



## Collateral conundrum

By  
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Falcon Version	Patch Status	Theatre of Operations (Check one)					
Allied Force	V1.013	Balkans		Balkans 2005	X	Balkans 2010	
		Korea		Korea 2005		Korea 2010	
Package Information							
Takeoff time	Callsign	Task	Target	Time on Target	Package #	AC # & Type	
21:59:30	Cowboy1	Deep strike	Palermo north city	22:22:22	555	2 x F16A-MLU	
21:58:30	Falcon1	Deep strike	Mondello refinery	22:22:22	555	2 x F16A-MLU	
21:56:00	Fury1	SEAD escort	Cowboy1 + Falcon1	22:18:22	555	4 x F16A-MLU	
21:13:40	Chalis2	AWACS	Tyrrenhian sea	21:22:22	3849	E-3	
21:01:12	Chalis1	JSTAR	Tyrrenhian sea	21:22:22	555	E-8C	
21:05:17	Camel1	Tanker	Tyrrenhian sea	21:22:22	555	KC-10	
(1) Blue colour indicates for human use. Red colour indicates for AI only.							
Mission Success criteria			Falcon1	Destroy all three buildings at Mondello refinery and the manufacturer at Palermo factory with no collateral damage			
			Cowboy1	Destroy the 2 conference rooms, the city hall and the town hall with no collateral damage			
			Fury1	Maximum 1 loss to each strike flight from radar SAMs			
Mission Partial Success criteria			Falcon1	Destroy 3 of 4 targets with no collateral damage			
			Cowboy1	Destroy 3 of 4 targets with no collateral damage			
			Fury1	Support deep strike flights to the extent they both get a PS			
Air to Air Weapon Loadout (Free or Fixed)			Free - all planes are naked before briefing				
Air to Ground Weapon Loadout (Free or Fixed)			Free – all planes are naked before briefing				
Mission Flight plan (Free or Fixed)			Free				

### BACKGROUND

Things have really developed fast recently in the balkans region. Everything seemed to be so settled. However the bad dudes have now managed to tempt the ugly dudes in Scicily to swap sides and use their knowledge of chemical weapons to supply the bad dudes in return for many riches and women. The bad dudes of course have aircraft supplied to them from NATO and as part of the deal being struck the bad dudes have supplied several top quality air defense battalions to protect their assets on the island.

### CURRENT SITUATION

Intel reports that there is an important meeting taking place between the bad dudes and the ugly dudes to discuss the development of biological weapons. Our man on the inside has discovered several possible locations of the meeting, occurring at Palermo city. However it is also thought that they may be taking a tour of the factories where the chemicals are being made. We aim to disrupt the meeting and assassinate the leaders.

#### MISSION DETAILS

The objective of Falcon1 is to destroy as many of the 3 buildings at the refinery and the manufacturer at Palermo factory, avoiding the pipes and tanks at all costs since **any spillage would be considered a massive disaster for both sides and will result in a mission fail**. The objective Cowboy1 is to destroy as many of the 4 possible meeting places, avoiding all other surrounding buildings since this is an area of high density population, **any buildings other then the 4 targets will result in a mission fail**. The objective of Fury1 is to destroy as many SAM radars as possible and, although not specified as a success criteria, protect all flights from A-A attack as this will be necessary to achieve a partial success minimum.

Weather – Wind: 180 deg @ 5kts

Cloud: Clear

Temperature: 20 deg

Visibility: 14nm Excellent

Enemy – We are not currently aware of the exact types of air defense that are in the region, although given the nature of the event we expect multiple “double digit” SAMs. It is very likely that the escort for the visit will be a HQ battalion. The A-A is known in great detail since we supplied them. There are 16 F/A-18as at Catania airbase, 20 mirage 2000-Cs and 16 Typhoons at Palermo airport, 4 E-2Cs at Pantelleria airport, 22 Mirage 2000-Ds at Sigonella airport and 22 Tornado ADVs at Trapani Birgi airport. The ugly dudes were never really trusted and so were never supplied with Aim-120s of any variant, although to make up for this they were given a good supply of all other A-A missiles compatible with their aircraft. These aircraft are not expected to be performing BARCAPS so as to not arouse suspicion, but they will probably be on very high alert. Because of this we expect to encounter several attempts to intercept, which will launch as soon as detected on enemy radar. The radius of this radar is pointed out by stpts 4 on entry and 9 on exit. We estimate the enemy will have a response time of 5-10 mins after the first detection.

Friendly – There will be an AWACS, JSTAR and tanker stationed in the vicinity of steerpoints 3, 4, 9 and 10. Any human pilots should be prioritised to SEAD escort once there is 1 human pilot in each strike.

Mission – See current situation. Debrief.txts must be provided by the host.

#### Target –

Cowboy1-

Town hall: N 37 59.21' E 13 42.13'

City Hall: N 37 59.28' E 13 42.19'

Conference room #1: N 37 59.10' E 13 42.56'

Conference room #2: N 37 59.24' E 13 42.14'

Falcon1: -

Building#1: N 38 02.45' E 13 43.16'

Building#2: N 38 02.45' E 13 43.10'

Building#3: N 38 02.46' E 13 43.10'

Manufacturer: N 38 00.15' E 13 46.05'

Route – All flights currently share common steerpoints.