

Rules of Engagement/Standing Orders (in order of importance)

1. Engage aircraft (at 20 NM; hostile or assumed hostile aircraft only).
2. Assign/Illuminate aircraft (at 30 NM; hostile or assumed hostile only).
3. Maintain safety of DCA (e.g., keep DCA away from danger zones of hostile aircraft, don't let DCA run out of fuel, etc.).
4. Issue Level 1 warning (at 50 NM; hostile or assumed hostile only).
5. Issue Level 2 warning (at 40 NM; hostile or assumed hostile only).
6. Issue Level 3 warning (at 30 NM; hostile or assumed hostile only).
7. Keep DCA within 256 NM from ownship.
8. Keep DCA at least 20 NM away from ownship.
9. Make a primary identification of air contact (i.e., friendly, hostile, assumed hostile/friendly). *
10. Make an AIR identification of air contact (i.e., strike, missile platform, AEW, etc.). *

* Once an aircraft has come within 50 NM from ownship, it should be identified before it travels an excess of 10 NM. If an aircraft "pops up" within 50 NM it should be identified before it travels an excess of 10 NM.

Two overarching rules:

- Defend ownship and ships in battle group.
- Do not engage friendly or civilian aircraft.

TASP Air Track Abbreviations:

MSSL:	Missile
DCA:	Defensive Counter Air. DCA can be fighters or interceptors with only air-to-air weapons
Strike:	Strike aircraft. Strike aircraft possess air to air and air to surface weapons
Missile Platform:	Missile Platform aircraft. Missile platforms possess only air to surface weapons
Bomber:	Bomber aircraft. Bombers are long-range missile platforms
ASW:	Anti-Submarine Warfare aircraft
AEW:	Airborne Early Warning aircraft
Tanker:	Tanker. Tankers are refueling planes.
Non-military:	Civilian transport aircraft
Helo:	Helicopter
Clutter:	Radar signature of a non-platform object such as a bird or sandstorm

Identifying a track

The team is only responsible for the identification of unknown *AIR* tracks, which includes the intent (hostile or friendly) and the type (helicopter, strike, etc.).

- Pieces of information that can be used to help make an identification include:
 1. **IFF**- Identify Friend/Foe can only be used if the track is within 150 Nautical Miles of ownship. This information must be requested.
 2. **EWS** - Radar sensor information must be requested.
 3. **Point of Origin** of the unknown track – see the map associated with each scenario to locate hostile nations.
 4. **Speed**
 5. **Altitude**
 6. **Range** how far a track is from ownship
 7. **Course** direction the track is heading (in degrees)
 8. **Bearing** location of track relative to ownship

For example, if an unknown air track has a speed of 430 knots and an altitude of 30,000 ft it is *probably* a commercial airliner.

- The following symbols are used to distinguish between types of tracks:

	Unknown	Friendly	Hostile
Air	□	⌒ ⌒	⌒ ⌒
Surface	□	○	◇
Subsurface	□	⌒	∇

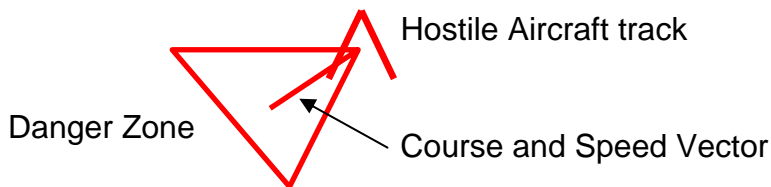
X represents a landmark.

T represents a tanker.

⌒ represents an assumed friendly air track.

C Represents a commercial airliner.

E represents an assumed hostile air track.



Resources to aid in the identification of air tracks:

I. EWS - Sensor information about a track may be available. The AAWC may request this directly from his/her main menu ("Sensor Status"). The AIC may request it by going through the Backup-AAWC menu.

- This information will help you decide on the intent of the aircraft (hostile or friendly) and the type of aircraft (DCA, strike, helo, etc.).
- Please note that certain aircraft do not have radar sensors and others may not have their radar sensors turned on. For these aircraft, your EWS report will be negative ESM.
- Four types of radar sensors listed in the tables can either be friendly or hostile. Other types of information must be used to make an identification.
- Please refer to the tables to interpret EWS reports:

FRIENDLY SUMMARY		HOSTILE SUMMARY	
PLATFORM	SENSOR	PLATFORM	SENSOR
DCA:		AEW:	
F-15 (Eagle)	APG-63	P-3C	APS-115
F/A-18 (Hornet)	APG-65	DCA :	
HELO:		MiG-25 (Foxbat A)	FOXFIRE
BELL 206B (Jetranger)	NONE	MiG-31 (Foxhound)	FLASHDANCE
LAMPS III	APS-124	HELO:	
SH-3H (Sea King)	APS-24*	BELL 206B (Jetranger)	NONE
SH-60F (Ocean Hawk)	APS-124	KA-25 (Hormone A)	BIG-BULGE
NON-MILITARY:		MI-26	NONE
BOEING 727	ARINC564	SH-3H (Sea King)	APS-24*
GULFSTREAM II	PRIMUS 40	STRIKE:	
STRIKE:		F-14D (Tomcat)	APG-71*
F-14D (Tomcat)	APG-71*	F- 4D (Phantom)	APQ-120
F/A-18 (Hornet)	APG-65	F-5E (Tiger)	APQ-159*
F-5E (Tiger)	APQ-159*	MiG-23BN (Flogger H)	NONE
MIRAGE F1E	CYRANOIV*	MIRAGE F1E	CYRANO IV*
BATTLE GROUP SHIPS:		FAST BOAT PATROL:	
<i>FRANCE</i>		COMBATTANTE	CASTOR II
D ORVES (Fast Frigate)	DRBC-32E	KAMAN	DECCA 1226
<i>UNITED STATES</i>		LAND BASED:	
KITTY HAWK (Carrier)	MK-95	MISSILE BATTERY	HY-2
LUPO (Fast Frigate)	MK-95	*Friendly and hostile tracks both have these radar sensors.	
O H PERRY (Fast Frigate)	SPS-49		
SPUANCE (Destroyer)	MK-95		
TICONDEROGA (Cruiser)	SPY-1A		

Missile Summary:

PLATFORM	SENSOR	PLATFORM	SENSOR
Air-to-Surface Missiles:		Air-to-Air Missiles:	
AG65 (Maverick)	NONE	_SM1	NONE
AS-7 (Kerry KH23/M)	NONE	AIM9 (Sidewinder)	NONE
EXCT (Exocet)	ESD-ADAC	SPRW (Sparrow)	NONE
HARP (Harpoon)	TI-DSQ-28Q		
SILK (Silkworm)	SILKWORM		

Resources to aid in the identification of air tracks:

II. **IDS** - Identify Friend/Foe information about a track may be available. The AAWC may request this directly from his/her main menu (“IFF”). The AIC may request it by going through the Backup-AAWC menu.

- The IFF system indicates the self-identity of a craft. An IFF challenge will result in the AAWC obtaining the *self-reported* friend/foe status of the challenged craft. Therefore, the report you receive may be deceptive.
- Aircraft can emit a signal on one of the modes, on all three modes, or none of the modes.
- IFF information can only be queried when the track is within 150 NM of ownship.
- Aircraft that is not “squawking” (providing information) after an IFF challenge could be identified as hostile. NOTE: Missiles do not respond to an IFF challenge (other resources must be used to identify this type of aircraft).
- **Mode 1:** consists of a 2-digit military identifier of the task group.
- **Mode 2:** consists of a 4-digit military identifier of the specified unit. For example, an aircraft that is emitting a mode 2: 5438 signal could be identified as a friendly strike (F/A-18). See table below:

MODE 2 IFF Codes

(# indicates the individual aircraft ID):

Friendly Summary				Hostile Summary			
AEW:		STRIKE:		AEW:		STRIKE:	
AWACS	00##	*F-14D	50##	P-3C	03##	*F-14D	50##
E-2C	01##	*F-5E	53##	HELO:		*F-5E	53##
EA-6B	02##	*Mirage F1E	55##	*SH-3H	12##	*Mirage F1E	55##
HELO:		F-4E	52##			F-4D	51##
LAMPS III	10##	F/A-18	54##	* Indicates an IFF code that may be hostile or friendly.			
Lynx MK4	11##	Super Entendard	56##				
		DCA:					
SH-60B	13##	F-15	20##				
SH-60F	14##	KFIR	21##				
*SH-3H	12##	Tornado F.3	22##				

- **Mode 3:** consists of a 3 to 4-digit military/civilian identifier for the Air Traffic Control (ATC). In civilian cases, it is the flight number.

Resources to aid in the identification of air tracks:

III. While EWS and IFF may not be available for every track, the following are continuously available on all tracks and can be found in the character readout box (located in the upper left-hand corner of the screen):

- **Course**
- **Bearing**
- **Range** from ownship.
- **Point of origin** of the unknown track (can be determined by using the map).
- **Speed**
- **Altitude**

Note:

COMMON PROFILES		
Platform	Altitude	Speed
Commercial Airliner	28000-34000 ft 35000-37000 ft (Intercontinental)	400-450 knots
HELO	100-2500 ft	50-200 knots
AEW	5000-20000 ft	250-400 knots
STRIKE	1000-30000 ft	350-700 knots

Here is additional information about the other aircraft that may be flying in the vicinity:

<i>Aircraft</i>	<i>Max Speed</i>	<i>Hostile/Friendly</i>	<i>Aircraft</i>	<i>Max Speed</i>	<i>Hostile/Friendly</i>
AEW:			STRIKE:		
P-3C	400	Friendly	F-14D (Tomcat) c	1342	Friendly
EA-6B	540	Friendly	F- 4D (Phantom)	1350	Friendly
AWACS	600	Friendly	F-4E	1240	Friendly
E-2C	323	Friendly	F-5E (Tiger) c	1077	Friendly
TU-126	440	Hostile	MiG-23BN (Flogger H)	1348	Hostile
DCA:			MIRAGE F1Ec	1250	Hostile or Friendly
MiG-25	1606	Hostile	F/A-18 (Hornet)	1032	Friendly
MiG-31	1305	Hostile	MISSILE SUMMARY:		
F-15 (Eagle)	1433	Friendly	AG65 (Maverick)	790	Hostile
HELO:			AS-7 (Kerry KH23/M)	1450	Hostile
BELL 206Bc	120	Friendly	EXCT (Exocet)	500	Hostile
KA-25 (Hormone A)	115	Hostile	HARP (Harpoon)	500	Hostile
MI-26	50	Friendly	SILK (Silkworm)	600	Hostile
SH-3H c	144	Friendly	_SM1	1750	Hostile
LAMPS III	200	Friendly	AIM9 (Sidewinder)	1430	Hostile
SH-60F	200	Friendly	SPRW (Sparrow)	1750	Hostile
NON-MILITARY:			TANKER:		
BOEING 727	600	Friendly	BAR-VICTOR	510	Friendly
GULFSTREAM II	600	Friendly	KA-6D	560	Friendly

Scenario Map Packet

During all scenarios, you will assume the roles of an AAWC or an AIC (CIC members) aboard the Anzio, a Mercifland Navy vessel.

Mercifland is a democratic republic and is the current global superpower.

Each scenario will take place on one of the following three maps and will last for 15 minutes.

Scenario Map Packet

Sea of Mellovium

Countries in the region:

Irascibal - hostile

Amicablan – friendly

Brief history of conflict between friendly and hostile country:

A decade ago, a military coup in the socialist country of Harmonium led to a civil war that split the country in two with the military holding the north and democratic rebels holding the south. The civil war ended when Mercifland intervened and negotiated an armistice. North Harmonium, now called Irascibal, has become a military run dictatorship and has recently been threatening to invade South Harmonium, now called Amicablan, which after the war became a democracy and ally of Mercifland.

Current situation:

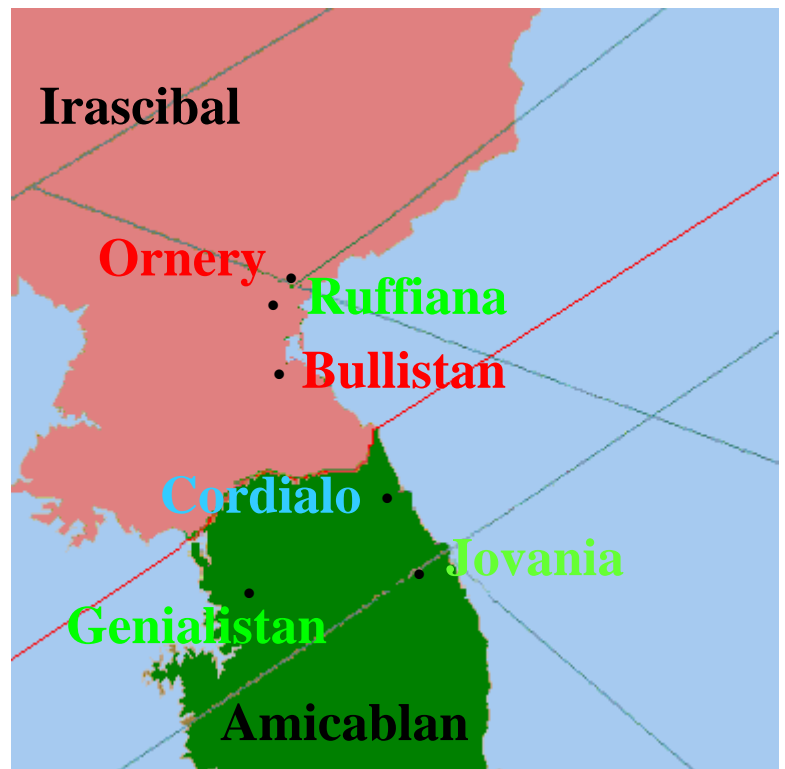
Irascibal has made many public threats to invade Amicablan but has so far made no major military assaults. Your objective is to maintain peace in the region but if necessary defend Amicablan. Irascibal forces are regularly making forays into Amicablan airspace and have recently begun “buzzing” Mercifland ships.

Irascibal - hostile

- Ornery - enemy military airbase
- Ruffiana - commercial airport
- Bullistan - enemy military airbase

Amicablan - friendly

- Genialistan - commercial airport
- Cordialo – friendly military airbase
- Jovania - commercial airport



Scenario Map Packet

Passivea Gulf

Countries in the region:

Scoundreland - hostile

Utopiama - friendly

Alooflund – neutral

Brief history of conflict between friendly and hostile country:

The country of Scoundreland, a regional military power, has invaded Utopiama, a small yet wealthy country in the region. Utopiama requested assistance from the international community and the Unified Countries, an international alliance of nations committed to peace, sent military forces lead by Mercifland to remove Scoundreland from Utopiama. The Unified Countries forces quickly drove the Scoundreland military from Utopiama and the Unified Countries has sent a delegation to Scoundreland to negotiate a peaceful resolution to the incident.

Current situation:

Although a cease-fire is currently in place hostilities could resume at any time. Your objective is to maintain peace in the region but if necessary defend Utopiama.

Scoundreland forces have been toying with Mercifland forces perhaps hoping to tempt the Merciflandians to break the cease-fire agreement.

Utopiama – friendly

- Humain City - commercial airport
- Portoglee - friendly airbase

Alooflund - neutral

- Ennui City - commercial airport

Scoundreland - hostile

- Port Scurrilous - enemy airbase
- Sullenia - enemy airbase
- Aberranto - commercial airport



Scenario Map Packet

Neutralia Sea

Countries in the region:

- Maleloventia - hostile
- Benevoland - friendly
- Indifferentia – neutral

Brief history of conflict between friendly and hostile country:

War has broken out between the countries of Benevoland, a democratic republic, and Maleloventia, a rogue state run by a violent oligarchy. The war started when a treaty that placed the Isle of Benign, a series of resource rich islands in the Neutralia Sea, under the ownership of Benevoland expired and control was to return to Maleloventia. The citizens of the Isle of Benign refused to be reintegrated with Maleloventia and have requested to become a part of Benevoland. Now both Benevoland and Maleloventia claim sovereignty over the Isle of Benign. International opinion favors allowing the Benignians to chose their fate (i.e., joining Benevoland).

Current situation:

Although fighting has not begun in earnest, hostilities could begin at any time. Your objective is to maintain peace in the region and ensure that the war does not escalate.

Indifferentia - Neutral

- Placida – commercial airport

Maleloventia - hostile

- Pugilistan – enemy airbase
- Surlya – commercial airport

Benevoland/Isle of Benign - friendly

- Altruistica - commercial airport
- Affable Bay – friendly airbase
- Portoblige - commercial airport

