

Session Start: 5 2009

Session Ident: (b)(2)High

[01:27] S (b)(2)High ~Kyle_d_Tucker@ (b)(2)High

[01:27] < (b)(2)High

[01:28] < s> rgr

[01:31] < OPENING AIR TIC ATT

[01:33] < hey we have heavey heavy contact with steady indirect landing on cop

[01:33] < (b)(2)High need air assets immediately

[01:33] < RGR

[01:35] <Destroyer_Fires> CAS MIGHT BE A WHILE WE HAVE (b)(2)High LAID TO THE NORTH IF WANTED TO SUPPRESS WHILE WE WAIT ON CAS

[01:36] < > CAS IS UP IN THE AIR TRYING TO PULL NOW

[01:36] < how far out

[01:36] < (b)(2)High we need it fast

[01:37] < > 20 MIN MAYBE

[01:38] < we need fast

[01:38] < (b)(2)High (b)(2)High to follow

[01:38] < (b)(2)High

[01:39] < we need those birds

[01:41] < (b)(2)High

[01:41] < asap

[01:41] < > RGR (b)(2)High

[01:43] < > SHO (b)(2)High

[01:43] < rgr shot

[01:44] < (b)(2)High do we have any rotary wing up

[01:44] < > NOT YET WAY OUT

[01:44] < 25 MIN FOR ROTORS

[01:44] < (b)(2)High (b)(2)High GAVE FIRE MISSION FOR (b)(2)High

[01:45] <Destroyer_Fires> RE GOING TO SHOOT AF DS COMPLETE

[01:45] < > SPLASH

[01:45] < (b)(2)High splash out

[01:49] < > CAS 10MIN

[01:49] < (b)(2)High they just said 5 mins

[01:49] < RGR

[01:49] < (b)(2)High we need them right now

[01:50] < RGR TRYING TO EXPIDITE

[01:50] < (b)(2)High rgr

[01:50] > SHOT ON SECOND MISSION

[01:51] (b)(2)High rgr shot

[01:51] > WE ARE GOING TO DROP ON PUTTING GREEN FIRST

[01:51] < (b)(2)High rgr thats what we need

[01:51] < > RGR

[01:51] < what about rotary

[01:52] < > ROTORY 20 MIN FROM WHEELS UP

[01:52] < SPLASH

[01:52] < (b)(2)High rgr we have no indirect assets

[01:52] < RGR, SENDING AIR TO PUTTING GREEN

[01:52] < (b)(2)High we need support immediately

[01:52] < > O YOU WWANT (b)(2)High B NEXT?

[01:53] < (b)(2)High ON ST

[01:53] < (b)(2)High iing on (b)(2)High

[01:53] <Destroyer_Fires> RGR

[01:55] <Destroyer_Fires> TELL US IF YOU NEED ADJ BY TGT NUMBER, WE WILL GIVE YOU CONTIN BOTH TGTS SIMULTANEOUSLY

[01:55] anp station overran

[01:55] (b)(2)High rgr

[01:55] AND WE ARE DECONNING AIR, SO CAS WILL HIT PUTTING GREEN SIMULT AC GIVING 9 LINE NOW

[01:56] < (b)(2)High we have nothing else firing

[01:56] < > RGR

[01:56] < (b)(2)High we need them to drop asap

[01:56] < > RGR

[01:56] < DE 25 IS OVER BOSTICK, HAS 9 LINE

[01:57] < (b)(2)High on drop

[01:57] < (b)(2)High FIRING ASAP

[01:57] < on ccfa

[01:57] < (b)(2)High cca

[01:57] < rgr

[01:57] < CCA IS NOT A VIABLE OPTION YET

[01:57] <Destroyer_Fires> LOOKING AT A LONG TIME OUT

[01:57] <Destroyer_Fires> IS SCLOSE

[01:57] < >(b)(2)High FIRING

[01:57] < (b)(2)High m on the way as well

[01:57] < > CAS WILL DROP IMMEDIATELY UPON ARRIVAL

[01:58] <Destroyer_Fires> WE ARE

[01:58] <Destroyer_Fires> BUT T ARE LIKE OVER AN HOUR OUT

[01:58] < > SHOT (b)(2)High (BOTH TGTS)

[01:58] < (b)(2)High rgr shot

[01:58] < keep them coming

[01:58] < > IT'S CONTINUOUS FIRE

[01:59] < > ADJ BY TGT NUMBER AS NECESSARY

[01:59] (b)(2)High rgr... just keep firing those targets

[01:59] < > RGR, IT'S CONTINUOUS UNTIL BLACK ON AMMO OR SHUT OFF

[01:59] < (b)(2)High

[02:00] < (b)(2)High

[02:00] < (b)(2)High CHECK FOR (b)(2)High ON CAG

[02:01] < (b)(2)High he hasnt check t

[02:01] < RGR, ANY SEC

[02:01] < (b)(2)High whats the status

[02:01] < OF?

[02:01] < (b)(2)High we need them to drop now

[02:01] < WE ARE TRACKING, THEY ARE READY TO DROP ONCE THEY HIT YOUR AO

[02:01] <Destroyer_Fires> 2X GBU 38

[02:01] < > ON PUTTING GREEN

[02:01] < (b)(2)High we at least need to get them to starting firing 20mm

[02:02] < > WHEN THEY GET THERE, YOU GET BOMBS IMMEDIATELY

[02:02] < (b)(2)High rgr

[02:02] < THEY ALREADY HAVE THE 9 LINE

[02:02] < rgr

[02:03] (b)(2)High rgr... how many mins till we drop

[02:03] < we need it now

[02:03] < TOO CLOSE TO CALL... THEY SHOULD BE THERE RIGHT NOW

[02:04] < ROTARY WING JUST WENT W/U JAF, SO YOU GET THEM IN ABOUT AN (b)(2)High

[02:04] < (b)(2)High rgr

[02:05] <Destroyer_Fires> DOES FRI NEED ANY ADJUSTMENTS FOR (b)(2)High OR ARE THEY GOOD WITH THAT?

[02:05] < (b)(2)High they need the suppression

[02:05] < dont have any adj att

[02:05] < > RGR

[02:05] < > WE STILL HAVE SHOTS GOING OUT

[02:05] < rgr

[02:09] < (b)(2)High do we have more fixed nroute

[02:09] < > WHAT IS GRID FOR (b)(2)High FOR FRI?

[02:09] < > NEG

[02:09] < standby

[02:09] < (b)(2)High if we can we have to get the closest support

[02:09] < > ALT IS CRITICAL

[02:10] <Destroyer_Fires> WE ARE TRYING TO GET YOU EVERY AVAILABLE BIRD

[02:12] <BlackKnight70> we need to get the cca here as fast as possible

[02:12] <Destroyer_Fires> THEY ARE MOVING AS FAST A AN

[02:13] < > DO YOU HAVE THAT GRID FOR (b)(2)High

[02:13] < (b)(2)High neg\

[02:13] < > WE UNDERSTAND FULLY YOUR NEED FOR CAS AND CCA, AND ARE TRYING TO GET EVERYTHING AVAILABLE TO

[02:15] < > DROPPING ON (b)(2)High NEXT

[02:15] < rgr

[02:15] < (b)(2)High neg

[02:15] < we dont need it (b)(2)High

[02:15] < > RGR

[02:16] < we need (b)(2)High

[02:16] < (b)(2)High

[02:16] < > (b)(2)High

[02:16] < NG THOSE GRIDS

[02:17] < (b)(2)High we have enemy in the wire

[02:17] < DO YOU NEED (b)(2)High TO SHIFT FIRE?

[02:18] < > RGR EN INSID RE

[02:18] < (b)(2)High neg

[02:18] < > RGR

[02:18] <Destroyer_Fires> WHAT IS THIS ABOUT ASG OP? WE GOT GRID FOR IT ON TAC SAT. CAN I GET INTEL?

[02:19] <Destroyer_Fires> YOU WANT IT HIT WHEN IT GETS OVERRUN?

[02:19] <Destroyer_Fires> SHIFTING FIRST GRID GIVEN PER TAC SAT COMMAND

[02:20] <Destroyer_Fires> SHOT ON (b)(2)High

[02:20] No such nick/channel

[02:20] <Destroyer_Fires> 1 MIN TO BOMB DROP

[02:21] No such nick/chan

Session Close: Sat Oct 03 (b)(2)High