



Secret Strike (classified briefing)						
By Theron						
Falcon Version	Patch Status	Theatre of Operations (Check one)				
Allied Force	V1.13	Balkans		Balkans 2005		Balkans 2010
		Korea	X	Korea 2005		Korea 2010
Package Information						
Takeoff time	Callsign	Task	Target	Time on Target	Package #	AC # & Type
23:35:30	Cowboy1	Deep Strike	Hamhung nuclear plant	00:00:00	1939	2 X F16C-40
23:33:30	Falcon1	Deep Strike	Sinhung chemical weapon plant	00:01:00	1939	2 X F16C-40
23:37:30	Fury1	Interdiction	Toksan	00:00:00	1939	4 X f16C-40
23:02:00	Chalis1	AWACS	Yechon	23:11:30	1532	1 X E-3C
(1) Blue colour indicates for human use. Red colour indicates for AI only.						
Mission Success criteria			Cowboy1	Destroy Hamhung nuclear plant as specified in the target details section.		
			Falcon1	Destroy Sinhung chemical weapon plant as specified in target details		
			Fury1	Attack 1944 th HQ battalion as specified in target details.		
Mission Partial Success criteria			Cowboy1	Destroy the reactors at Hamhung nuclear plant		
			Falcon1	Destroy the processor and chemical complex		
			Fury1	Destroy 2 of the KrAz T trucks		
Air to Air Weapon Loadout (Free or Fixed)			Fixed			
Air to Ground Weapon Loadout (Free or Fixed)			Fixed			
Mission Flight plan (Free or Fixed)			Fixed – INCLUDING STPT. TIMINGS AND ALTITUDES			

BACKGROUND

Everything has been quiet so far, no war, a few political rumblings now and again but nothing out of the ordinary...

CURRENT SITUATION

... Until now... USA intel has informed us that one of their satellites has picked up a new chemical weapons factory in North Korea. After they managed to get one of their agents into the site and have a good nosey around with their camera and have some photos of the facilities (along with some great holiday snaps) they have performed a detailed analysis of the site and found that not only is it planned to be used for producing weapons grade plutonium, but it is also completely self sufficient, with parts of the

factory being designed to produce the fuel rods and other parts designed to safely dispose of the spent fuel. On top of all that it has already been operational for a few weeks and the first batch is nearing completion. The USA have really been caught flat footed here, the situation is past the point of peaceful negotiations already, there is no way the bad dudes will knock it all down at this stage. The USA is totally unprepared for this situation, as a result the mission has been passed on to the UN and the ever-ready 185th.

MISSION DETAILS

This mission is top secret, you must not discuss it with anyone – remember, the walls have ears!

Obviously we do not want the whole world to know that we are going to just bomb this facility with no political meetings to try and reach a peaceful outcome, and of course the embarrassment of letting such a large development slip past before being noticed.

All flights: the priority for this mission is **stealth!**

- 1. Radar must be set to quiet before take off and remain off for the duration, even for engagements. (AI aircraft may be the only exception)**



Use the switch on the left, not the MFD OSB.

- 2. No "off-task" a-g engagements are to be made, a-a is allowed but only in self defense after being fired upon.**
- 3. All flights must fly as low as possible for the duration, this is for your own safety. We do not know the full extent of their naval fleet but its there.**
- 4. The nuclear power plant must be destroyed before any other attack takes place. Following the success of this strike permission may be granted from the flight lead of Cowboy1 for the other flights to proceed.**
- 5. All unused stores must be brought back, including wing tanks** (a photo must be provided after landing showing all planes from each flight lined up with racks and tanks etc still attached) **If any stores are jettisoned it is an automatic mission fail for all flights.**

Loadouts:

To maintain all these rules weapons have been given that do not require radar lock. All flights have only aim-9ms for their A-A missiles. No flights have an ALQ-131. All flights have a centre line tank.

Cowboy1: 4x AIM-9M, 6x GBU-22/B, 1x 300 Gal Tank

Falcon1: 4x AIM-9M, 12x BSU-49, 1x 300 Gal Tank

Fury1: 4x AIM-9M, 6x AGM-65D, 1x 300 Gal Tank

Weather – Wind: 237 @ 14kts

Cloud: overcast @ 5000 feet

Visibility: 14 nm

Temp: -9

Enemy – We do not expect any hostile interceptions as they will hopefully not even know we are there until they wake up in the morning and see the damage. Do not be lured into a compromising situation by taking an easy target unless it is absolutely necessary. Be advised, however, the whole country (including the target site) is covered by SAMs of varying grades and AAA, all of which are on constant high alert. Ulsan frigates are patrolling the East Sea.

Friendly – There is only an AWACS since we cannot afford to increase our traditional air activity.

Target – here are details of the targets including ESTIMATED weapons required to destroy each target (direct hit) following structural analysis from the USA spies.

Cowboy1:



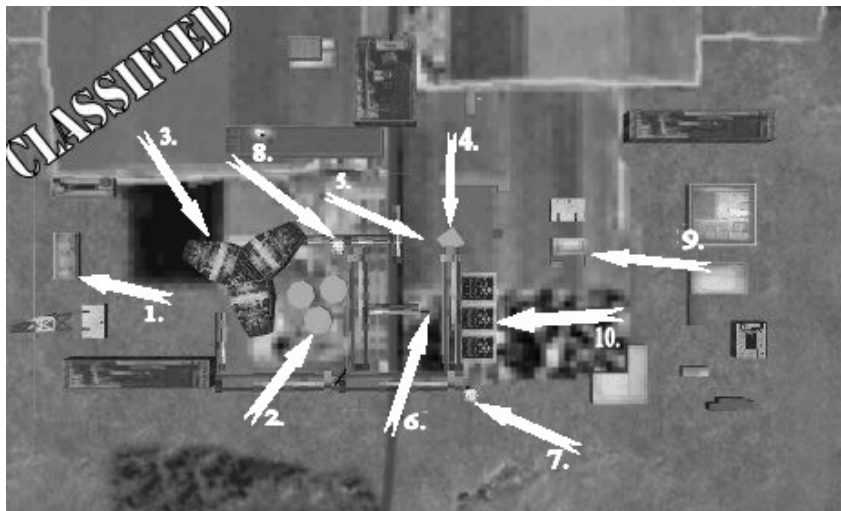
You are only authorised to target the highlighted buildings which are:

2x Transformer - 2x GBU-22/B (each)
2x Nuclear plant – 4x GBU-22/B (each)

It would be possible to explain such explosions from this part of the site as a simple industrial accident.

All 4 buildings are required to be destroyed for a mission success.

Falcon1:



You are only authorised to destroy the following buildings which are listed in order of priority. The first four in the list are necessary for a mission success. The generator must be destroyed first.

1. *Generator – this is where the site will get its back up power from to continue operating after we hit the nuclear power plant. 2x BSU-49*
2. *Small tank x3 – these are where the final product is stored until they can be taken away to a near by depot. 1x BSU-49 each*
3. *Chemical complex – this is where the centrifuge is, which is enriching the uranium. 2x BSU-49*
4. *Spherical tank – spent fuel is stored here after it has been proccessed until it can be safely removed from the site. 1x BSU-49*
5. *Silo #1 – materials are stored here before they enter the system for use to make the bombs. 1x BSU-49*
6. *Silo #2 - materials are stored here before they enter the system for use to make the bombs. 1x BSU-49*
7. *Silo #3 - materials are stored here before they enter the system for use to make the bombs. 1x BSU-49/guns*
8. *Silo #4 - materials are stored here before they enter the system for use to make the bombs. 1x BSU-49/guns*
9. *Manufacturer – this is where the fuel is being produced for use in the production of the bombs. 1x BSU-49*
10. *Processor – this is where the spent fuel and other waste materials are made safe for disposal. 2 x BSU-49*

Fury1:

This is a very important part of the mission, we believe that the HQ batalion is using its 6x KrAz T 255B trucks to transport bombs that have already been completed, and they are being taken to T'oejo depot. Proceed from stpt 6 ->7 -> 8. Stpt 8 is their origin, stpt 6 is their predicted location. Stpt 7 is for guidance along the road they are travelling.

The HQ battalion consists of the following units:

- 3x BTR-70
- 3x SA-16
- 3x BRDM-AT
- 4x SA-8
- 6x KrAz T 255B
- 3x BRDM2
- 3x KrAz F 255B
- 3x ZIL-135

Each unit should only require 1x AGM-65D.

For a mission success you must destroy atleast 4 of the KrAz T 255B



Also, get as many of the other units possible - the fewer witnesses there are, the easier it is to deny, infact its recommended to pick out the IR SAMs first then hunt for the trucks.

Route the route is fixed, all steerpoint times are fixed and must be kept as accurately as possible. Stay as low as possible, including during take off, an 8 ship of f16s taking off at the same time is sure to arouse suspicion.

Please try not to wake up any of the civilians.

Good luck!