

RAF Air  UK

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"Pop Up Attacks"



[illegible]

Pop Up Attacks

A popup attack enables you to be exposed to the enemy for the least amount of time while performing an attack. You fly in really low and fast, so as not to be seen, then pull up sharply into a position where you can hit the bad guys with some sort of munitions, and then drop down and run away again. Done right, they'll never know what hit them.....

74th Squadron Standard way to perform this manoeuvre

An easy mnemonic to remember (courtesy of Tyger):

An Afghan Child Suffers Real Danger Everyday -

A: Approach at high speed and low altitude (**300ft / 300 knots IAS**)

A: Alignment 35 degrees from the target area

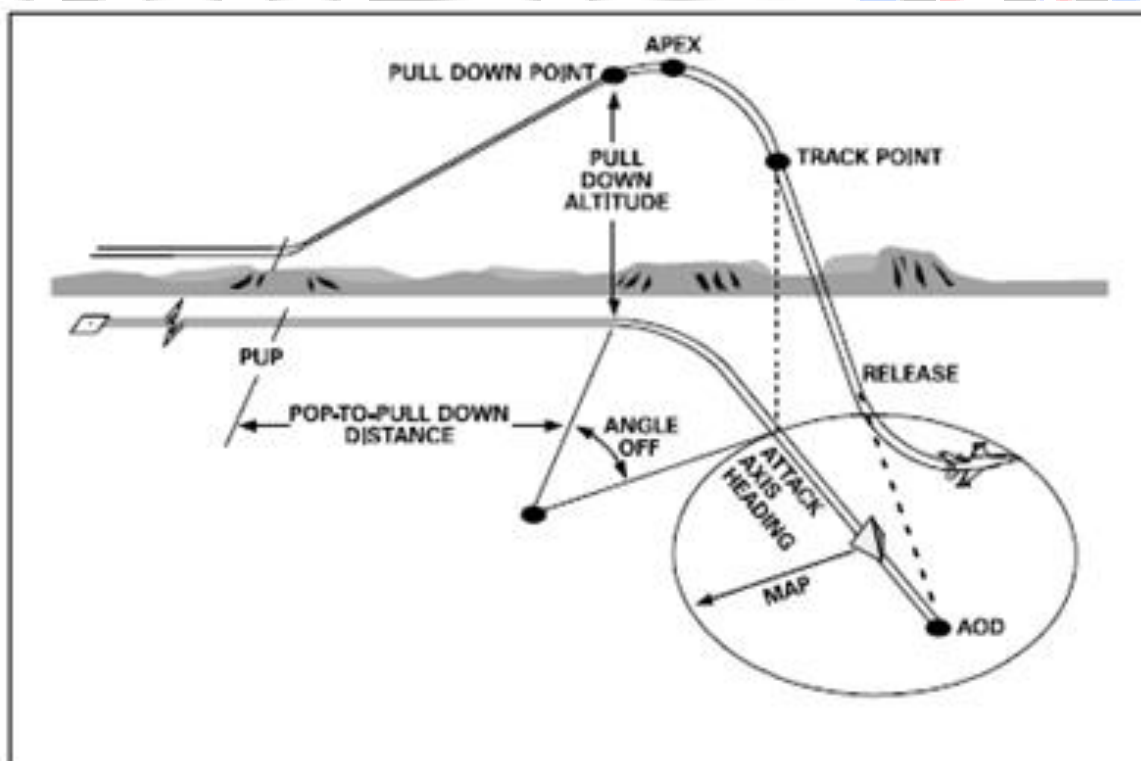
C: Climb a fairly steep climb up to about 200 IAS

S: Sight the target area (keep your eyes on the target)

R: Roll a lazy roll towards the target area (reducing speed with airbrakes if necessary in preparation for the dive)

D: Dive

E: Engage



General rule for low level ops in the A-10 is **300/300**, that is 300 knots at 300 feet.

Alternative methodologies that can be used depending on the situation

Run in to the popup at your chosen altitude (anywhere between 100 - 500 ft depending on threats). How you run in to target depending on if you are performing a bump up attack (forward firing weapons like AGM-65 or the gun) or a pop-up (free fall munitions). For a bump-up you typically fly directly at the target and then "bump" up to employ weapons. The bump distance depends on the target and the weapon, but the general rule of thumb is 5nm for AGM-65 attacks and 2nm for gun attacks. distance depends on the target and the weapon, but the general rule of thumb is 5nm for AGM-65 attacks and 2nm for gun attacks.

For a pop up attack, you approach the target with a **45 degree offset** (so that without a turn you'd pass the target without overflying it), The pull up point (**PUP**) is somewhat difficult to determine but the general rule of thumb is add **1nm** to the desired slant range at weapon release.

At the **PUP** start a smooth **3G pull** and set your climb and to 5 degrees greater than you planned dive angle. So, for example, if you have planned a 10 degree low angle high drag delivery then you pull to 15 degrees at the PUP.

Pop up Attacks (in Pairs)

1. Shooter – Cover Hopefully you will have had time to survey the target area from a distance, but there will always be surprises!

The "cover" job here doesn't entail sticking right on the "shooters" wing, but to follow him around the attack **in a lazy fashion**. In other words, you're not going to pull as much G as him, or try to get a pipper onto the target. Instead you're going to follow him at a distance and watch for ground fire. When you brief the attack, make sure that the wingman is going to be on the outside of the turn into target! It'll save a bit of embarrassment later!

2. Shooter – Shooter The possibilities here are pretty interesting. From a safety aspect though, you don't really want to be trying to fly a wedge through the pop up manoeuvre – your focus needs to be on the targets. Instead, at a predetermined point – an "action" point, you are going to split up slightly. In the picture below, 2 goes 30 degrees off the attack heading for 30 seconds, and then turns back in to fly his own pop-up. The result is a slightly staggered attack, with lead egressing just as 2 rolls in.

In this picture, both A-10s go 30 degrees off course for 10 seconds(ish – depends on weapons and speed) and then turn back in. The result is a simultaneous attack on the target from separated aircraft. (Because you arrive at the same time, be careful not to fly into each other, or the blast from your wingman's bomb!) The five line would be:

"IP the radio tower, Shooter-shooter in wedge for a popup, split at 3 miles, 30 degree offset. Use CBU-97.Egress on 090"

Bump up Attacks

How you run in to target depending on if you are performing a bump up attack (only used for forward firing weapons like AGM-65 or the gun) or a pop-up (free fall munitions). For a bump-up you typically fly directly at the target and then "bump" up to employ weapons. The bump distance depends on the target and the weapon, but the general rule of thumb is 5nm for AGM-65 attacks and 2nm for gun attacks.

