



# MISSION PLANNING CHECKLIST

## CALL SIGN "ZEUS"

**NORMAL  
PROCEDURES**

**EMERGENCY  
PROCEDURES**

# INTEL SQUADRON COMMANDER CALL SIGN "ZEUS"

## YOUR MISSION:

Know the type and location of enemy threats to our aircraft. Work closely with each squadron commander to develop tactics against these threats.

All of these threats are further described in the threat briefing guide in this checklist.

You are responsible for briefing these threats to the other members of your team.

## THESE THREATS INCLUDE:

1. Two enemy air bases known as MIG bases.
2. Two Ground Control Intercept (GCI) radar sites used to detect our attacking aircraft.
3. Three surface-to-air missile sites known as SAMs.
4. Anti-aircraft artillery sites known as AAA (triple A).

NOTES:

# THREAT BRIEFING GUIDE

## CALL SIGN "ZEUS"

### AIR THREATS:

**THREAT:** Total of 12 MIG aircraft; 6 located at each enemy airfield.

**Capabilities:** The MIG is an all-weather, supersonic fighter produced in Russia and sold worldwide.

**Strengths:** With GCI (Ground Control Intercept) radar warning and numerical superiority, the MIG will defeat the F-15 Eagle or F-14 Tomcat. If the MIGs are outnumbered, but have GCI radar warning, expect to lose one F-15 Eagle or one F-14 Tomcat for every two MIGs destroyed.

**Weaknesses:** Without GCI radar, the MIGs will be completely defeated by an equal (or greater) number of F-15 Eagles or F-14 Tomcats.

**THREAT:** Cruise missiles

**Capabilities:** Cruise missiles are precise, low-to-medium altitude flying missiles with pinpoint accuracy.

**Strengths:** Very accurate. Effective in all types of weather.

**Weaknesses:** Can be easily destroyed by fighter jets carrying air-to-air missiles.

### SURFACE THREATS:

**TARGET #1 and TARGET #2:** GCI sites.

Designed to be an early warning system. Aids MIGs in intercepting and attacking our aircraft. If you fly within their capability, they will detect your aircraft and launch their MIGs.

**TARGET #3:** Long Range SAM

**Capabilities:** Designed to shoot down our aircraft with a ground-based missile system.

**Strengths:** Very accurate at destroying aircraft flying above 10,000 feet.

**Weaknesses:** Can be underflown at or below 10,000 feet.

**TARGET #4:** Medium Range SAM

**Capabilities:** Designed to shoot down our aircraft with a ground-based missile system.

**Strengths:** Very accurate against aircraft flying between 1,000 and 20,000 feet.

**Weaknesses:** Can be overflown above 20,000 feet and underflown below 1,000 feet.

# THREAT BRIEFING GUIDE

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### SURFACE THREATS (CONTINUED):

TARGET #5: Short Range SAM

Capabilities: Designed to shoot down our aircraft with a ground-based missile system.

Strengths: Very accurate against aircraft flying below 15,000 feet.

Weaknesses: Can be overflowed at or above 15,000.

AAA: Anti-Aircraft Artillery (AAA or Triple-A)


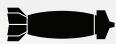

Location: Throughout the battle area. Intel confirms a heavy concentration of AAA in the vicinity of target #6

Capabilities: Anti-Aircraft Artillery are mobile vehicles that house two 20 millimeter guns. They are very lethal at shooting down our aircraft.

Strengths: Mobile, unable to pinpoint location. Very accurate against aircraft flying below 3,000 feet.

Weaknesses: Can be overflowed above 3,000 feet.

Ordnance required to destroy each Target:

- Three HARMs (High Speed Anti-Radiation Missiles) to destroy a SAM site. 
- Three 2,000 Pound Smart Bombs to destroy any single target. 
- Twenty-four 500 Pound Dumb Bombs to destroy any single target. 

NOTES: