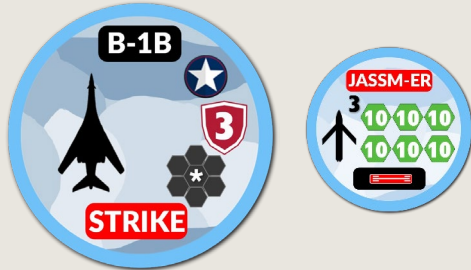# OCA #1

- B-1B with a load-out of JASSM-ER available for Blue.

- JASSM-ER and other stand-off munitions are non-renewable resources. Once used, the token is removed from game play.

- Air Units and Munitions tokens must be collocated at the same air base to be loaded and employed.

- Bombers must be loaded with a munition.

- Note the weapon's range on the token. JASSM-ER range of '3'

Target type and range
This silhouette (a runway) indicates munitions are intended for ground domain targets. This includes all ground targets.


- F-15EX can employ JASSM for this round. Notice the standard JASSM variant has only a range of '1'

- Fighter Units can be designated as strike without a stand-off munitions token. When this is the case, fighter units may only attack one ground unit using its stated attack value and must be In-Hex.

- Place a <u>STRIKE</u> marker on fighter units designated for strike missions during Air Tasking Order and Air Movement Phase.

- Strikers are limited to self-defense In-Hex Air to Air Combat only

- Stand-off muntions (cruise missiles) can be intercepted In-Hex only by:

  - **Uncommited/non-engaged fighters** may only engage 1 salvo.

    - (Use a defense value of 5 for non-supersonic munitions)

  - **Surface to Air Missile systems** (Use grey shield value) not to exceed the total number of intercepts available per SAM unit.

OCA #1 + SEAD
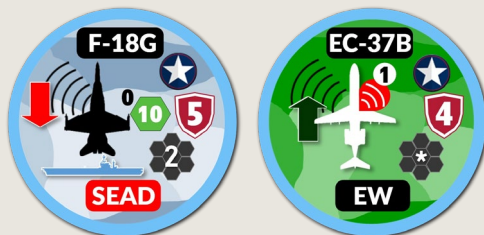
- **6.5.8. SEAD and Electronic Warfare.** SEAD and EW Aircraft such as the F/A-18G Growlerand EC-37B that are Electronic Warfare capable can be employed in EW/SEAD mode to enable strikes and suppress adversary air defense capabilities. Such aircraft either promote strikes against the targeted unit (i.e. the EC-37B example above) or demote surface-to-air missile attacks against aircraft in the same hex as the SEAD capability (i.e. the F-18G).

- **Step 6. In-Hex SEAD**. Align in-hex SEAD missions versus air defense targets. If the SEAD's strike munitions have standoff (i.e. can fire with impunity based on an analytic comparison of the munition's max effective range versus the max effective range of the defending air defense unit's sensors and missiles), then resolve the attack without the aircraft getting engaged. **If the attacker cannot achieve standoff versus the air defense unit, and the air defense unit decides to engage versus the SEAD, then adjudicate the die rolls simultaneously.** If the SEAD mission has a red down arrow on it, then demote the air defense engagement.
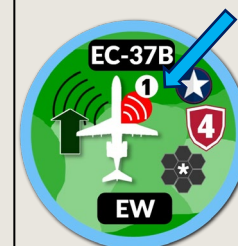

F-18G vs HQ-15 SEAD engagement:
- F-18G Rolls "10" against defense of "5"
- HQ-15, if shots remaining, rolls "8" against defense of "5"

F-18G + EC-37B vs HQ-15 SEAD engagement:
- F-18G Rolls "12" against defense of "5"
  - EC-37B in adjacent hex promotes strikes against a ground target
- HQ-15, if shots remaining, rolls "8" against defense of "5"

- An airbase is limited on the number of squadrons it can support. Reference the large number within the airbase sub-hex.
- Example: Mischief Reef is limited to 2 squadrons.

- NOTE: Ignore the red shield on the airfields. It isn't yet determined if ACSC will use this function. If attacking a ground target, use the targeted unit's defense to assess strikes.

1 Hex = 200 NM

ORDER OR BATTLE
- Set up the map as depicted on this slide. (Zoom in to see specific units)

NOTES:
- The B-1, EC-37B, and E-3 are considered based Off-Map. They have no combat radius limitations. Therefore, players can place them wherever they might like to achieve the desired effect.

- JASSM-ER and B-1 are assumed to be collocated at the same base and, therefore, available for use by the B-1

- **RED** and **BLUE** may task each fighter unit in whatever mission role they desire for mission accomplishment. For example, RED can elect to attempt strikes on BLUE bases, if player determines strikes align with their objectives.

ADD'L BLUE ASSETS

Can be used by F-15EX and is stored at LAHAD DATU Airbase

Objectives within 2 game turns

RED

- **Defend the Spratly Islands from BLUE attack**
- **Total Victory = No Losses to RED weapon's storage.**
- **Partial Victory = NMT 1 weapon's cache destroyed.**
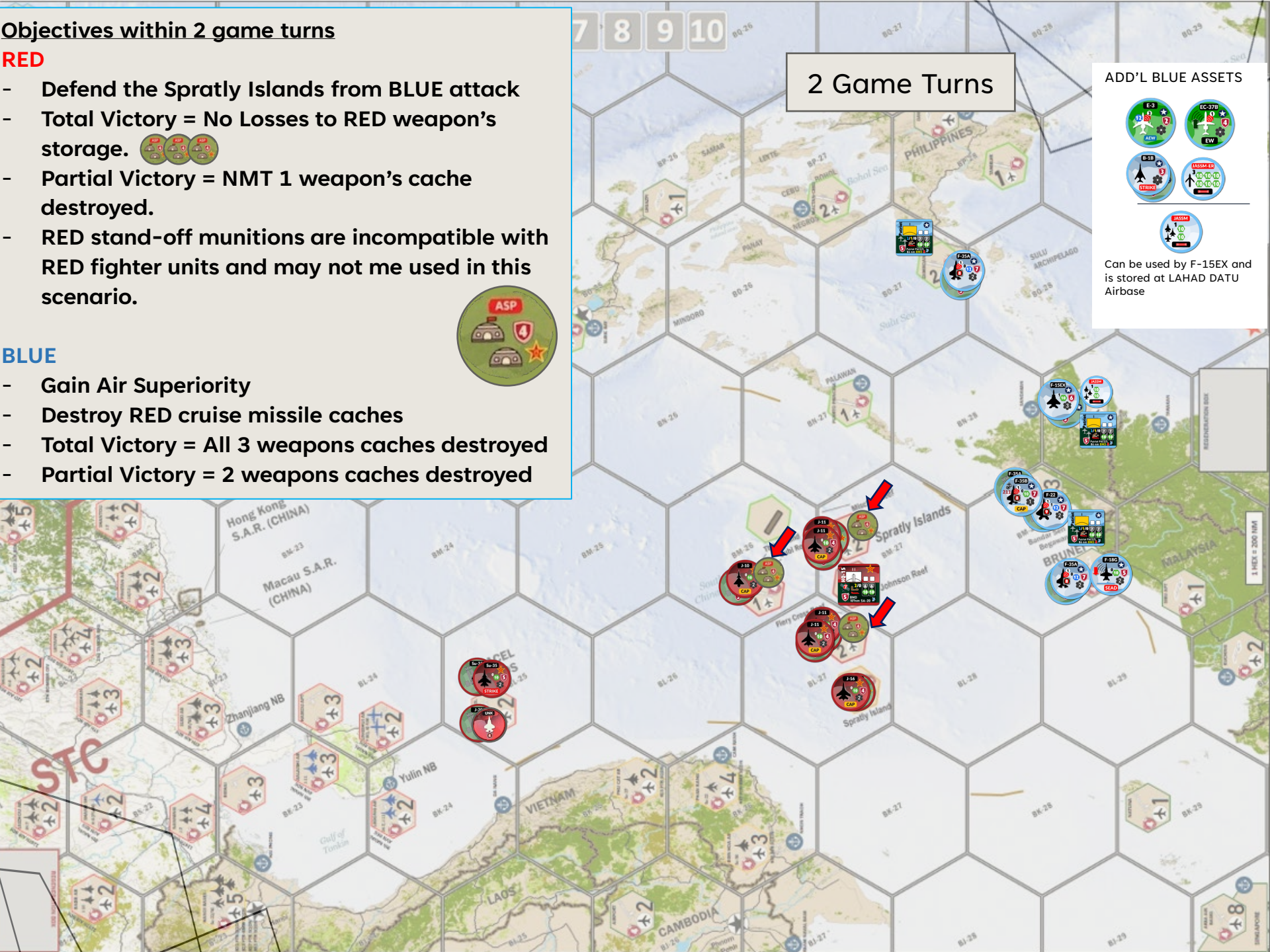- **RED stand-off munitions are incompatible with RED fighter units and may not me used in this scenario.**

BLUE

- **Gain Air Superiority**
- **Destroy RED cruise missile caches**
- **Total Victory = All 3 weapons caches destroyed**
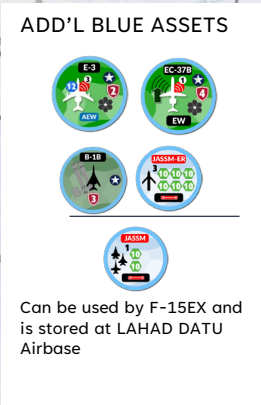- **Partial Victory = 2 weapons caches destroyed**

2 Game Turns

ADD'L BLUE ASSETS

Can be used by F-15EX and is stored at LAHAD DATU Airbase

Can be used by F-15EX and is stored at LAHAD DATU Airbase

RED MLCOA – Point Defense of Island Air Bases. **SAMs= Cruise Missile Defense** (2 Studs facilitate Red)

BLUE – Split into 2 TEAMs – Team 1 no SEAD / Team 2 with SEAD

15 Mins to Plan

Execute 2 turns for Each Blue COA – Debrief observations after each go

ADJUSTED SEQUENCE FOR OCA#1 WITH SEAD

3.B. Air Tasking Order & Air Movement	Step 1. Determine & place air missions (CAP/OCA/DCA) Step 2. Prepare strike mission packages (place as stack)
Local Detections	Step 2. Resolve local detections by hex Step 3. Finalize Strike Plans (Players Prioritize Targets)
6.A. Air Combat (Simultaneous Effects)	Step 1. Stand Off, Long Range Air-to-Air Step 2. Stand Off, Long Range SEAD Strikes ** This includes cruise missile strikes on SAMs Step 4. In-Hex Air-to-Air Combat Step 6. In-Hex SEAD Step 7. In-Hex Air Defense Engagements
6.B. Strike Warfare (Sequential Effects)	Step 1. By initiative, by hex, adjudicate long range Strike Step 2. Be initiative, by hex, adjudicate local Strikes