



Dank, Dark and Dangerous							
By Griffin							
Falcon Version	Patch Status	Theatre of Operations (Check one)					
Allied Force	V1.013	Balkans	X	Balkans 2005		Balkans 2010	
		Korea		Korea 2005		Korea 2010	
		Israel		Panama			
Package Information							
Takeoff time	Callsign	Task	Target	Package #	Time on Target	AC # & type	
16:06:00	Cowboy 1	Strike	Sarajevo Machine Tool	3140	16:43	2 x F-16C-52	
16:08:00	Falcon 1	Strike	Sarajevo Army Base	3140	16:44	2 x F-16C-52	
16:09:00	Fury 1	Strike	Sarajevo International	3140	16:44	2 x F-16C-52	
16:11:00	Lobo 1	Strike	Sarajevo Machine Tool	3140	16:45	2 x F-16C-52	
16:31:08	Chalis 1	AWAC		3861	16:47	1 x E-3	
(1) Blue colour indicates for human use. Red colour indicates for AI only.							
Mission Success criteria		Cowboy 1	Destroy Factory				
		Falcon 1	Destroy both admin buildings				
		Fury 1	Destroy both hangars				
		Lobo 1	Destroy Generator and Shipping Dock				
Mission Partial Success criteria		Cowboy 1	Damage Factory				
		Falcon 1	Destroy one admin building				
		Fury 1	Destroy first hangar on list				
		Lobo 1	Destroy Generator				
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 (avoidance of high ground and defences permitted)					

BACKGROUND

The lands in the Balkans and Italy have been under enemy control for a number of years but the tide is turning after the allied invasion of Southern Italy.

CURRENT SITUATION

The Allied progress is good in Italy and the enemy is finding it difficult to reinforce their forces past the central mountains, but they are sending them from Bosnia and Serbia, etc., across the north into Italy.

This leaves Bosnia and Serbia weaker to attack. We are planning to attack them from Albania. Forces are preparing to push and force the enemy out and into submission.

MISSION DETAILS

Mission – Your mission tonight is to make a strategic strike on the capital city of Sarajevo, where many resources and forces are waiting to be used against us.

Your package is the first in and needs to get to the target unseen. To that end you must fly 'on the deck' with all electronic systems off until ten miles from your target.

Once within ten miles all of your systems may be activated as required.

Target – The targets are those holding materials and aircraft that could assist in any defence of the Balkan states. Use recon data to record precise details.

Weather – The weather is fairly good but there is low cloud at 5-6000ft which hides the mountain tops. Be careful.

The following times are critical;

- a. Steerpoint 4 is locked for all flights at 16:25 for Cowboy and Falcon and 16:26 for Fury and Lobo. Watch out for each other.
- b. Time over target (TOT) is fixed. Be aware that accompanying strikes will be with yours and the first ones are at 16:42. Good SA is critical!

Enemy – You can expect most of the high end aircraft to be gone to Italy, with short range flights your only worry. There are plenty of SAMs and support battalions on station through the country so be alert. Reaction to your strikes is expected.

Friendly – AWACs will be available to you but only by the time you leave the target area. This is to protect it against enemy aircraft in Italy and also so that we don't alert your target area to your existence. This would occur if they noted Chalis 1's route would cover the Balkans. Chalis will not be on station until 16:47hrs.

Route – This is fixed expect in order to increase your stealth or avoid encountered enemy. Low level flight is required on your ingress and recommended on the way home.

On the ingress you must be at low level and electronic systems off before you get to 10 miles of steerpoint 4. Up to that point they may be used for formation after take off.

Extending the radar search into enemy territory is not permitted on the ingress.

ROE – Be sure of your target as there are other friendlies in the target area.

Good Luck

