



Enemy at the Gate

By
Ballistic

Falcon Version	Patch Status	Theatre of Operations					
Allied Force	V1.13	Balkans	X	Balkans 2005		Balkans 2010	
		Korea		Korea 2005		Korea 2010	

Packages (AC type, package numbers)	Aircraft	Mission	Callsign	Package Number	Human/AI
	1 x E-3	AWACS	Chalis	3676	AI
	4 x F-16C-50	DCA	Falcon 1	1416	Human
	4 x F-16C-50	DCA	Cowboy1	584	Human
	1 x Tornado IDS	SEAD Strike	Amber 1	3876	AI
	1 x Tornado IDS	SEAD Strike	Dragnet 1	3865	AI
Mission Success criteria	Falcon 1/Cowboy 1	No Damage inflicted to friendly assets at Rimini from enemy AC and a minimum of 2 Frigates and 5 OSA Patrol boats sunk.			
Mission Partial Success criteria	Falcon 1/Cowboy 1	No Damage inflicted to friendly assets at Rimini from enemy AC and a minimum of 1 Frigate and 3 OSA Patrol boats sunk.			
Air to Air Weapon Loadout (Free or Fixed)	Fixed				
Air to Ground Weapon Loadout (Free or Fixed)	No AGM 88 HARM's are allowed – Everything else is Free				
Mission Flight plan (Free or Fixed)	Free				

Package Information					
Takeoff time	Callsign	Task	Target	Package # ⁽¹⁾	AC # & type
06:54	Chalis 1	AWACS	Sweep for contacts	3676	1 x E3 Sentry
07:07	Falcon 1	DCA	Air & Sea targets	1416	4 x F16C-50
07:08	Cowboy 1	DCA	Air & Sea targets	584	4 x F16C-50
07:10	Lancer 1	SEAD Strike	SA6	3867	1x Tornado IDS
07:11	Dragnet 1	SEAD Strike	SA6	3865	1x Tornado IDS
⁽¹⁾ Blue colour indicates for human use. Red colour indicates for AI only.					

Background

The enemy is at the gate!

Our Naval forces have been overwhelmed and whilst trying to recover what's left of the fleet the enemy is landing on our soil and setting up air defences, ready for a ground assault. Both sides have

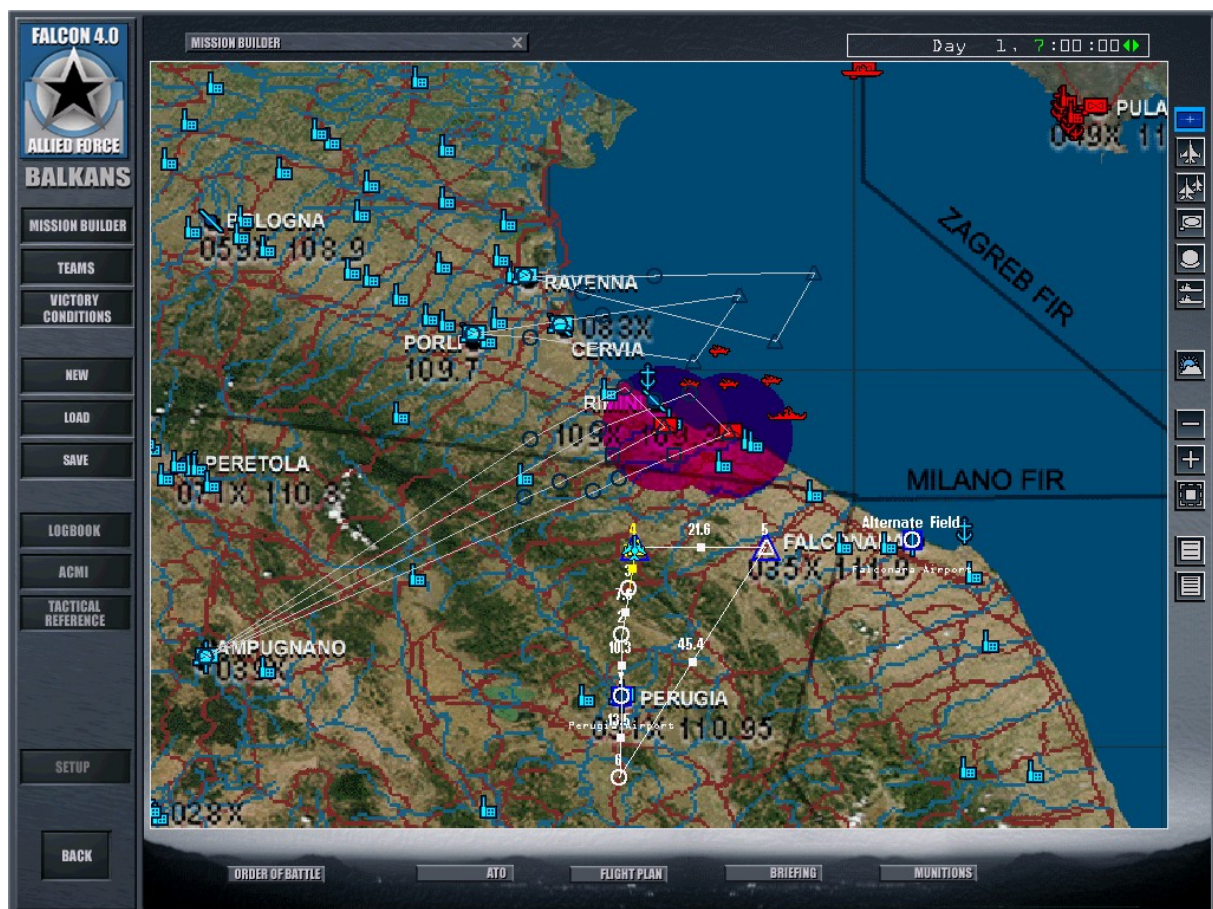
taken heavy losses and a lot of the top of the range fighter aircraft have been lost in BVR engagements over the Adriatic.

Long range bombers have been picked up on our radars and the 185th has been assigned to protect Rimini and sink any naval vessels in our waters.

2 SEAD Strike flights; Amber 1 and Dragnet 1, consisting of 1 tornado IDS in each flight, have been assigned to take out the 2 SA6 radars SE of Rimini.

The Tornados carry the potent Air Launched Anti Radiation Missile (ALARM). Their scheduled TOT is 07:25 & 07:26 hrs. They have limited AA capability, armed only with 2 close range heat seeking missiles each.

However as always be prepared just in case the Tornado's fail their mission. There are no HARMs available for your flights so the SA6's could stay active and remain a potential threat, unless you have the means of destroying them yourselves or you have the skills to avoid them.



Mission

The mission is primarily DCA so the priority is to protect our assets at Rimini from BOMBERS. However the 10 Naval vessels are posing such a big threat by re-supplying their invading forces that they need to be sunk as a very high value secondary target.

Shoot down all hostile air threats that threaten our assets at Rimini and sink any naval vessels.

Mission Success Criteria

No damage to any assets at Rimini (Power Plant, Port & Airport) and sink 2 Frigates and 5 OSA Patrol Boats.

Partial success Criteria

No damage to any assets at Rimini (Power Plant, Port & Airport) and sink 1 Frigate and 3 OSA Patrol Boats.

Take OFF

Tornado's take off from Ampugnano Airport.

Falcon 1 take off from Ravenna Airport.

Cowboy 1 take off from Forli Air Base.

Weapons

AA loadouts are fixed – BVR missiles are in short supply.

AG loadouts are free (However AGM 88 is not permitted).

The flight plan is free.

Enemy

SA6 are known threats.

Details of Hostile AC and locations are available in the Order of Battle at Mission planning.

An enemy carrier group has been sighted to the North East. Be careful not to stray too close. Those invisible SA-N-6 SAMs are deadly – you won't have any warning!

Friendlylies

1 x E3 Sentry

2 X Tornado IDS SEAD Strike on SA6s

HAWK ADS providing a defensive umbrella at Cervia Air Base

Weather

Wind:	180 deg @ 5kts
Temp:	20 degC
Clouds:	Clear
Con Layer:	30,000 ft msl base
Visibility:	14nm Excellent

Good Hunting