



132nd Virtual Wing



Mission Qualification Checkout

Flightbrief





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MISSION

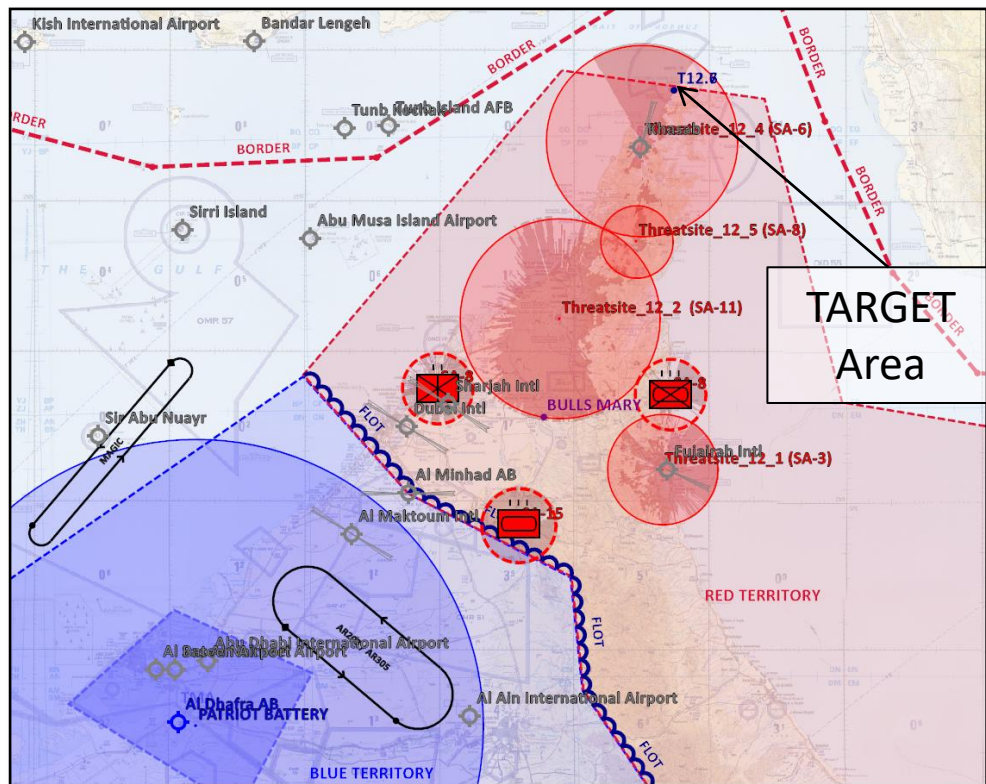


Mission:

Strike RED FORCE High Value Target
(2x DMPI's)

Participants:

VIPER, 2x F-16C, self-escorted strike
ARCO, 1x KC-135 Tanker



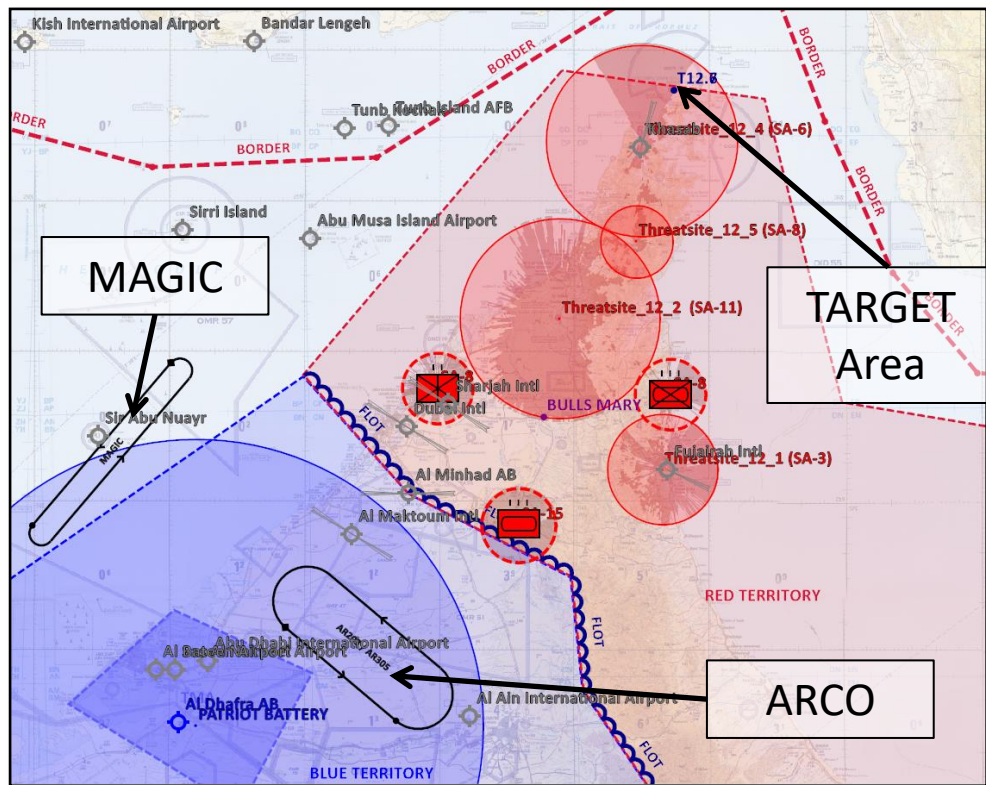


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FRIENDLY SITUATION



- RED and BLUE at war
- Combat along the FLOT
- ARCO, in AR203 tanker track
- MAGIC in AWACS track
- Patriot SAM battery protecting Al Dahfra





ENEMY SITUATION



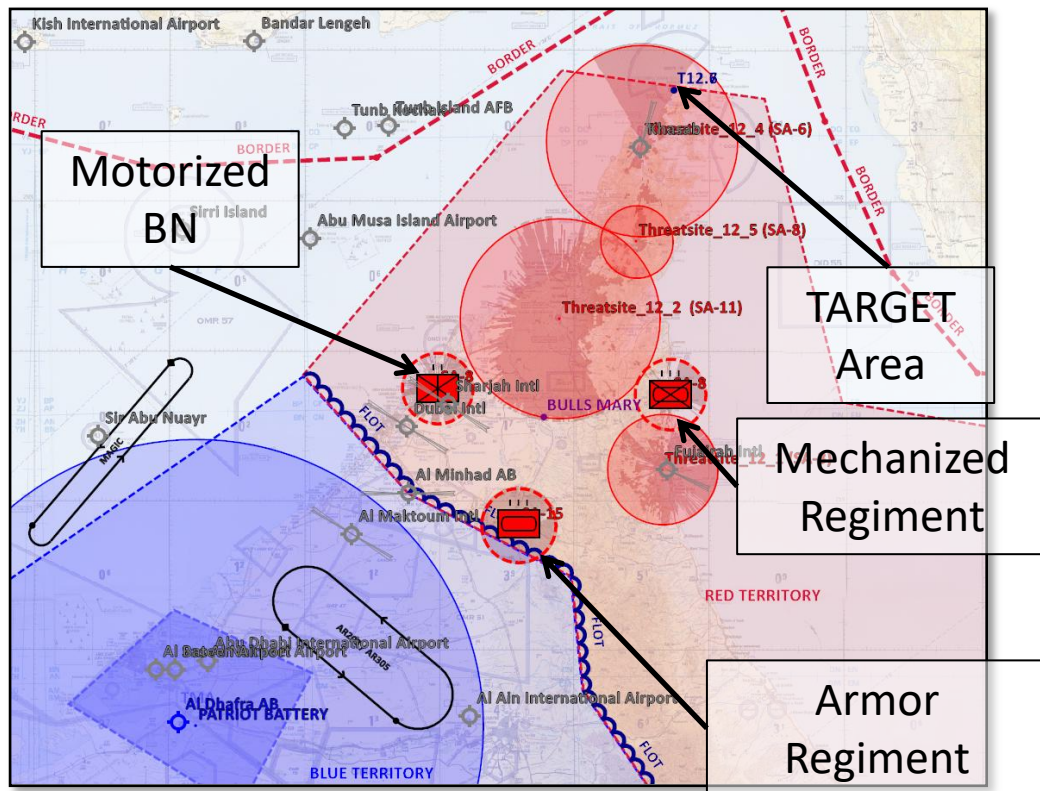
- RED and BLUE at war

Ground:

- Armored Regiment along FLOT
- Mechanized Regiment along eastern coast
- Motorized BN along western coast.

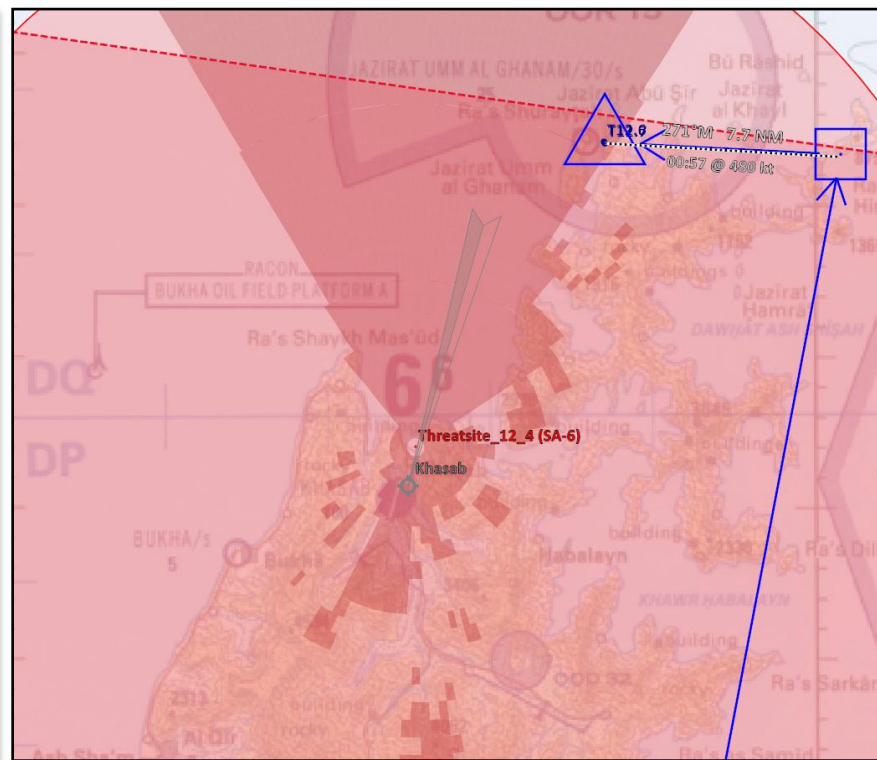
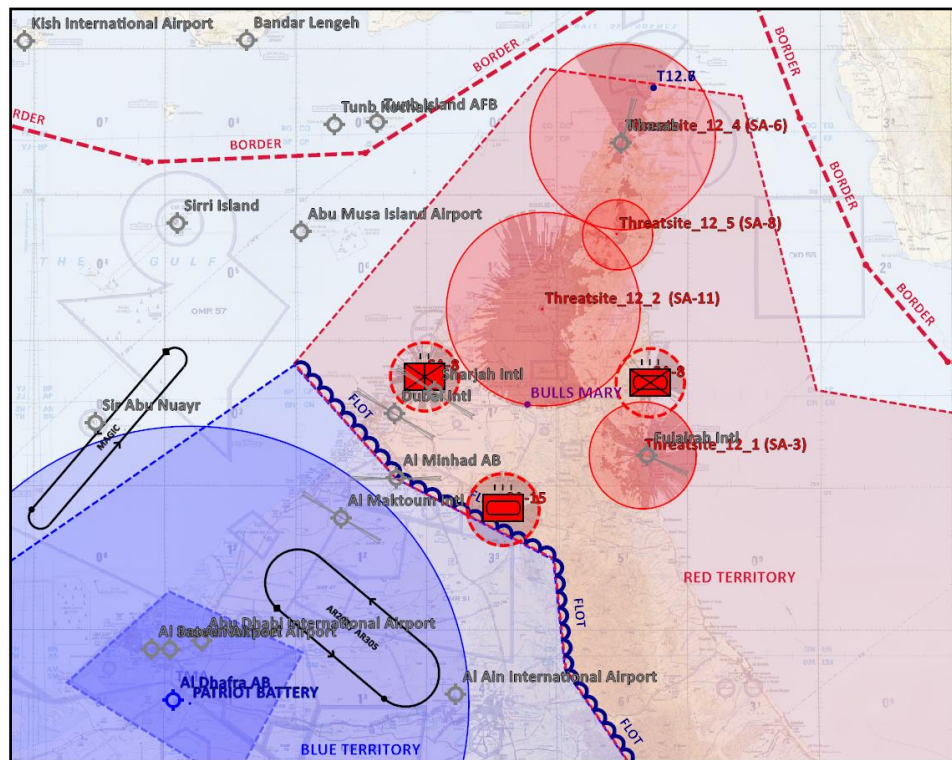
Air:

- 3 Squadrons(F-16, F/A-18, F-14)
- Ras Al Khaimah
- Fujairaj
- Khasab
- Carrier





THREATS



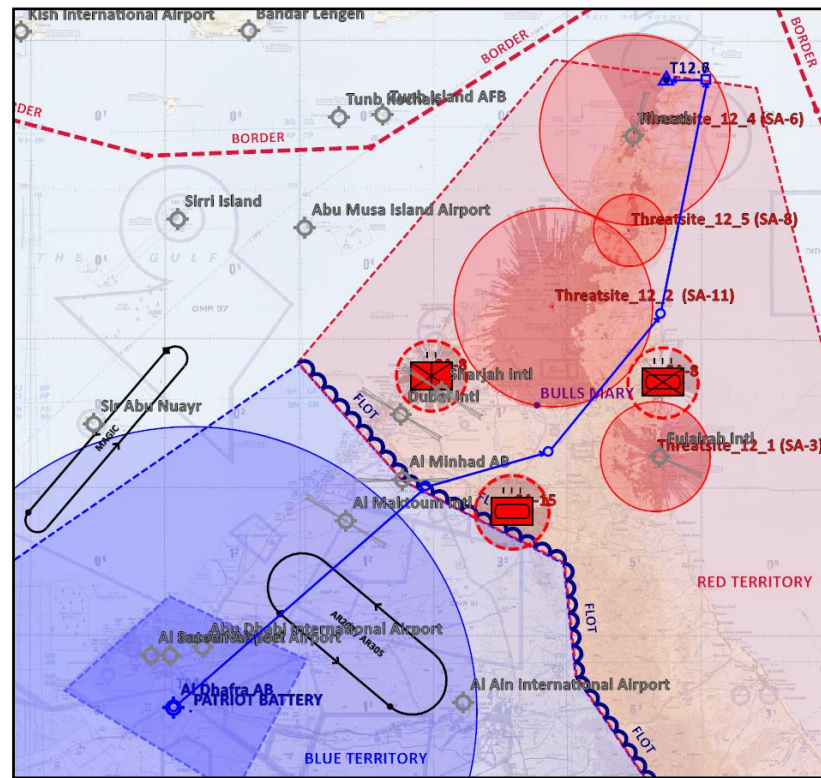


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FLIGHTPLAN



- WP 1: FLOT
 - WP 2: Road junction, low-level
 - WP 3: Coast, low-level
 - WP 4: IP, southern tip of island
 - WP 5: Target
 - Egress: High, A-A focus, east
- NOTE: AAR prior to WP 1 and pushing.





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FLIGHT ADMIN



Flight Info:

Rollcall: Per MDC

Internal frequency: Per MDC

Intra-flight TACAN frequency: Per MDC

IFF: Per MDC

Datalink settings:

Loadout: 4x MK82, 2x AIM-120C, 2x AIM-9X 2x Wingtanks, full gun.

Laser codes: N/A

Briefing time: 1900Z

Pit time (Step time): 1920Z

Check-in time: 1925Z

Expected taxi time: 1940Z

Expected take-off time: 1945Z

Weather data:

Airfield: Simulated overcast 25.000ft. Little winds.

Target area: Same as airfield

Departure

Type of taxi: Trail

Type of takeoff: 20 sec , trail

Rejoin procedures and formation: Finger 4, 2 left, 350 kts
Numbers (Rotate/rendezvous altitude, heading, speed)

Join up formation: Finger 4, #2 left

Expected systems / OPS check: 10.000ft and Cruise

Aborted take-off procedure: Inform other AC. Waiting aircraft orbit airfield and awaiting status.

Emergency after take-off procedure: Alert on available radio, alert ATC, priority on radio



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FLIGHT ADMIN



Enroute

Bullseye: MARY

Altitude: Low-level after WP1

Airspeed: 500kts

Formation: Wedge

Push times: 2000Z-2015Z

Details of all agencies that are to be interacted with:

- Al Dahfra ATC, (Manned or unmanned)
- DARSTAR, 237.0, AWACS (Manned or unmanned)
- ARCO, 140.0, TANKER
- TACTICAL (In enemy airspace) 242.25 (Orange 2)

Any requirements for radio silent / EMCON procedures:

Radio failure procedures and contingencies: Rock wings, Formation lights on. Try to establish comms. If able to listen, reply by rocking wings to calls

Tanking

Tanker Callsign: ARCO:

Track/anchor: AR203

Altitudes: FL190

Times: 1950Z-2005Z

Onload: 3000lbs

Night/IMC/Breakaway:

Reform:

Contingencies:

Fuel Management

Bingo: 3500 lbs

Joker: 4500 lbs

Fuel awareness: Monitor fuel, report tanks dry

Afterburner use and restrictions:

AB during takeoff, A-G attack and defensive maneuver. Else on order. Do not use AB for rejoins.

Considerations: Dropping tanks as they get dry

RTB

Rejoin formation: Echelon after Fence out (friendly side FLOT)

Operational checks: Buddy check during egress

Battle Damage Assessment: As best as possible during egress after attack

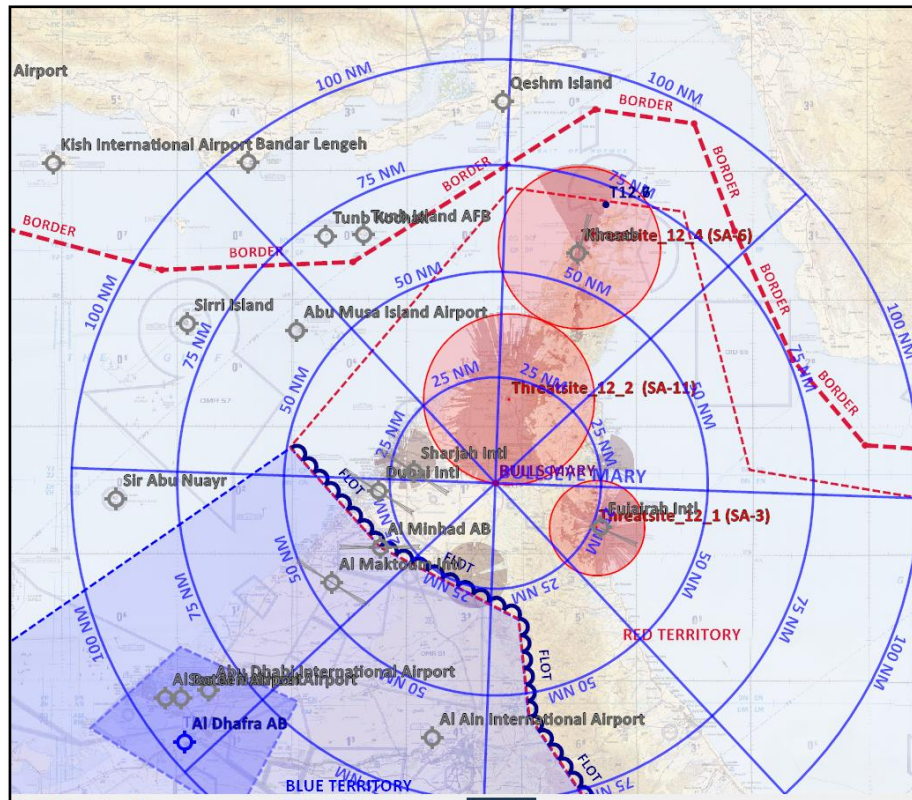
Expected recovery type: Overhead break, Al Dahfra

Alternate field (TACAN / ILS / FREQ): Al Minhad, TACAN 99X, ILS 110.75, TWR: 121.2 (Preset 19-V) ATIS: 121.4 (MAN). RWY 09 ONLY!



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BULLSEYE MARY





- Rejoin Finger 4, #2 Left
- Climb: 350 Kts
- Cruise 350 Kts
- Combat 450 Kts

A-G (Ingress)

- (Low-level): Wedge/fighting wing

A-A (Egress)

- Line Abreast: 0.5-1nm. #2 1000ft high

Radar:

- #1 High and far
- #2 Low and near

Sorting:

- #1 : Left, Lead, High
- #2: Right, Trail, Low

4 Assumptions:

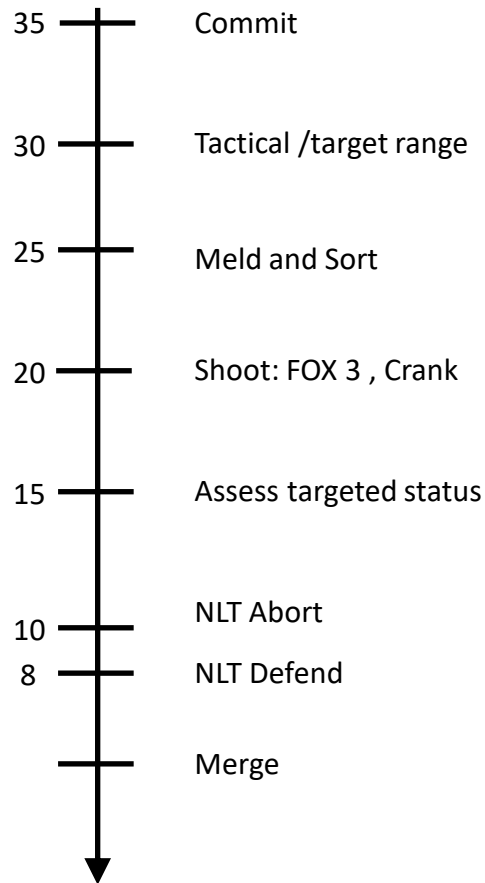
Visual: meaning they have sight of the other friendly fighter

No Joy: meaning they do not have a tally on any unknown or hostile aircraft

Naked: No RWR indication (opposite of “Spike”, “Nails”, “Mud”, “Dirt”)

Clean: meaning the fighter has no radar contacts

#2 report if this changes and it have not been picked up by lead.





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A-A gameplan



Offensive posture during egress back after attack

Plan Skate:

If able/ available maneuver room.

Setup for reattack as soon as possible.

Conservative firing to get enemy on the defensive

Plan Banzai:

If needed/no maneuvering room.

Offensive firing to keep enemy on defensive

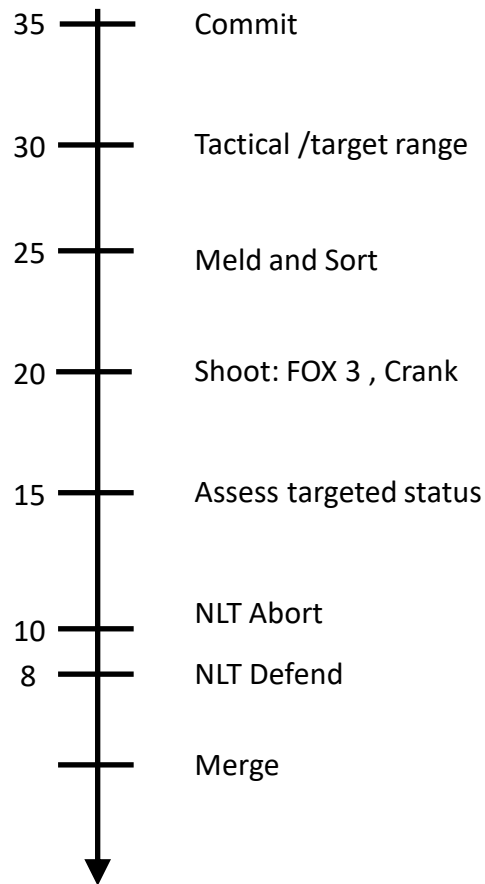
2vs many: Plan Skate

2vs2: Plan Skate

2vs1: Plan Banzai

A-A Loadout: 2x AIM-120C, 2x AIM-9X each.

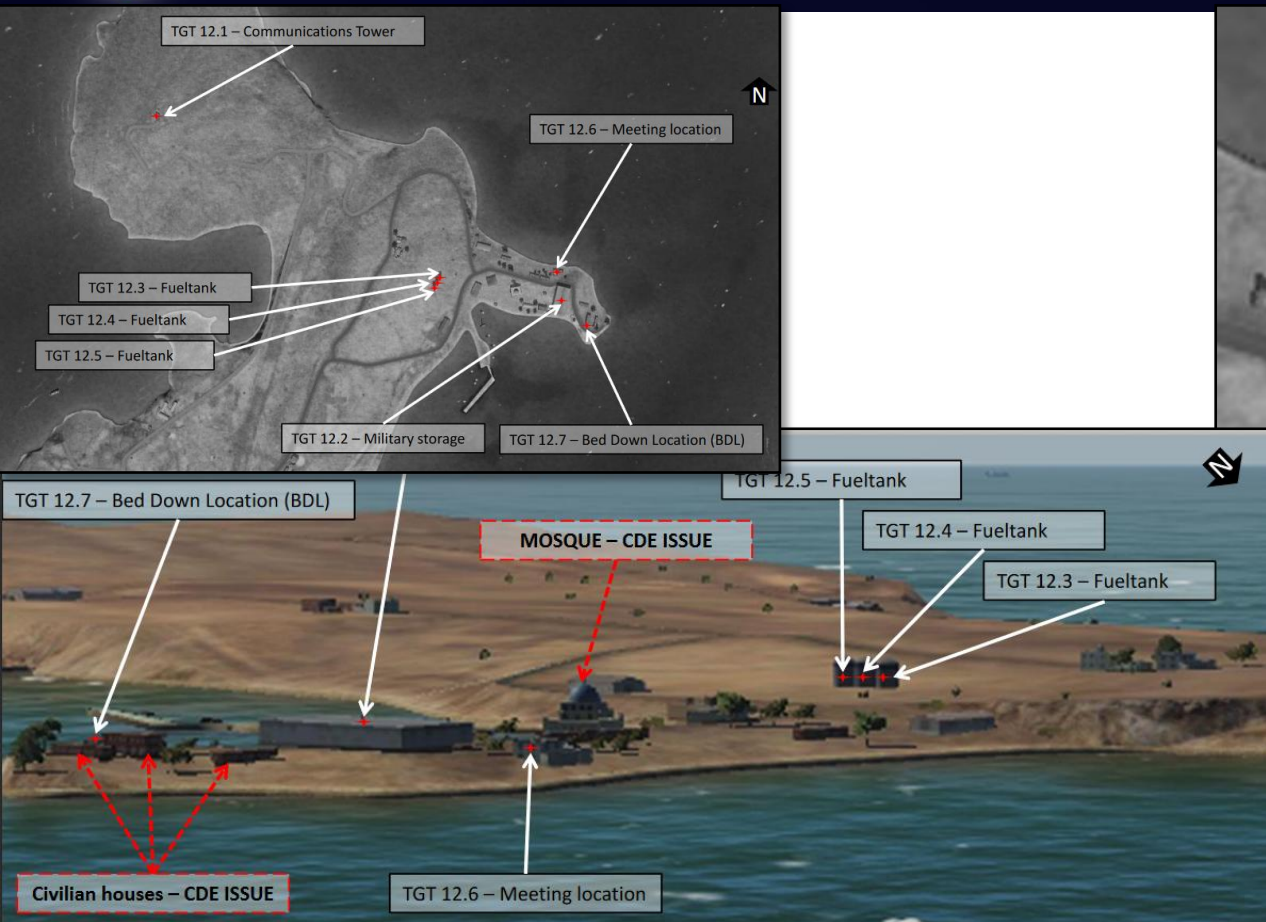
NOTE: NO GUNS during exercise





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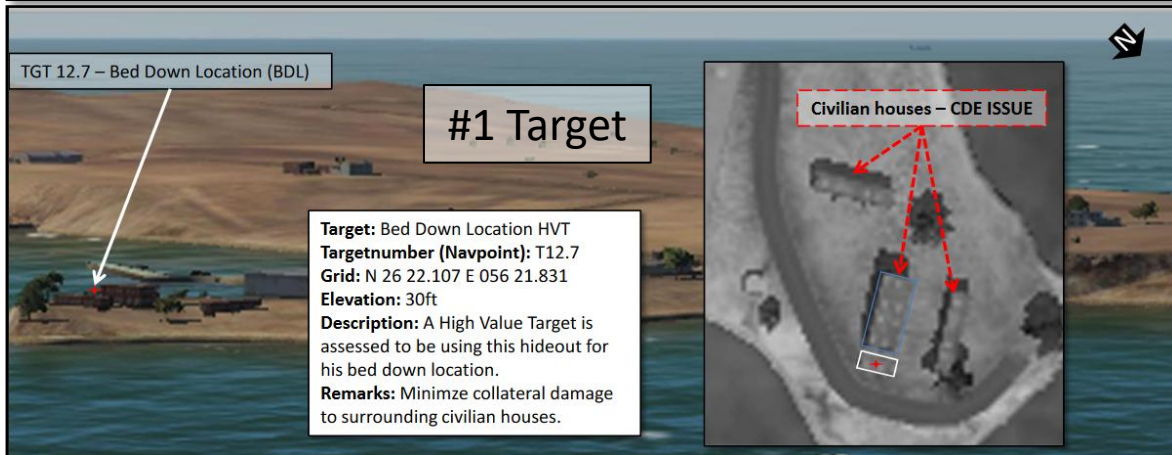
A-G GAMEPLAN





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A-G GAMEPLAN



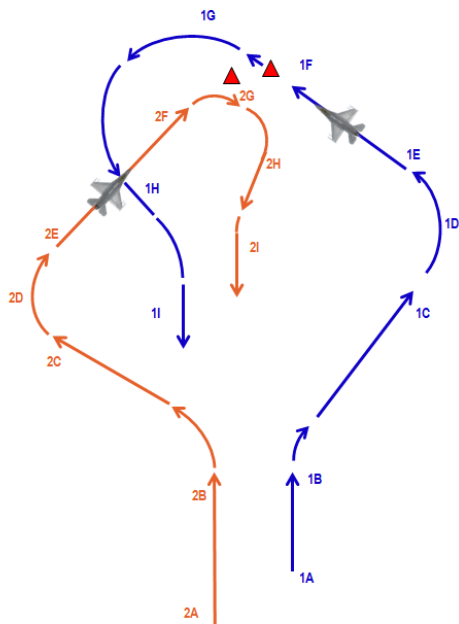


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A-G GAMEPLAN

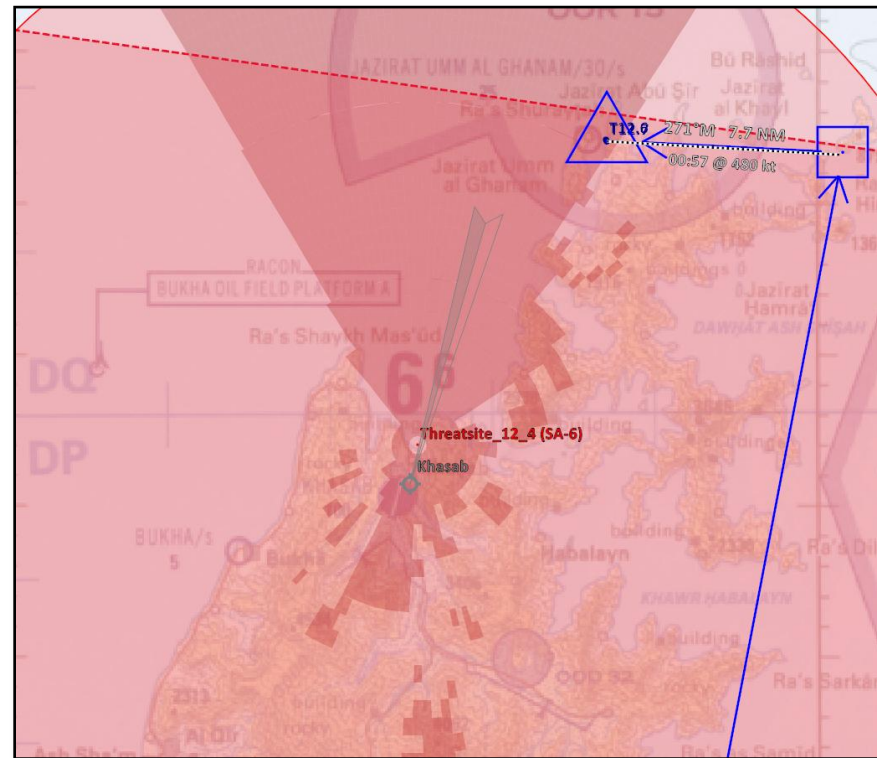
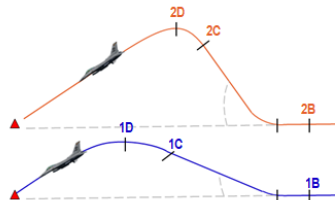


Two-Ship Low Altitude Pop-up/ Shooter-Shooter



FL Conducting a 10° LAHD using MK82 High drag
WM conducting a 30° LALD using MK82 Low drag

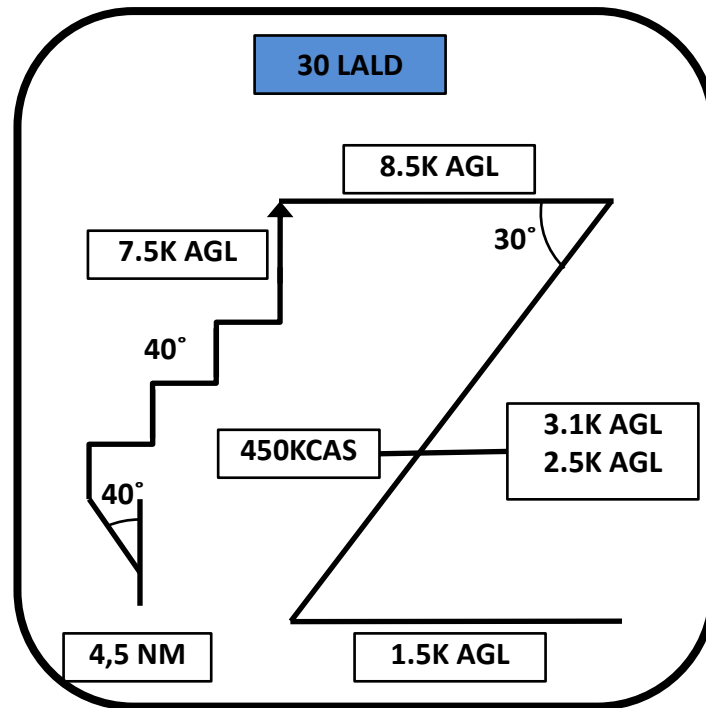
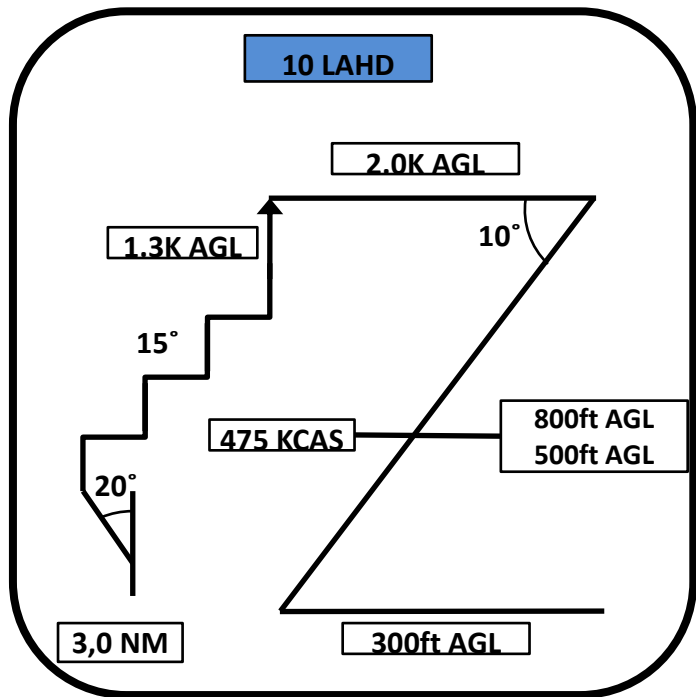
- A: Both FL and WM are in a WEDGE formation.
- B: FL calls "ACTION", and initiate turn and pop-up.
- C: Pull-down and
- D: Highest altitude (APEX)
- E: On final, tracking target
- F: Releasing weapons
- G: Turn to reverse course back to IP
- H: Require visual
- I: Back in WEDGE formation.





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A-G GAMEPLAN





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QUESTIONS

