



OPERATION CANYON RUN

How to use Canyon Run.

The enclosed file Operation Canyon Run is a Flying Nightmares game already in progress, just launch the programme and then use the Load Game option to select Operation Canyon Run. A back up copy should be made first.

Mission Briefing

Operation Canyon Run starts with the arrival of the Task Force at Waypoint 3 close to the shore near the fuel dump and SAM missile complex at Uato Carabar. The Task Force Commander has decided to risk all on a quick and decisive battle plan designed to capture Dili in a rapid push through the Baguia valley and along the northern coastal plain.

Prior to the arrival of the Task Force at Waypoint 3, while still some distance out to sea, a series of helicopter deployments of Special Forces took place, clandestine units were dispatched to all the main airbases on Timor as well as to other selected targets. The dual function of these units is to feed back high grade intelligence to the Task Force regarding enemy deployments, reinforcements and movements, as well as assisting air strikes by the laser designation of targets for strikes by laser guided ordnance (such as laser guided iron bombs and AGM-65E Mavericks).

On arrival at Waypoint 3 an immediate ground assault is launched at 05.55 (dawn). The first wave of the ground assault pushed inland to capture Uato Carabar (marked A on map 1) and to secure the entrance to the Baguia valley. Elements of the first wave of ground assault units will also swing west along the coastal road via Uatolari to capture the airbase and SAM missile site at Viqueque (marked B on map 1), and east to capture the vital road junction between Luro and Lliamar (marked C on map 1). These manoeuvres effectively establish a western and eastern defensive perimeter for the beachhead. As these initial units go ashore a wave of Cobra helicopter attacks are launched at various enemy troop concentrations, missile sites and communication facilities.

Map 1



Following the first wave of troop landings the rest of the Task Force ground units are rapidly deployed ashore to push north in a single column through the narrow Baguia valley. Once the column reaches the northern coastal plain at Laga (marked D on map 1) it will split into two forces. The smaller of the two will move rapidly east to neutralise and capture the enemy airbase and missile site at Kisar (marked E on map 1) thus interdicting enemy air supplies. The main force will swing west along the coastal road to occupy Villa Salazar and the nearby airbase of Baucau/U (marked F on map 1). Leaving behind an occupation force the troop column will continue to move further west to capture Dili and thus complete the battle plan. Estimated time of arrival at Dili is 08.35 and at Dili airbase at 08.45 hours. Once Dili and its airbase is occupied a defensive perimeter will be established and Operation Canyon Run is complete.

Aggressive use will be made of the Task Force helicopter force and numerous Cobra attacks are scheduled throughout the campaign.

Map 2



Position of allied ground forces at 06.30

The action opens with the first Harrier attack scheduled shortly after 0600 hours with a raid on the fuel dump and SAM missile complex at Uato Carabar. By the time this first Harrier is in the air the leading elements of the initial ground assault will be approaching the enemy troop positions around Uato Carabar, these enemy units must be attacked from the air to reduce allied casualties. The enemy SAM site at Uato Carabar is equipped with SA-6's with a range of 15 miles (25km) which means that the whole of the beachhead area is within their range.

This first Harrier mission is the only Harrier mission programmed in the whole battle plan. You must choose Combat Patrol in the Briefing Room to fly further missions and use your own initiative to select targets and manage the navigation to target. Use the Plan window to monitor allied (blue) and enemy (red) positions and movements, use your judgement to decide which is the most important target for a Harrier strike at any particular moment. Please note that the TAWADS system aboard the Tarawa will occasionally offer you pre-selected missions, you must decide whether any such mission meets the priority of the moment, if you decide it does not then select your own target for the mission.

Following the initial air assault on Uato Carabar the priority for Harrier strikes is to attack ahead of the leading allied troop units in their attack on Viqueque and the road junction between Luro and

Lliamar. You will also have to neutralise the Indonesian air force base at Viqueque. There is also a helicopter base at Luro which will threaten your eastern perimeter.

Following the initial landings your general mission is to support the allied ground forces in their push north through the Baguia valley (see map 2) to Laga and their assaults on Kisar in the east , and Villa Salazar, Baucau/U and Dili in the west. Enemy ground forces must be assaulted from the air before allied ground forces engage them so as to minimise allied casualties. The Indonesian air force must also be neutralised.

The enemy will push convoys and troop columns forward through your lines, particular the static perimeter around the BeachHead area, monitor these movements in the Plan window and interdict with Harrier strikes.

The numerous Cobra helicopter attacks will be primarily targeted on enemy installations (buildings, fuel storage facilities etc.) and are generally ineffective against enemy troop concentrations: the latter should be the priority for Harrier attack.

Particular care must be taken while flying along the narrow Baguia valley as the numerous Cobra flights will mean crowded air space.

Good Luck

Tony Swash

tonyswash@urulbi.demon.co.uk

Feed back and comments appreciated.



This Battle Plan can be distributed freely as long as this documentation accompanies it.