

## **Scenario Description**

Welcome to the Modern Air Interception tutorial.

This is the sixth in a series of tutorials designed to teach players the fundamentals of air operations in Command. In this tutorial, the following topics will be covered:

- Shooting down aircraft armed with short-range rear-aspect missiles.
- Shooting down aircraft armed with medium and long-range missiles.

Pop-ups will appear with important messages during this scenario. You can find a PDF of them in the documents folder that comes with these tutorials. The default location is: C:\Program Files (x86)\Command Modern Operations\Scenarios\Tutorials\Air Warfare Tutorials\Flight Tutorial\Documents.

For Steam users, they will be located at: C:\Program Files (x86)\Steam\steamapps\common\Command - Modern Operations\Scenarios\Tutorials\Air Warfare Tutorials\Flight Tutorial.

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**Note:** To successfully complete this scenario, you will need to use the knowledge gained in the previous tutorials.

## **Scenario Briefing**

Welcome to the Modern Air Interception tutorial.

In this scenario you will be guided through the following topics:

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## **Message 1**

Good morning!

Today you will impersonate the commander of the Ramat David Air Base in Northern Israel and you will learn how to engage aircraft armed with modern weapons. You have two F-15A Baz, four F-15I Raam, six F-16I Sufa, two Gulfstream G550 AEW Nahshon, two 707 Saknayee tankers and two Hermes 900 Star UAV under your command.

Your fighters are armed as follows:

- 2x F-15A Eagle [Baz]: 4x AIM-7F Sparrow III, 2x AIM-9L Sidewinder, and 2x Python 3.
- 2x F-15I Eagle [Raam]: 4x AIM-120C-7 AMRAAM and 4x Python 4.
- 2x F-15I Eagle [Raam]: 6x AIM-120C-7 AMRAAM and 2x Python 4.
- 2x F-16I Falcon [Sufa]: 2x AIM-120C-7 AMRAAM and 2x Python 5.
- 3x F-16I Falcon [Sufa]: 4x Python 5.

## **Missile Types:**

- AIM-7F Sparrow III: Semi-Active Radar Homing (SARH). Range: 2-38nm.
- AIM-9L Sidewinder: All-Aspect mid-course plus Passive Infrared terminal guidance. Range: 0.2-10nm.
- AIM-120C-7 AMRAAM: All-Aspect Long-Range (Datalink (DL/INS) mid-course plus Active Radar Homing (ARH) terminal guidance. Range: 2-56.7nm.
- Python 3: All-Aspect mid-course plus Passive Infrared terminal guidance. Range: 0.2-8nm.
- Python 4: All-Aspect High Off-Boresight mid-course plus Passive Infrared terminal guidance. Range: 0.2-10nm.
- Python 5: Inertial (INS) mid-course plus Passive Infrared (IR) terminal guidance. Range: 0.2-15nm.

The fighters also have DECM systems and pods. Defensive ECM Systems are devices designed to improve the survivability of the aircraft by deceiving the radar or IR sensors on enemy missiles. They operate alongside chaff (to deceive radars) and flares (to deceive IR sensors).

### **DECM System Types:**

- EL/L-8202 DECM Pod: F-15A Baz and F-15I Raam.
- EL/L-8240 DECM: F-16I Sufa.
- SPS 2100 DECM: F-15I Raam.

### **Message 2**

We have good intelligence that a few Syrian aircraft are will be escorting a Tu-22MR Backfire C on a recon mission over our territory. The intruders must be destroyed. We expect the Syrians to use these fighters:

- MiG-23ML Flogger G: AA-7 Apex C [R-24R] (Semi-Active Radar Homing (SARH), Range: 2-24nm) and AA-8 Aphid [R-60TM] (All-Aspect mid-course plus Passive Infrared (IR) terminal guidance, Range: 0.2-5nm).
- MiG-25P Foxbat A: AA-6 Acrid A [R-40R] (Semi-Active Radar Homing (SARH), Range: 4-30nm) and AA-6 Acrid B [R-40T] (Rear-Aspect mid-course plus Passive Infrared (IR) terminal guidance, Range: 4-30nm).
- MiG-29M2 Fulcrum C: AA-11 Archer [R-73] (All-Aspect High Off-Boresight mid-course plus Passive Infrared (IR) terminal guidance, Range: 0.2-10nm), AA-10 Alamo A [R-27R] (Semi-Active Radar Homing (SARH), Range: 2-45nm), and AA-12 Adder [R-77] (All-Aspect and Datalink (DL/INS) mid-course plus Active Radar Homing (ARH) terminal guidance, Range: 2-45nm).

These medium and long-range missiles are a serious threat, particularly the AA-12 Adder that can be used in a fire-and-forget mode.

We have longer range missiles, so if we have good situational awareness, we should be able to destroy the intruders easily.

Start by switching on a radar or, better, launch a G550 AEW Nahshon. Then order some fighters to take off.

**Note 1:** When facing the Floggers and the Foxbats, you can turn off "Automatic Evasion" (CTRL + SHIFT + F9). In this way, you can use SARH missiles against the enemy even if they fire back. They will break contact trying to evade your missiles, thus losing control of their own SARH missiles.

Be careful, as without Automatic Evasion you are an easier target for fire-and-forget missiles!

**Note 2:** Both the AIM-120C-7 AMRAAM and the AIM-7F Sparrow III have a longer range than the Russian-made missiles on these Syrian fighters.

The AIM-120C-7 AMRAAM has a PoH (Probability of Hit) of 95%, while the AIM-7F Sparrow III has a PoH of 70%.

This value decreases at long range, an AIM-120C-7 can drop below 65%, and can be further reduced by the enemy fighters altitude, agility, direction, etc. To increase the probability of destroying the enemy aircraft, you can reduce the firing distance in the WRA Page (CTRL + SHIFT + F9 for the Side Doctrine Window or CTRL + F9 for the Unit Doctrine Window).

### **Message 3**

You have just detected some aircraft.

You may have noticed that they are flying in pairs.

This is a standard formation for fighters, first developed in the 1930s, with patrols composed of a leader and a wingman.

The wingmans role is to add an element of support to aerial combat, increasing both defensive and offensive capabilities and situational awareness.

One common tactic for this formation is to use one fighter to draw the attention of an enemy, and then hit it from behind with the second fighter.

Try to engage them at least on a 2 vs 2 basis.

Destroy all the enemy aircraft!

## **Message 4**

Well done! You have successfully destroyed all the enemy aircraft.

When you think you're ready, move onto the next tutorial.