

## ***STRIKE ROLE - FLIGHT LEADING***

<b>SAFETY</b>	DON'T ENGAGE IF NOT SAFE - SAMS/ENEMY AC
<b>THREATS</b>	IR/AAA THREATS = SET DECK 15,000 FT

## ***BRIEFING - "F.R.O.T.A.S."***

<b>FORMATION</b>	DEFAULT TRAIL
<b>ROLES</b>	WHO ATTACKING, WHO COVERING/LASING
<b>ORDNANCE</b>	WEAPONS TO USE
<b>TIMING</b>	SEPARATION BY SECONDS / MILES
<b>ALTITUDE</b>	HARD DECK BASED ON THREATS/CONDITIONS
<b>SORT</b>	DEFAULT NORTH TO SOUTH 1-4 OR BY ELEMENT

***IF LEFTOVER MUNITIONS - CALL FOR TASKING***

## CAP ROLE - FLIGHT LEADING

<b>POSITION</b>	HI ALTITUDE/HI AIRSPEED PREFERABLE
<b>SORT</b>	DEFAULT NORTH TO SOUTH 1-4 OR BY ELEMENT
<b>ELEMENT</b>	BREAK OFF AND TASK ELSEWHERE IF NEEDED

**PERIODICALLY CHECK FUEL / MUNITIONS REMAINING**

**EW ROLE - FLIGHT LEADING**

<b>POSITION</b>	SAME CORRIDOR AS FLIGHT YOU ARE COVERING
<b>SORT</b>	DEFAULT NORTH TO SOUTH 1-4 OR BY ELEMENT
<b>PRIORITY</b>	PRIORITIZE SAM ( <b>4, LR, DS, SR, MC</b> )

## DEAD ROLE - FLIGHT LEADING

<b>POSITION</b>	HIGH ALTITUDE
<b>COORD.</b>	<b>TIME MAGNUM WITH EW/STRIKE FLIGHT</b>
<b>SORT</b>	DEFAULT NORTH TO SOUTH 1-4 OR BY ELEMENT
<b>MAGNUM</b>	<b>IF DOUBLE-TAPPING, WAIT 3s BETWEEN</b>
<b>RIFL/PICKL</b>	USE BOMBS/AGM 65 WHILE HARMs AIRBORNE

## NOTES