



VIS INSTRUCTIONS

(Virtual Intelligence Service)

1 INTENTION

Aim of this document is to give an understanding of the VIS role, responsibility, tasks, inputs and output to aid volunteers filling a VIS role under 132nd campaigns.

2 CAMPAIGN AND EVENT TIMELINE

Each event will be one day of the campaign (will vary between day and night). The minimum of time between events will be 14 days. Event 1 will be day one of the campaign and event 2 will be day 2 of the campaign and so forth. Since this is a hobby and not a job, we make sure to have at least have 14 days between the events to give sufficient time.

See last section for example timeline.

3 VIS ROLE DESCRIPTION

The VIS role is about providing intelligence for the rest of the organization. The individuals functioning as VIS will try to make sense of the battlefield based on the reports from pilots after events, and some reports coming as injects from the campaign designers/event hosts. VIS (and everyone else) will not have access to the .miz file (and should not try to open the .miz file if one have it), or tacview with red units on it.

VIS will be supporting the function of Joint Force Air Component Command, JFACC (the headquarter in charge of air operations). JFACC will base its plan on the intelligence they have available from VIS.

In addition, VIS will be supporting pilots by providing an updated intelligence situation on what threats they can expect to encounter during their next mission.

VIS can also recommend to JFACC to conduct intelligence collection efforts, if VIS thinks they are lacking intelligence about an area, or how the enemy will react. This should be forwarded to JFACC who can decide to put it into their direction and guidance and it can be collected the next missions. Optionally one can also send a request for information (RFI) to higher headquarters who may have the answer.

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

One can put down little or much effort in the role, that is flexible and up to the individuals filling the role.

Ideally there a 2-4 persons filling the VIS function, as the various tasks can be shared and the workload can be reduced even more. For example, 1-2 individuals focusing on the threat to aircraft (SAM/IADS and Air Force), 1-2 individuals focusing on the general air campaign (target list, target folders big picture) and 1-2 individuals focusing on the enemy ground forces (maneuver forces= Corps/Division) and having a clear picture of what is where, and anticipate action to task flights correctly (supporting JFACC and CAS/AR pilots).

If no-one fill the VIS role, the campaign designers / event host will ensure the necessary intelligence is available to continue the campaign.

3 TASKS

- Analyze BDA reports and AARs after an event*
- Produce intelligence summary after each event (INTSUM)*
- Provide a paragraph about the enemy situation to the JFACCs Air Operations Directive (AOD). Can be copy paste directly from the INTSUM.*
- Maintain CJTF-82 target list
- Nominate time sensitive targets (TST) to JFACC.
- Nominate targets for JPTL (Joint Prioritized Target List)
- Nominate request for intelligence collection where on lack information (for preparing targeting)
- Produce target folders as required
- Produce intelligence report on specific incidents as required (INTREP)
- NOTE: Not all tasks is relevant for each event. Items with a * requires action per event.

4 INPUTS

- BDA reports
- AAR after events
- INTREP from others (Provided by campaign designers)
- Previous INTSUM's (From VIS)
- Orders (From JFACC or CJTF-82=campaign designers)
- Media reports (Provided by campaign designers)
- Various reports on Syrian ground forces, their doctrine, etc

5 OUTPUTS

- INTSUM
- TARGET FOLDERS (Do not need to follow a standard, just need to be enough for pilots to conduct the mission. Certain target folders will also be produced by CJTF(campaign designers/event hosts)
- Inputs to JPTL (Joint Prioritized Target List)
- CombatFlite Intelligence file
- RFI to higher(others for answers one need to know)
- Maintain target list (Master target list with all targets)
 - o Including CombatFlite layer/file

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.

6 DETAILED TIMELINE

- Day 1: Event (Sunday)
- Day 2: AARs and BDAs to be provided by pilots (Monday)
- Day 3-8: VIS production and publish new INTSUM NLT Day 8 (Monday)
- Day 8-12: JFACC guidance to AOC (publish new AOD, NLT Day 12, Friday)
(supported by VIS throughout)
- Day 12: AOC work day: Taskings/briefing/assignments (Friday)
- Day 13+14: Pilots planning days
- Day 14: Event (Sunday)

DISCLAIMER:

This is for multiplayer online gaming using the Digital Combat Systems simulation software published by Eagle Dynamics. The information is not in any way suitable for real world use or operations.