BMS Helipack 0.2

Light Blitz

Briefing: Wednesday December 15, 2021 @ 2000z

What's Special?

- **What?** Human-flyable helicopters! **Really?** Yes!

- **How?** We modded BMS to think they are airplanes.

- **Does the flight model work?** No. Yes. Kinda. It's a work in progress. We want dev support for better flight models. Right now, this falls under the category of "hack."

- **Can I fly a helicopter?** This event's AH-64 slots are full, but you can fly one outside of this event! Documentation is available!

Background

- North Korea has taken advantage of poor weather, and has surprised us with a blitz attack on the east coast.

- DPRK's attack is uncoordinated and can be stopped.

- The nearest tank battalion is approximately 12nm away from Sokcho.

- Four more tank battalions are attempting to reinforce the enemy battalion. They need to cross Geojin bridge.

- A package made up of **F-16s** and **AH-64Ds** has been ordered to **defend Sokcho.**

- **Relief will arrive at 1:50z.**
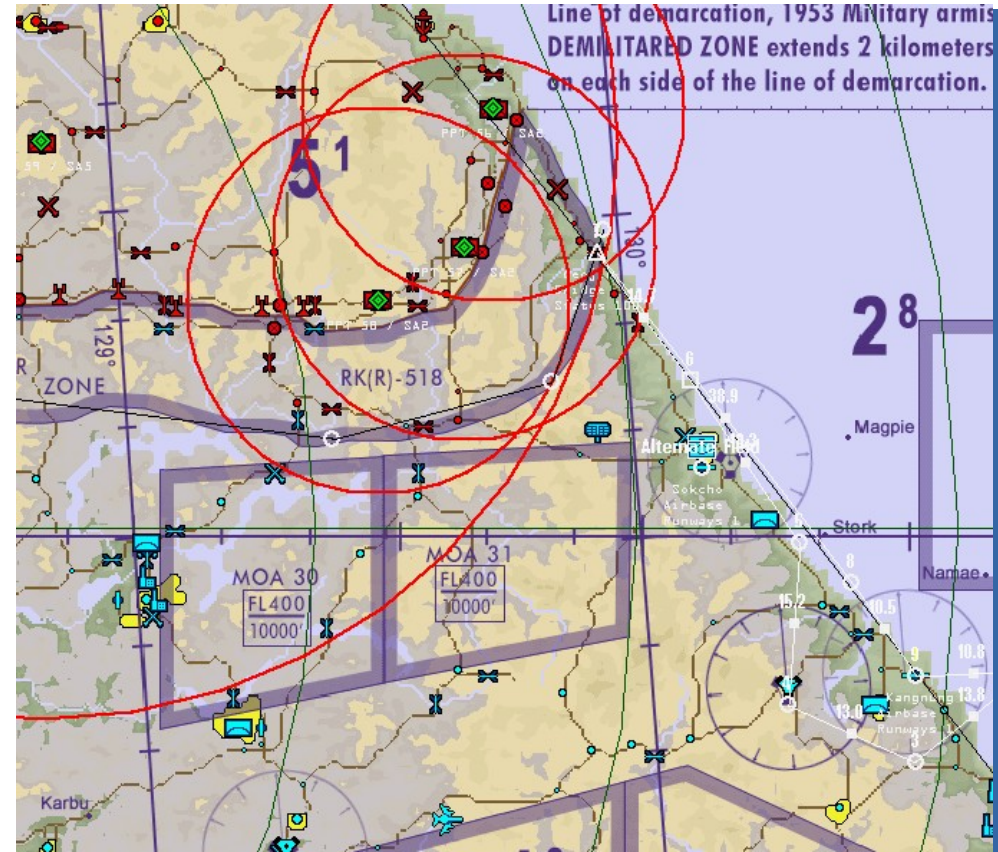

SA-2 Launcher

T-62

Fan Song

T-55

Intel: Ground

- **Intel is sketchy!**
- SAM Threats:
  - SA-2
  - SA-5
- Tank battalions are already advancing.
  - T-62
  - T-55
- Geojin Bridge: Code name "**BOARDWALK**"

Intel: Air Threat

- MiG-21BIS: Kuum-ni

- SU-27: Wonsan

- **Intel is sketchy! Expect 4th generation fighters!**

Mig-21bis Fishbed	21					
		Type:	Multi-Role Fighter (Fishbed-N)	Max Vel. Mach	1.38	MAR:08
		Armament:	AA-2B, AA-2C, AA-8	Hard Points:	5/ 4AA or +2 AA-8	
		RWR:	18 nm SPO-10 Radar: SOD-57M	CMDS/ ECM:	Yes / SPS-141 Pod	
		Radar Range:	Up:31 nm Down:N/A ECM:12 nm	Vertical:	Bad Tumansky R-25-300 (15.7k)	
		Notes:	1958. Smoke exhaust.	Turn Rate °/sec:	8 - 13/ Instant: 18 (0.3nm Ø)	
				Roll:	Good	

Su-27 Flanker	27					
		Type:	Fighter (Flanker-B, Crane, Azure Lightning)	Max Vel. Mach	1.8	MAR:17
		Armament:	AA-8, AA-10A/ B/ C/ D, AA-11, AA-12	Hard Points:	10/ 10AA Can carry 8 Adders	
		RWR:	20 nm SPO-15 Radar:NIIP N001	CMDS/ ECM:	Yes / Sorbtsiya Pod -2AA	
		Radar Range:	Up:50 nm Down:50 nm ECM:15 nm	Vertical:	Good S./Lyulka AL-31F (55.2k)	
		Notes:	1986. HMCS. Use ECM, bm, chaff, mnvr to brk lock x>10nm. Long rng. IRST N/I.	Turn Rate °/sec:	15 - 17/ Instant: 23 (0.2nm Ø)	
				Roll:	Good	

Friendly Air Defense

- Patriot Batteries (Green circles)
  - West
  - East
- Hawk Batteries (Yellow Boxes)
  - West
  - East
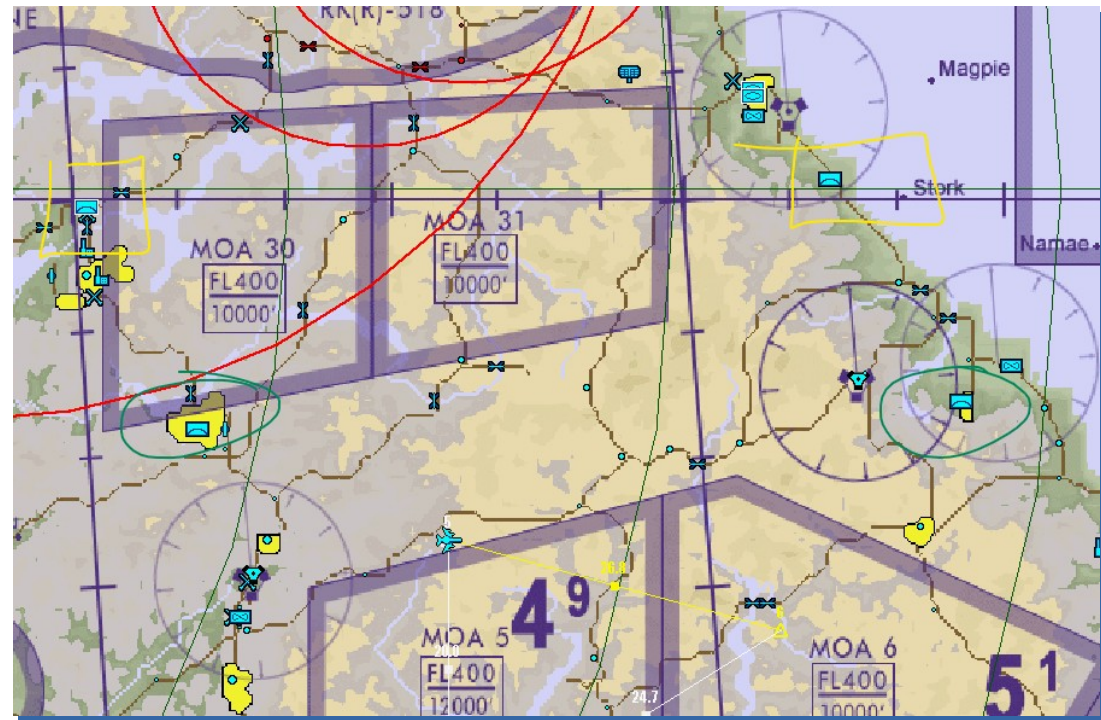
Package #2006

#	Flight	Task	Size	Type	TO	VHF	TCN	Laser	Block	Required
1	Jolly 3	CAS	2	AH-64D	00:53	15	12Y/75	153x	<1	Yes
2	Falcon 2	BARCAP	4	F-16CM-50	00:53	16	13Y/76	N/A	>=25	Yes
3	Jaguar 6	BARCAP	4	F-16CM-50	00:55	17	14Y/77	N/A	>=25	Yes
4	Panther 4	STRIKE	2	F-16CM-50	00:57	18	15Y/78	154x	23-24	Yes
N/A	Sensor	TAC C2	1	*GCI*	N/A	N/A	N/A	N/A	N/A	No
N/A	Sentry 5	TAC C2	1	*AWACS*	00:10	N/A	N/A	N/A	N/A	Yes
N/A	Overwatch	JTAC	1	*JTAC*	N/A	N/A	N/A	N/A	N/A	No

- **Package Comms will be decided at briefing time. If it is not briefed, assume UHF 6.**
- **`outsiders=all` MUST be set in your IVC Client.cfg file.**

Mission Plan

1) JOLLY will SCRAMBLE and CAS at Sokcho, going north along the road.

2) CAPs will SCRAMBLE to their respective lanes ASAP.

    1) FALCON CAPS WEST.

    2) JAGUAR CAPS EAST.

3) PANTHER will attempt to STRIKE the bridge north of Sokcho. The bridge is code-named **BOARDWALK.**

4) Relief for all flights is expected at 1:50z.

    1) A-10s will take over CAS.

    2) F-15s will take over CAP.

Recommendations

- HARD DECK for F-16s: 18000
- CAP
  - NOT go under the hard deck.
  - Coordinate with GCI.
- JOLLY
  - Maintain NOE at all times.
  - Defend Sokcho.
- PANTHER
  - Bomb Geojin Bridge (Code name **BOARDWALK**) when door is open.
  - Switch tasking as Package Lead directs.
- PACKAGE LEAD
  - SENSOR (TAC C2) should be package lead
  - One of the CAPs should be slated to take over if radio contact with SENSOR is lost.

Emergency Egress Plan

- CAP flights should egress last.
- JOLLY should egress if enemy air is overrunning the AO.
  - JOLLY is based out of Sokcho.
  - If Sokcho fails, then JOLLY must egress to the F-16 base.
- PANTHER can be retasked
  - Primary Objective is to blow up **BOARDWALK.**
  - CAS or CAP role afterward is up to Package Lead and available ordnance.

Expected Comms

- "**PARKPLACE is <u>open</u>.**" Door open for the STRIKE flight.

- "**BOARDWALK <u>destroyed</u>.**" The bridge has been destroyed.

- "**Eagles have arrived.**" The F-15 relief package has arrived.

- "**Hogs have arrived.**" The A-10 relief package has arrived.

- "**All flights, RTB.**" Directive is being given to go home.

Complications

- **Coordination is difficult. This is a scramble!**
  - AH-64s are slow compared to F-16s. (Never exceed speed is 197kts.)
  - The AH-64s need air cover at all times.
  - CAP should arrive at their lanes ASAP.
  - The F-16s should not bother with hold points unless you absolutely need to.
- Altitude blocks have been assigned and should be used.
- Non-CAP flights shall ensure they are not in between CAP and hostile aircraft.

- The AH-64Ds will be flying NOE, making radio contact difficult. TAC C2 is expected to maintain radio contact between the helicopters and the rest of the package, relaying <u>essential</u> information as needed.

Event Purpose

- Goals

  - **To celebrate version 0.2 pre-release.**

  - To inspire the community to see that helicopters add a new dimension to Falcon BMS with lots of potential.

- Future Plans

  - If someone wants to donate some cockpits or some models, let us know. We understand not everyone wants to fly helicopters with a Viper pit.

  - We hope to convince the Falcon BMS devs to support flyable helicopters into a future Falcon BMS version.

Project Status

- Theater Status
  - **This is a pre-release!**
  - **See the documentation!**
  - Expect lots of bugs and problems.
- For project **status**, see Trello: https://trello.com/b/C5C9tWjD/helipack
- For project **download**, see Github: https://github.com/BibleClinger/HeliPack