per 477<sup>th</sup> TES SOP.

## **5. Weather**

**5.1. Wind:** 295° for 06 at airfield level.

**5.2. Visibility:** greater than 20 km.

**5.3. Temperature:** 18°C.

**5.4. Altimeter:** 760 mmHg.

## **6. Navigation and Flight Planning**

**6.1. Takeoff speed:** 360 Km/h.

**6.2. Departure:** STOFF TWO Departure.

**6.3. Routing:** see DATA CARD.

**6.4. Approach:** RSBN 32 Approach.

**6.5. Fuel:**

- Internal tanks: 2280 Kg (2920 L).
- External tanks: 625 Kg (800 L).

Bingo fuel: 1000 L.

## **7. Adversary Coordination**

7.1. **Minimum altitude:** 1,000 feet Hard Deck.

7.2. **Knock-it-offs:**

- ROE.
- Valid Kill
- Bingo fuel.
- Hard Deck violations.
- As directed by Baron.

## DATA CARD

<b>Callsign</b>	BANDIT 3-1	<b>Package</b>		<b>Mission</b>	INT01 - 1V1 INTERCEPR
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<b>Weather</b>	Wind: 295 for 06, Visibility: greater than 10 Km. Temperature: 18°C. Altimeter: 760 mmHg.
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<b>Airbase</b>	<b>Airbase</b>	<b>Radio Ch</b>	<b>RSEN Chan</b>	<b>Elev</b>	<b>RWY</b>	<b>PRMG Chan</b>
DEP	TONOPAH TEST RANGE	Ch 02	Ch 07	1687 m	32	Ch 07
ARR	TONOPAH TEST RANGE	Ch 02	Ch 07	1687 m	32	Ch 07
ALT	GROOM LAKE AFB	Ch 08	Ch 07	1366 m	36R	Ch 08

<b>Flight</b>	<b>Pos</b>	<b>Name</b>	<b>IDM</b>	<b>RSEN</b>	<b>Notes:</b>
	1 Lead	Maj. Spencer	3-1		

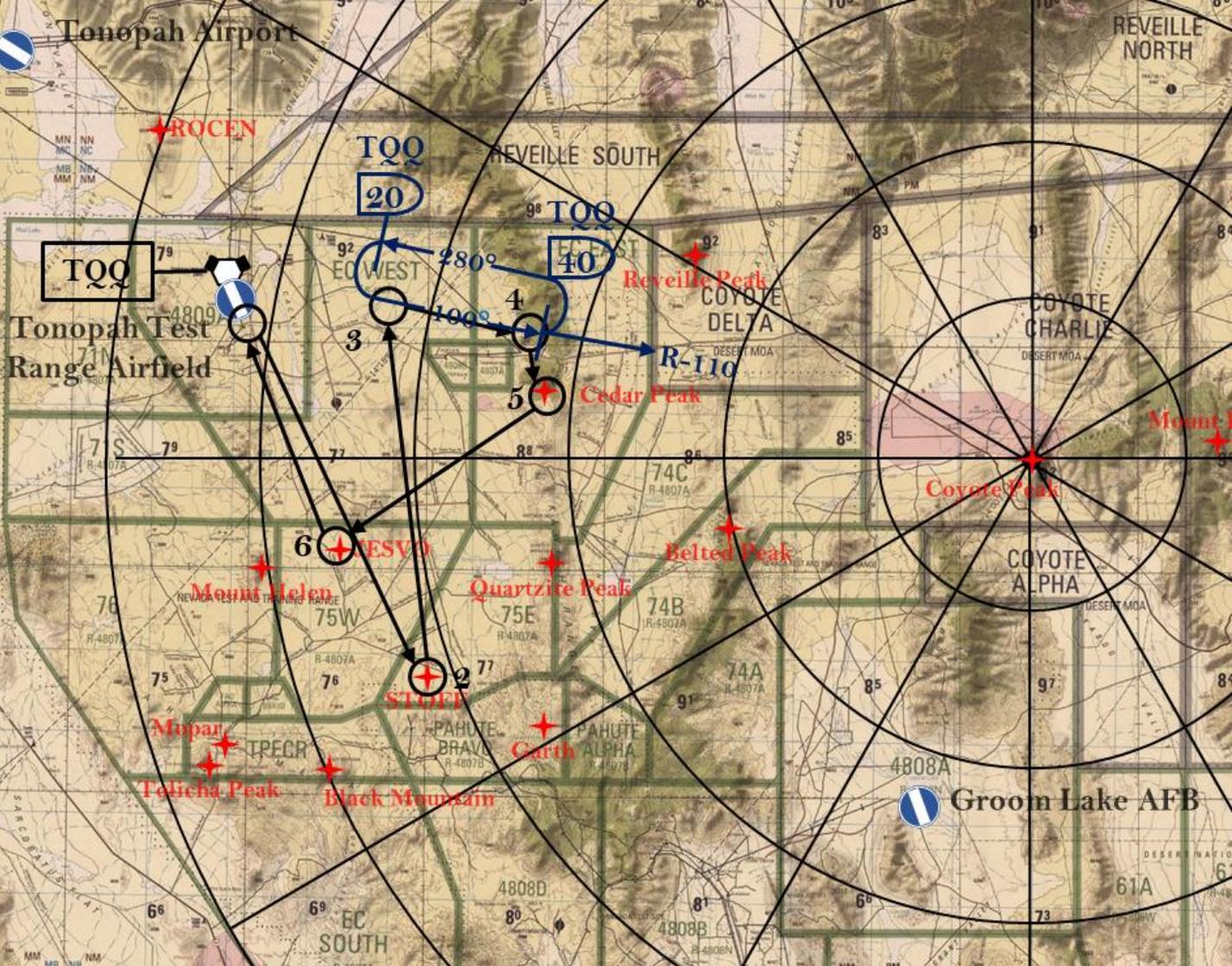
<b>Package</b>	<b>Callsign</b>	<b>A/C Type</b>	<b>RADIO PRI</b>	<b>RADIO AUX</b>	<b>DL</b>	<b>RSEN</b>	<b>Task</b>
	Bandit 3-1	1x F-5E	Ch 01	Ch 08			Intercept
	Ford 1-1	1x B-1B	//	//			Adversary

<b>Flight Plan</b>	<b>WP</b>	<b>Name</b>	<b>Action</b>	<b>TOT</b>	<b>HDG</b>	<b>Dist</b>	<b>IAS/M</b>	<b>Alt</b>	<b>Min Fuel</b>	<b>Formation</b>
	1	TTR	TAKEOFF	16:15				1,687m		
	2	STOFF	WP	16:20	154°	49Km	600/0.58	3,200m		
	3	WP03	WP	16:24	356°	42Km	600/0.77	7,600m	2,200 L	
	4	WP04	CAP Station	16:30	110°	20Km	500/0.64	7,600m	2,300 L	
	5	CEDAR PK	WP	16:35			600/0.77	7,600m	1,000 L	
	6	JESVO	WP	16:40	231°	34km	600/0.77	3,200m	700 L	
	7	TTR	LAND	16:45	338°	36Km	500/0,49	1,687m	500 L	

<b>Loadout</b>	<b>Config</b>					<b>Int. fuel</b>	<b>2,280 Kg</b>
	<b>A/A</b>	2x R-60M	<b>Gross Wt</b>	9,441 Kg	<b>Rotation</b>	360 Km/h	<b>TO fuel</b>
	<b>A/G</b>	2,905 Kg	<b>Drag</b>		<b>Refusal</b>		<b>TGT</b>
	<b>Pods</b>	2,000 Kg	<b>MIN AGL</b>		<b>Departure</b>	100%	<b>JOKER</b>
	<b>Tanks</b>	625 Kg / 800 L	<b>MIN MSL</b>		<b>Rejoin</b>		<b>BINGO</b>
							1,000 L

<b>Support</b>	<b>Type</b>	<b>Callsign</b>	<b>Radio Ch</b>	<b>Alt</b>	<b>Location</b>	<b>Notes:</b>
	<b>A/A</b>					
	<b>GCI</b>	NTTR GCI	BARON	Ch 09	//	Tolicha Pk
	<b>FAC 1</b>					
	<b>FAC 2</b>					

- ✓ CAP Station at TQQ 110/40.
- ✓ Rate of closure will be of 2850 Km/h. That means that when I'll see the B-1B in my radar, I'll have 35 seconds before the merge.
- ✓ In the final phase, Baron will provide continuous AERO reports to help me pointing the fighter's nose toward the Bandit. AERO reports consist of:
  - Degrees to my left/right.
  - Distance.
  - Degrees up/down.
 (EX: «3 degrees left, 12 Km, level»)
- ✓ Given the rate of closure, I'd better launch my missiles way before the NEZ, as soon as I get a tone.
- ✓ A little brevity: GATE = FULL BURNER



WP	NAME	ACTION	RSBN	RAD	DME	IAS	ALT
1	TRR	TAKEOFF					1,687
2	STOFF	NAVIGATION	TQQ (Ch 7)	154°	49	600	3,200
3	WP03	NAVIGATION	TQQ (Ch 7)	100°	20	600	7,600
4	WP04	CAP	TQQ (Ch 7)	100°	40	500	7,600
5	CEDAR PK	NAVIGATION	TQQ (Ch 7)	107°	42	600	7,600
6	JESVO	NAVIGATION	TQQ (Ch 7)	158°	36	600	3,200
7	TTR	LAND	TQQ (Ch 7)	338°	0	500	1,687
8							
9							
10							
11							
12							

# RADIO CHANNELIZATION

RADIO		
CH	NAME	FREQ.
0	GUARD	243.000 Mhz
1	SQUADRON PRI	260.100 Mhz
2	SILVERBOW (TTR)	259.750 Mhz
3	Creech AFB	360.600 Mhz
4	Nellis AFB	327.000 Mhz
5	Groom Lake	250.050 Mhz
6	McCarran International Airport	257.800 Mhz
7	North Las Vegas Airport	360.750 Mhz
8	SQUADRON AUX	328.500 Mhz
9	BARON (GCI)	270.025 Mhz
10	BLACKJACK (RANGE CONTROL)	377.800 Mhz
11	SQUADRON SECURE	369.200 Mhz
12	RED EAGLES BASE	372.300 Mhz
13	///	///
14	///	///
15	///	///
16	///	///
17	///	///
18	///	///
19	///	///
20	///	///

RSBN TQQ Chan 7	APCH CRS 338°	Rwy ldg 3,650 THRE 1692 Arprt Elev 1692
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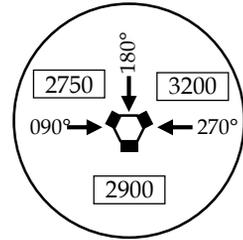
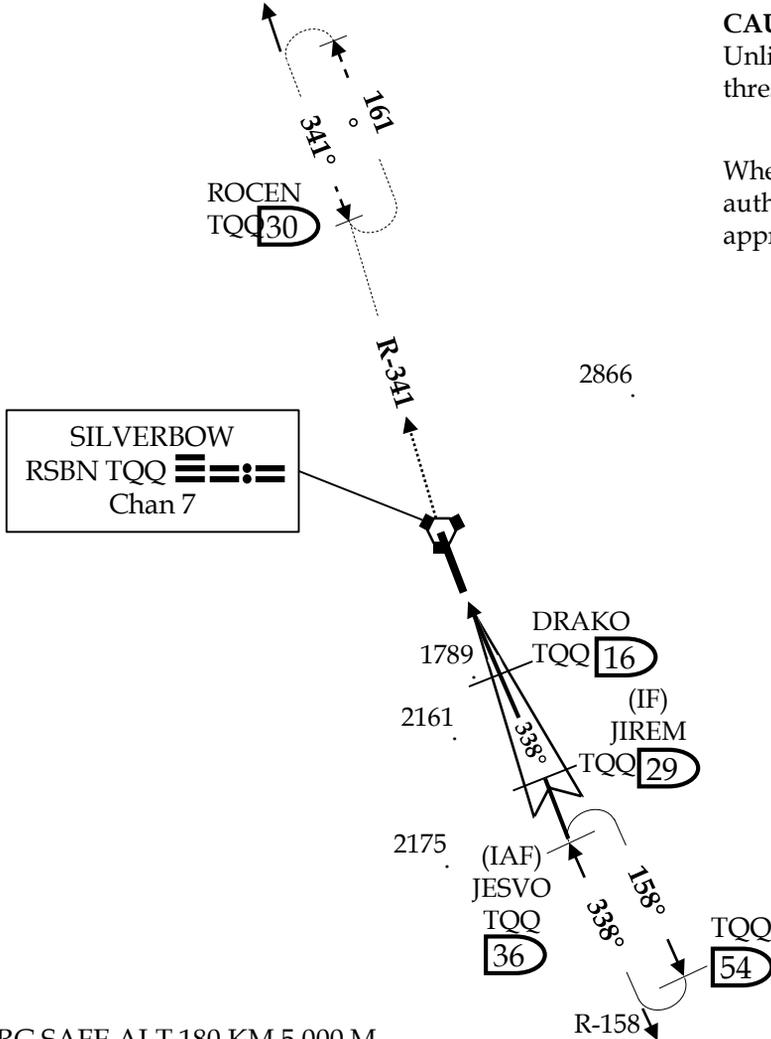
\* When ALS inop, increase CAT CDE vis to 3Km.  
\*\* Circling NA W of Rwy 14/32

**MISSED APPROACH:** Climb to 3,350 m via TQQ RSBN R-341 to ROCEN and hold continue climb in hold to 3,350 m.

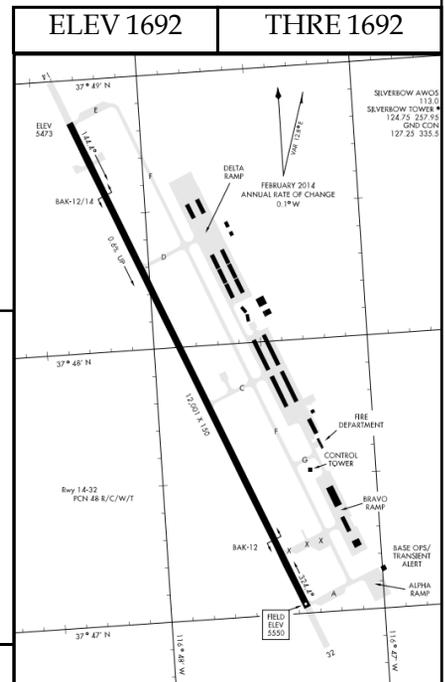
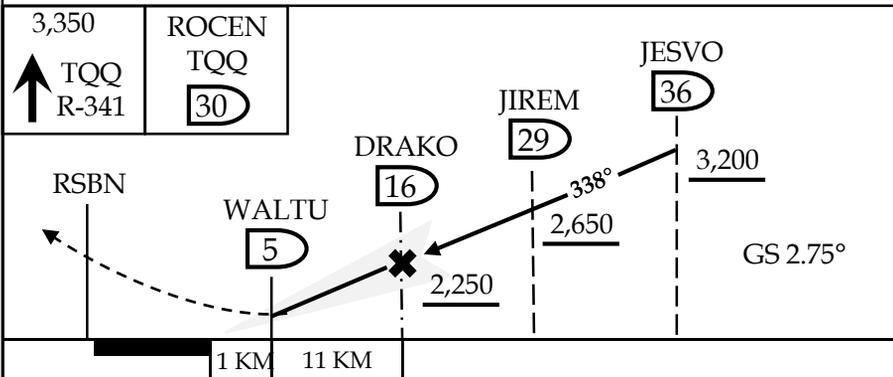
SILVERBOW TOWER 259.75		GND CON 127.25 335.5
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**CAUTION;** High terrain 6 KM W of Rwy. Unlit terrain 1695m MSL, 60m prior to threshold, 117m left of course.

When VGSI inop, straight-in Rwy 32 authorized at night with MAJCOM A3 approval.



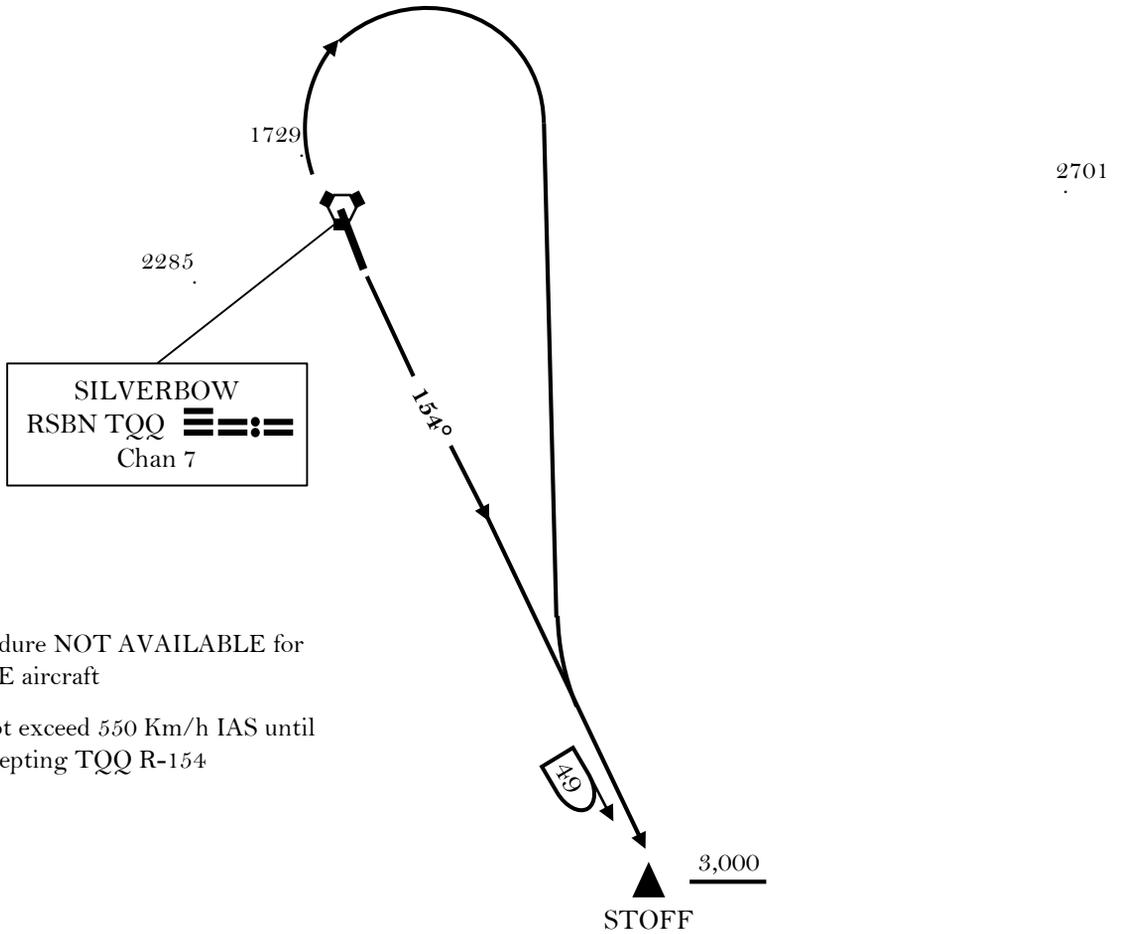
EMERG SAFE ALT 180 KM 5,000 M





# STOFF TWO DEPARTURE (STOFF2-STOFF)

GND CON  
127.25 335.5  
SILVERBOW TOWER  
259.75



Procedure NOT AVAILABLE for  
CAT E aircraft  
  
Do not exceed 550 Km/h IAS until  
intercepting TQQ R-154

SILVERBOW  
RSBN TQQ   
Chan 7

## DEPARTURE ROUTE DESCRIPTION

TAKE-OFF RWY 14: Climb heading 157° to intercept TQQ RSNB R-154 to  
STOFF, cross STOFF at or above 3,000 m.

TAKE-OFF RWY 32: Climbing right turn to intercept TQQ RSNB R-154 to  
STOFF, cross STOFF at or above 3,000 m.

# STOFF TWO DEPARTURE (STOFF2-STOFF)

