

## Desert Arrow Order of Battle

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The purpose of this document is to outline the overall objectives and define the progress of the campaign to achieve the overall objective. As always, the first objective is to always control the enemy's airspace. Since there are numerous surface to air sites in conjunction with enemy air threats the CAP (Combat Air Patrol) should assume the primary role of protecting the strikers until enough airspace is gained or enough CAP is available to maintain constant patrols over the area of operations (AO).

There are ## main objectives to complete this campaign and one additional mission to weaken the enemy's air defenses. The missions should be flow in a particular order to allow you to achieve the objectives with minimal effort. You can deviate but keep in mind that you may end up encountering additional defenses. The mission brief accounts for the previous mission(s) being accomplished.

Kuweries Migs	Tabqa Boats	SAA 312 &171	
Taftanaz Helos	Ayyash Factory	Hulbah Chem	
Aziz Bunkers	Chem Shelters	EWR Center	
MRB	Huwaysis Depot	Shami Factory	
	DEAD	Damascus Cargo	

Table 1: Mission List

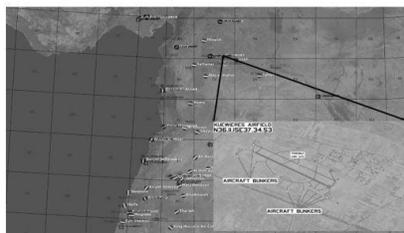
The missions as listed above should be completed from top to bottom left to right. As stated previously you can fly certain missions out of order but the mission brief may or may not reflect the threats and routes needed to accomplish the mission.

For each mission there is a mission brief that will be comprised of the following:

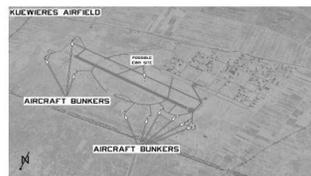
- General Mission briefing page to describe the mission objective.

### Operation Desert Arrow

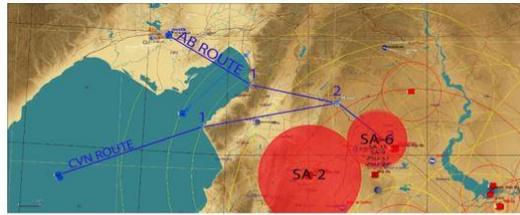
#### Kuweires Migs



Objective: This is an initial objective with the purpose to reduce the enemy reaction time to produce front line fighters and reduce the air threat to our operational bases and carrier groups. There is a small detachment of front line enemy MIGS that are on quick reaction alert at Kuweires Airfield that need to be destroyed. The last known report is that a majority of the MIGS are located on the west end of the airfield.



-Threat Information to provide you with known threats and their last known location. Keep in mind that certain mobile SAMs/AAA may move under their own power so they may not be exactly at the location listed in the brief. In addition certain fixed sights may or may not be active.



Threat(s):

Route Threats:

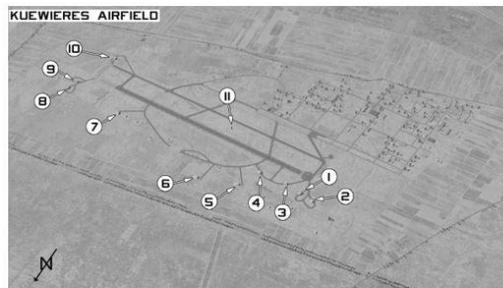
Location	Type	Nom	Lat	Long	Altitude
Route	SA-6	Kub	N36.15.05	E37.25.00	1362
Route	SA-6	Kub	N36.37.05	E37.44.05	1519
Route	SA-2	Guidline	N35.57.51	E36.47.45	1003

Target Location Threats:

Location	Type	Nom	Lat	Long	Alt
Kuweires	ZSU-57				
Kuweires	SA-9	Strela			
Kuweires	SA-15	Tor	N36.11.07	E37.34.64	1201
Kuweires	ZSU-23	Shilka			

There is an SA-6 located along the primary route that may or may not be active. There is an additional SA-2 west of primary route and SA-6 east. Additionally there are numerous threats at the target location with the SA-15 and SA-9 being primary targets if strike package plan to go below 21,000 ft. The enemy has been flying numerous patrols with their fighter aircraft so expect and moderate to low response.

-Target Information, here you will find image overview and specific target information to complete the objective. PLEASE NOTE due to variances in latitude and longitude between different weapon systems these unfortunately will not always be accurate for beyond line of sight targeting. This is a limitation of the game. There may also be minor errors since this is the first versions. You will also notice slight variances in how target information is provided in the brief. This is meant to mimic real world briefs in sometimes you get enough, or too much, even worse too little.



Target(s):

#	Type	Lat	Long	Alt	Primary
1	Bunker	N36.11.45	E37.34.15	1204	Yes
2	Bunker	N36.11.47	E37.34.09	1201	Yes
3	Bunker	N36.11.42	E37.34.27	1201	Yes
4	Bunker	N36.11.41	E37.34.43	1201	Yes
5	Bunker	N36.11.51	E37.34.53	1203	Yes
6	Bunker	N36.11.54	E37.34.77	1201	Yes
7	Bunker	N36.11.30	E36.11.48	1201	No
8	Bunker	N36.11.24	E37.35.90	1201	No
9	Bunker	N36.11.17	E37.35.89	1201	No
10	Bunker	N36.10.93	E37.35.78	1201	No
11	EWR	N36.11.19	E37.34.75	1201	No

Last reported intel is there are only six MIGs at the target location located on the western side of the airfield. This was determined but activity around the side and location of aircraft support equipment. Strikers should be primarily focused on Bunkers 1-6. The EWR is secondary target at this location.

-The last page is the route briefing to give the strikers a primary route to fly that minimizes exposure to known ground threats, list supporting assets (tankers) and to allow both Naval aircraft from CVN and Air Force aircraft to complete the task together. This is very simplified to only have three waypoints with an ingress, join up, strike concept. In the end you can plug in the target objective and go but you may end up encountering more ground threats than you expected.



Route(s):

Waypoint	Name	Navy		Air Force		Alt	WP Name
1	Ingress	N36.19.30	E35.46.35	N36.38.54	E36.12.43		Ingress/Egress
2	IP	N36.31.35	E37.01.43	N36.31.35	E37.01.43		IP/Egress
3	Strike	N36.11.45	E37.34.15	N36.11.45	E37.34.15	1201	Target

Type	Callsign	Freq	TACAN
Tanker/Fast Boom	Texaco 1-1	252	52X
Tanker/Basket	Arco 1-1	253	53X
Tanker/Slow Boom	Shell 1-1	254	54X
AWACS	251	N/A	N/A

The route packages are simplified to allow both Air Force and Naval aircraft to ingress on their own routes and converge at the IP (Initial Point) and press the strike location. Then simply use the routes in the reverse order to egress the target area and RTB.

This only gets better if we get feedback so get on discord and send me a message with ideas and or corrections. The next versions we will look at mission kneeboards and CAP specific missions as well.

Happy Hunting!

-Timber