TRAP HOUSE TE

MASS BRIEF

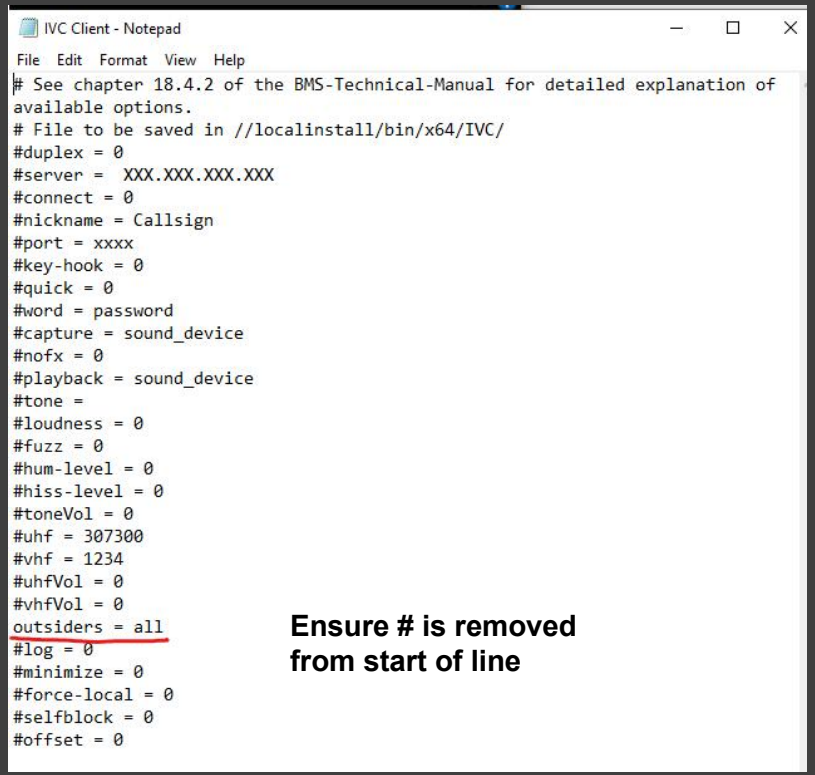
BMS 4.36U3 - KTO

SATURDAY

TE Design by UOAF-Dusty

SETUP

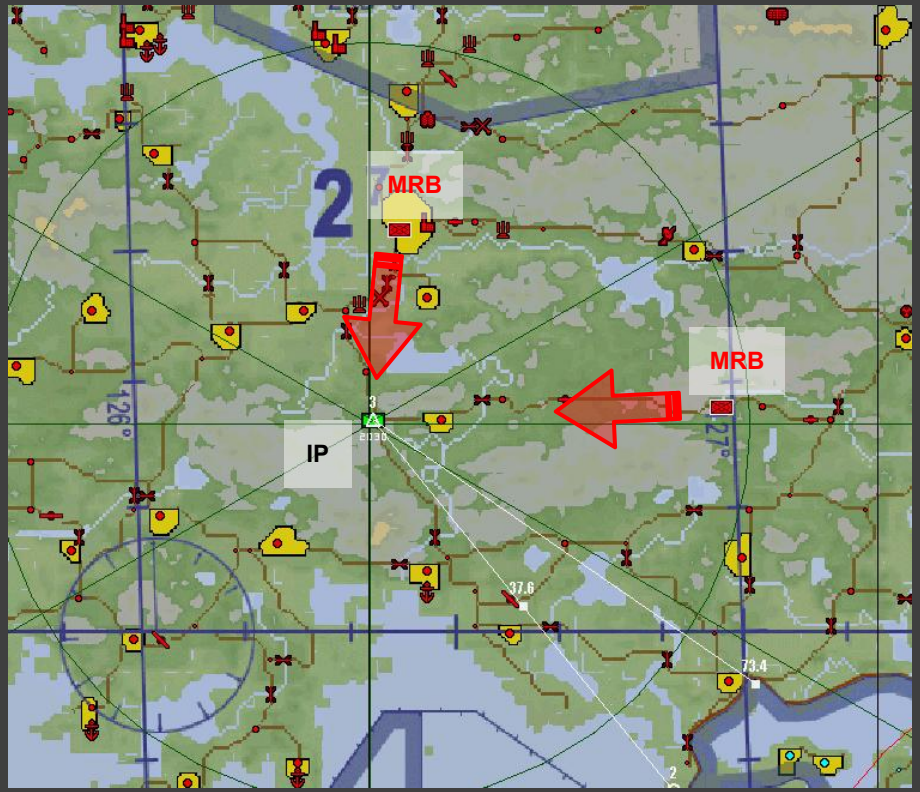
- Check OUTSIDERS = ALL in IVC.ini
  - C:\Falcon BMS 4.36\Bin\x64\IVC
    Edit 'IVC Client'.ini
- APPLY FIX LINKED IN SIGNUP SHEET!
- Loadout's are up to FL.
  - Possible CTD bug with JDAM?
    Consider using non-GPS guided weps.



SITUATION

- At approximately 0800Z Falcon time, a BLUFOR F-15E was downed over REDLAND. Both pilots ejected safely and are now on the ground in hostile territory.
- A BLUEFOR Tactical Recovery of Aircraft and Personnel (TRAP) package consisting of 2x UH-60 aircraft is tasked to recover the Isolated Personnel (IP).
- REDFOR will attempt to establish a DCA force over the bullseye to prevent BLUE TRAP efforts.
- REDFOR ground units consisting of 2x Motor Rifle Btn's are operating within the AO and will likely maneuver to capture the Blue IP.
- REDFOR will likely activate MR TAC SAM's and SHORAD units within the AO to target BLUE rescue package.
- ELINT has detected SA-8 emissions in AO.

(2030th INF Btn represents IP)



MISSION OBJECTIVES

1. Gain/maintain air superiority over bullseye for duration of VULTIME.
2. Destroy Ok-Tong and Osu-dong bridge to prevent REDFOR ground forces from capturing BLUE IP.
3. Suppress/Destroy any factor SAM.
4. Engage REDFOR ground forces that may pose a threat to BLUE IP.
5. Protect rescue entity until safe egress from REDLAND.

ALR: HIGH

VUL TIME: 50 minutes.

BLUE FORCE

PKG 2094 - UHF6: 340.850										
CALLSIGN	**TYP**	**MSN**	**UHF**	**VHF**	**TCN**	**IDM**	**BLK***	**T/O**	**PUSH**	**TOT**
Mudhen 5	2x F16	STRIKE	14	15	11/74	10	22-24	0850	0903	0917
Beast 7	2x F16	STRIKE	14	16	12/75	20	22-24	0850	0904	0917
Mako 4	4x F16	TARCAP	14	17	13/76	30	29+	0847	0901	–
Hammer 1	4x F16	TARCAP	14	18	14/77	40	29+	0846	0859	–
NON PKG ASSETS										
Texaco 6	1x KC10	AAR	13	14	29Y	–	24	0815	–	0830
Magic 5	1x E3A	AEW	6	–	–	–	–	–	–	0830
Sparky3	4x UH60	CSAR	392.5	44.92	–	–	–	0910	–	0935

MC: VIPR21
DMC: MAGIC

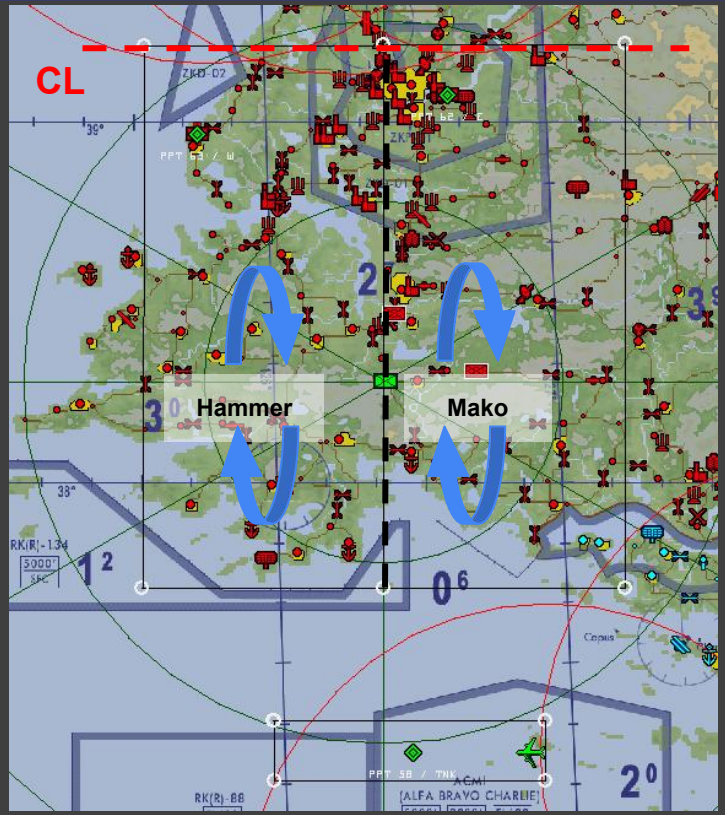
STK CC: GATR11

*Altitude block for hold. After push, leave block if sufficient SA.

TARCAP GAMEPLAN

- ***2 LANE - SINGLE AXIS - 1 FREQ (TBC).***
- Hammer1 - TARCAP WEST LANE - Push 1st.
- MAKO4 - TARCAP EAST LANE - Push 2nd.
- **CSAR TOT 0935Z, Est 2min on deck for IP recovery. Est 'Safe' time 0955Z (END VUL).**
- TAC/C2 or MC may decide which BLUE ASSET commit during egress to enable package cold flow progress.

CL: Commit Line.



STRIKE GAMEPLAN

- **Mudhen/Beat** STRIKE - TOT Window ***09:17:00-09:30:00***.
  - PUSH 3rd, maintain SA on air threats and SPIN as necessary to remain unthreatened by RED AIR.
  - Call TOT YEL/RED on UHF if necessary to provide SA to CAP/C2 when TOT window becomes critical for LD tactics.
  - After Primary TGT successful BDA, engage TOO if WPN remaining - Coordinate w/ Beat7.
  - Set CAP BE 180/30 and stby to commit in either lane as directed by MC.

Mudhen TOT WINDOW	
TOT	09:17:00
YELLOW	09:20:00
RED	09:30:00

STK CC: **Mudhen51**

LASER:
Munhen 151X
Beast 152X

Beast 7

JDPI 1//PRI1//OK-TONG BRIDGE//CAT1

Mudhen 5

JDPI 2A//PRI1//OSU-DONG BRIDGE//CAT1
JDPI 2B//PRI1//OSU-DONG BRIDGE//CAT1

- S&D 2024th and 2022nd MRB IVO Bullseye.
  - MRB’s roughly located and likely mobile towards IP location.
- Priority targets:
  - ENY Vehicles that pose immediate threat to IP.
  - SA-8/SHORAD/AAA IVO IP.

RED OOB

AIR

PPT56/62 - EAST
- Mirim AB - 18x Mig21
  - 4x R60

PPT60/63 - WEST
- Onchon AB - 18x Mig23ML
  - 2x R-23R, 2x R-13M

Sunchon AB (BE010/72)
- 18x Mig29A
  - 2x R-27R, 2x R-73

Taechon AB (BE350/102)
- 18x Su35S
  - 4x R-77, 2x R-27ER, 2x-R73

GROUND:

- 2x Motor Rifle Btns within AO.

MISSILE:

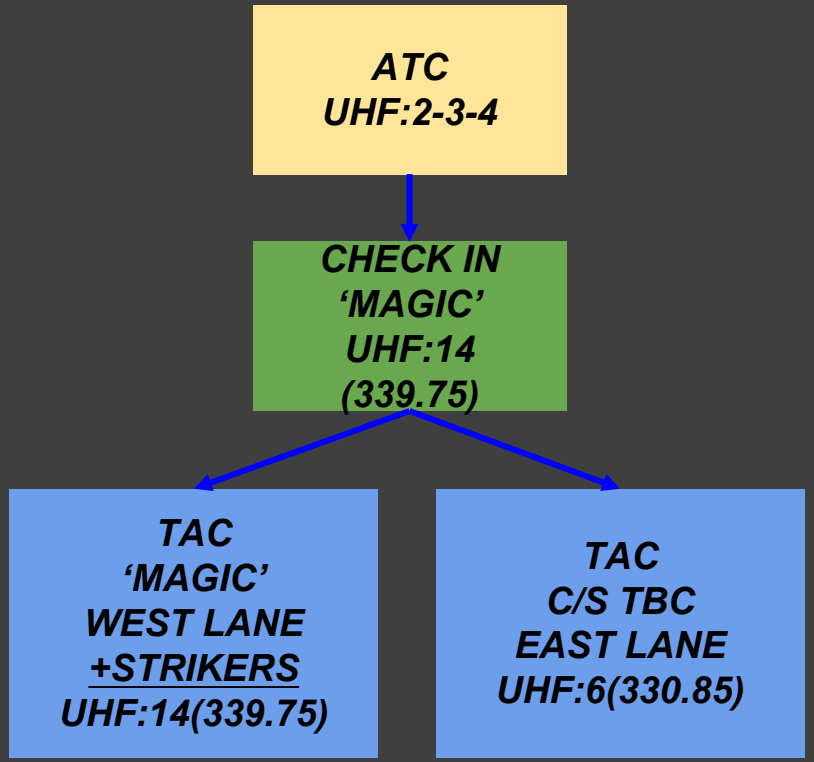
- 4x SA-8.
  - Last ELINT BE025/20 (>4 hours old)
- Unlocated AAA/Manpads.

COMM / LINK PLAN

COMM
Threat Range:
- Su35 = 30nm
- Mig29/23 = 23nm
- Mig21 = 15nm

LINK
- If 1 Lane, DMD only
- If 3 Lane, CONT avbl.
  TARCAP FL HOST.
  TARCAP EL Backup
HOST.

AI AWACS “Magic5” avbl UHF6 in case of emergency only.



C2 GAMEPLAN

C2 MC - Fieters “Magic”.

ROE

ROE AIR:
- Weapons free.

ID HOSTILE:
- AWACS Dec
- TGP capture.
- Hot, High/Fast + spike

ROE GND:
- PB targets CAT II reqd.
- TOO TGP capture reqd.

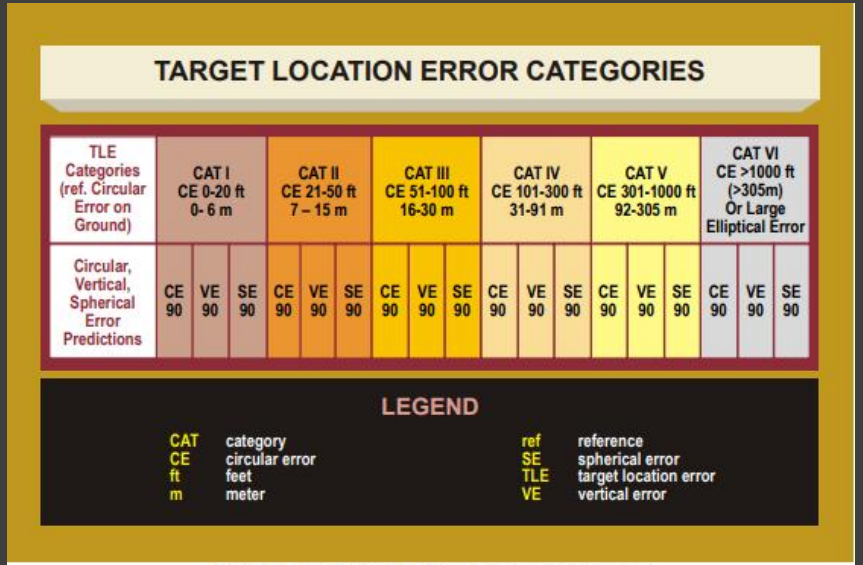


Figure V-2. Target Location Error Categories

TIMELINE

EVENT	Zulu Time	V±
ROLLCALL	0855	-5
INITIAL PICTURE	0856	-1
Hammer PUSH	0859	+00
Mako PUSH	0901	+02
Mudhen PUSH	0903	+04
Beat PUSH	0904	+05
END VUL (CSAR SAFE)	0955	+50

Roll Call in Frag order.
MC:
“Package Rollcall”
Hammer 11: “Hammer”
Mako41: “Mako”
Mudhen51: “Mudhen”
Beat71: “Beat”

WX / NOTAM etc

CAVOK - Standard Falcon Day

CONTRACTS

CONTRACT	AUTHORITY	CRITERIA	ACTION
[CALLSIGN] COMMIT	CAP, C2, MC	TARCAP NEEDS SUPPORT	FLT TGT A/A
AVALANCHE	TARCAP, C2	LANE OVERRUN BY RED AIR	COMMIT STK or RETROGRADE.
WEPS YEL/RED	ANY	MRM REMAIN **<8** / **<4** PER FLT	
FUEL YEL/RED	ANY	FUEL STATE **<5000** / **<4000**	
STK YLW/RED	MC	REMAIN 1 SPIN/NO SPIN	CAP LAST LL / GO LD
MILLERTIME	MC	RESC ENTITY SAFE	START EGRESS / C'K THREAT

QUESTIONS?

Don’t forget:

- Check controls are working prior to commit to 3D.
- IVC Check.
- Click Dance.
- Don’t die…