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Author **Topic: Operation Rolling Fire Mission #5**

BeachAV8R

Member
 Member # 3055

posted 10-01-2003 17:59

10/01/03
 Falcon 4.0/SP3 Campaign Mission Report #05
 OPERATION ROLLING FIRE
 DAY 1 - 1900 HOURS

Campaign Status:

As the daylight hours wane on the first day of the campaign a lot of activity has occurred. Though the front-lines have not moved much from the onset of hostilities the warfare at the front has been brutal for both sides. US/ROK forces, though reeling from the attack, are causing heavy losses for the DPRK forces. By nature, fighting from prepared defensive positions is usually advantageous to the well entrenched defenders and murderous on the attackers who must by definition be on the move.

The air campaign seems to be going pretty well. US/ROK air superiority fighters seem to have a pretty good handle on DPRK air forces. Though we are occasionally surprised by enemy fighters the air war has definitely tilted in favor of US/ROK forces.

Campaign Map:



Objective:

We have been asked to stay on with the 161st Fighter Squadron at Choongwon, which suits me fine since the squadron's tasking in the ATO seems more geared toward ground attack instead of SEAD.

This will be our first "night" mission, although it really is just a "pinkie" mission since we will be taking off at sunset. The mission is another Battlefield Air Interdiction (BAI) flight to search for and destroy a DPRK missile brigade moving south toward the FEBA. The war is not very far away from our base at Choongwon, we will only be flying about 60 miles north toward our search area just north of the FEBA. This is good for us since we don't have to worry about carrying extra fuel.

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BRIEFING

MISSION: Search for and destroy enemy ground forces in the area around Horaebi.
YOUR TASK: BAI
 Station Area: 6 nm southeast of Horaebi.
 Time on Station: 19:23:21
 Patrol Time: 00:11:47

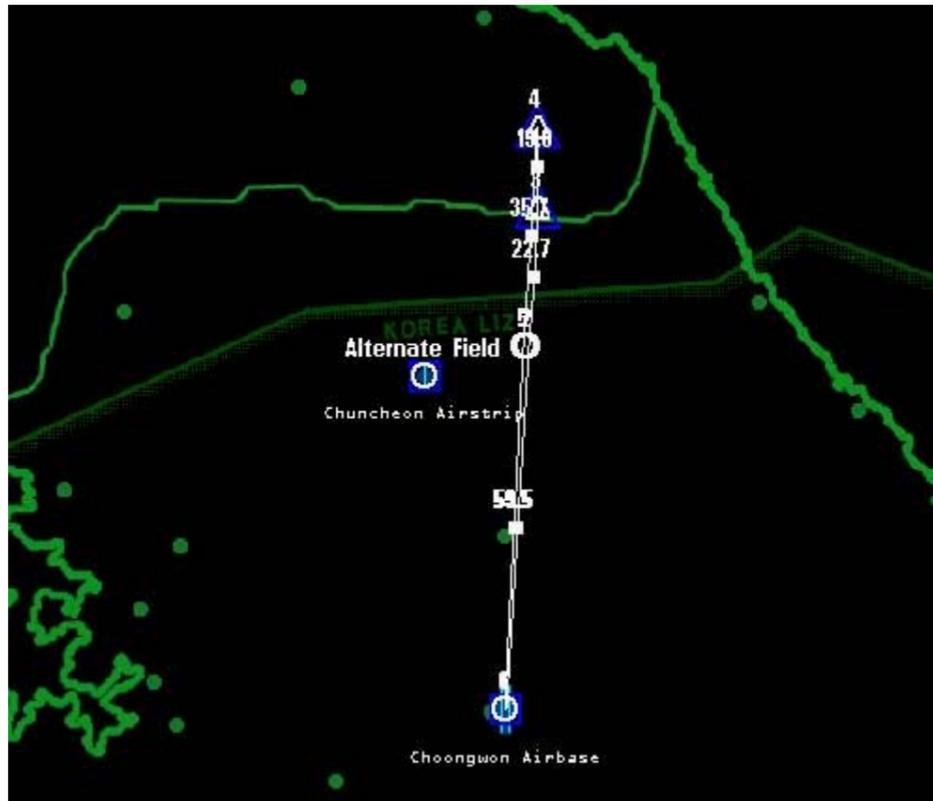
SITUATION:
 Be advised: Intelligence reports a large enemy offensive is in progress, probably with the intent to take Seoul.
 Army intelligence reports the DPRK 5th SS Missile Brigade is moving towards Chungsan-dong. Air command hopes to attrit their forces before they arrive at the front.

PACKAGE ELEMENTS:
 Spartan3 (BAI) 4 F-16CG Search for enemy targets, engage and destroy at will

THREAT ANALYSIS:
 Enemy CAP aircraft are likely to be operating within operation area.

STEERPOINTS:

#	Desc	Time	Dist	Head	IAS	Alt	Comments
1	Takeoff	19:09:00	--	--	--	--	Takeoff
2	--	19:20:14	59.5	4	230	22.0M	--
3	S&D	19:23:21	22.7	4	355	15.0M	Find and engage enemy
4	S&D	19:25:08	13.0	0	355	15.0M	Return to previous steerpoint
5	--	19:40:03	35.7	183	355	15.0M	--
6	Land	19:50:46	59.5	183	240	22.0M	Land
7	Land	--	--	--	--	--	Alternate landing strip



Planning/preflight:

Our four-ship flight will take off and head immediately north toward the target area where we will search for our objective and any targets of opportunity. We'll be carrying 6 MK-20 "Rockeye" CBU's for anti-armor purposes and 2 general purpose MK-84 2000 lb. bombs:



Depending on the air and ground threat we will either make just two passes or multiple passes on the target area.

Debrief:

In the fading light we take-off and turn north toward our target area:



This is the first campaign mission where we get to see Aeyes beautiful 1600 x 1200 night cockpit. Words can't adequately describe how awesome it looks at full resolution:



Taking the hint from the multitudes who have noticed, as we close on the IP I reach down to the left side panel and flick all my external light switches off:



Cont...

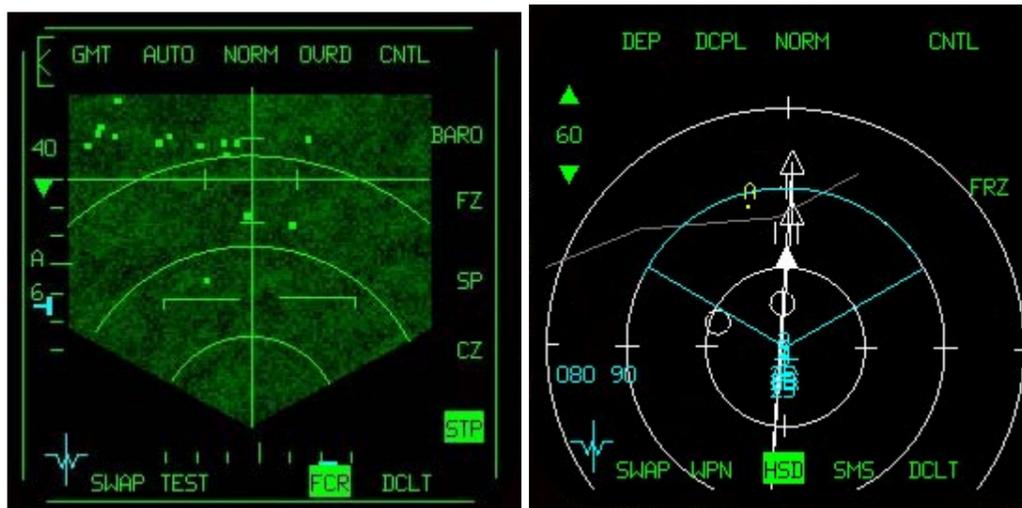
<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 10-01-2003 18:00 [Icons: Home, Mail, Print, Quote]

Pulling up the A2G radar I select Ground Moving Target (GMT) mode and start scanning ahead for "movers". Operating in such close proximity to the FEBA I have to be extremely careful regarding situational awareness so that I don't commit fratricide. One of the best tools for maintaining good ground target SA is to compare your ground radar cursor position to your flight plan waypoints and FEBA demarcation line on the right side HSD:



When I find some movers that are north of the FEBA I designate them and again compare them to the FEBA line on the HSD. This one is awful close to the FEBA but appears to be within the target search area (the two triangle shaped steerpoints). I don't know if you can query AWACS for ground target friend or foe (sort of like a poor man's JSTARS)? You can also see my wingmen lined up behind me as I've ordered them into trail formation:



Again I set my Rockeyes burst altitude to 3,500 feet:



I have CCRP selected, but visibility is so poor in the early evening light that I can't see the targets very well so I instead select CCIP so that I can make quick last minute adjustments to my aim. At this point I also order my wingmen to engage the ground target and I roll in on the first GMT designated target and release 2 Rockeyes:



Right before my first bombing run I queried AWACS and they gave me a bandit call off our right side (east) for 35 miles. As I pull off the target I quickly punch the A2A mode and start scanning the AWACS target bearing with my radar. A few second later a contact comes up:



A few second later a few more contacts appear but I stick with the original target AWACS had called out since they were at high altitude and would most likely be fighters. I select one target to get some data on him and the radar displays his airspeed (342 knots), altitude (30,000 feet), heading (just look at the tip of the triangle), and closure (863 knots):



Cont...

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 10-01-2003 18:00

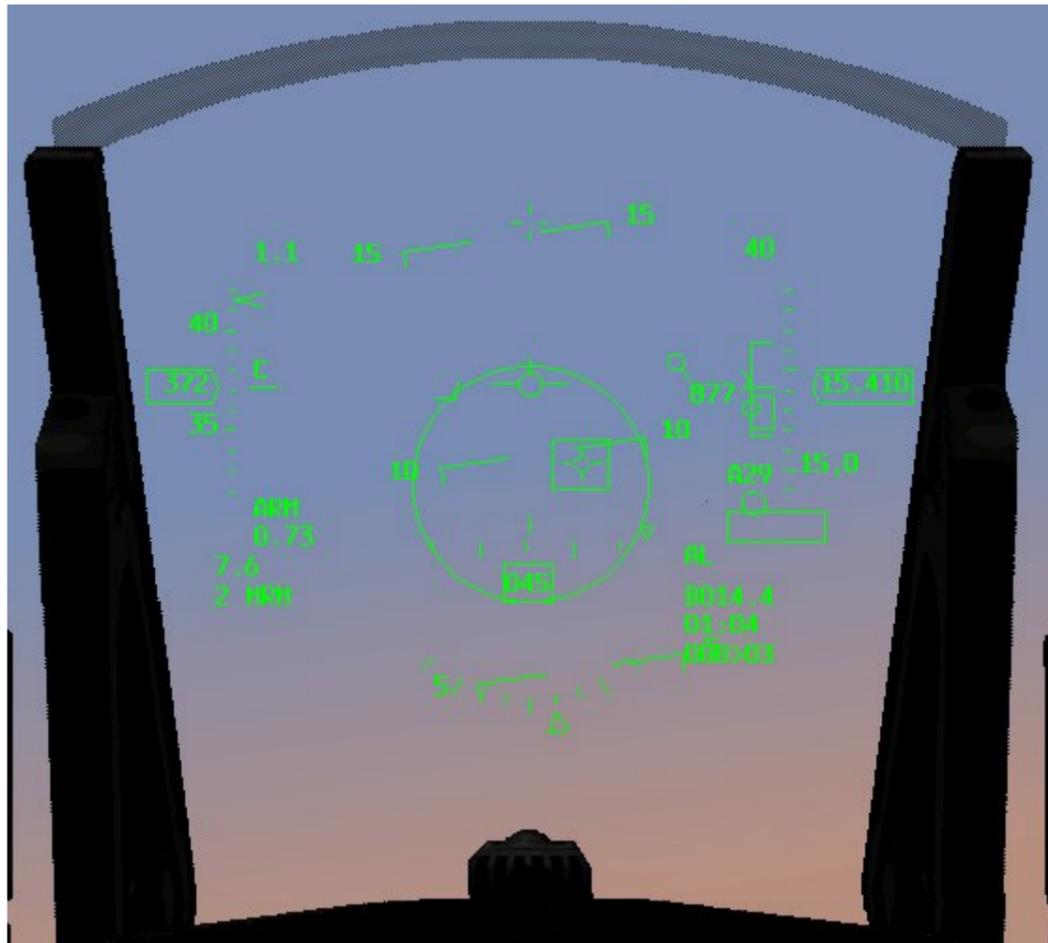
I select an AMRAAM and wait for the target carat to fall into the DLZ:



As I'm waiting more targets appear to the right of the initial target, so I know I have contacts on both sides which probably makes my target aircraft the fighter escort. I query AWACS again and they confirm my target is hostile and also gives me the target ID has a J-7 (MiG-21):



Soon the carat drops into the DLZ and I fire my first AMRAAM:



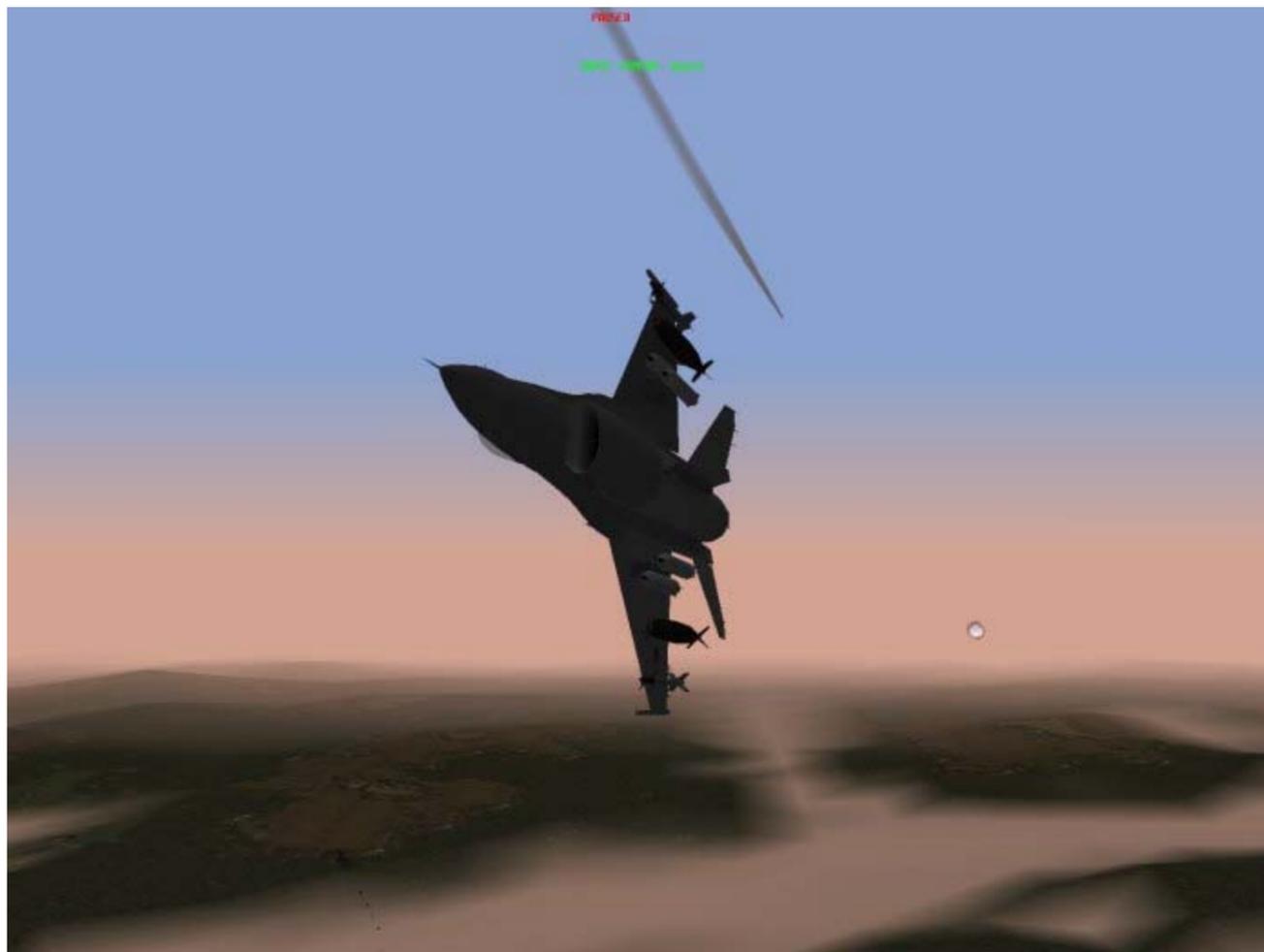
The J-7 tries to evade but the AMRAAM is unflinchingly accurate:



I go back to the radar, select the J-7's wingman and launch my second AMRAAM at him. My missile closes on him as the first J-7 goes down in flames behind him:



After the second J-7 goes down I select another target generally to the east and select my AIM-9. I lose the lock with my radar momentarily though and the next thing I see is a smoke trail coming at me from dead on the nose. The enemy aircraft has fired a missile at me! I don't even have time to jink or drop flares and the missile flashes over my canopy and explodes behind me:



As I'm about to padlock the target to try to get a Sidewinder off at him one of my wingman (Spartan 32) yells "Fox 3 medium" and a second later a smudge appears in front of my airplane:



Cont...

<http://home.carolina.rr.com/beachav8r>

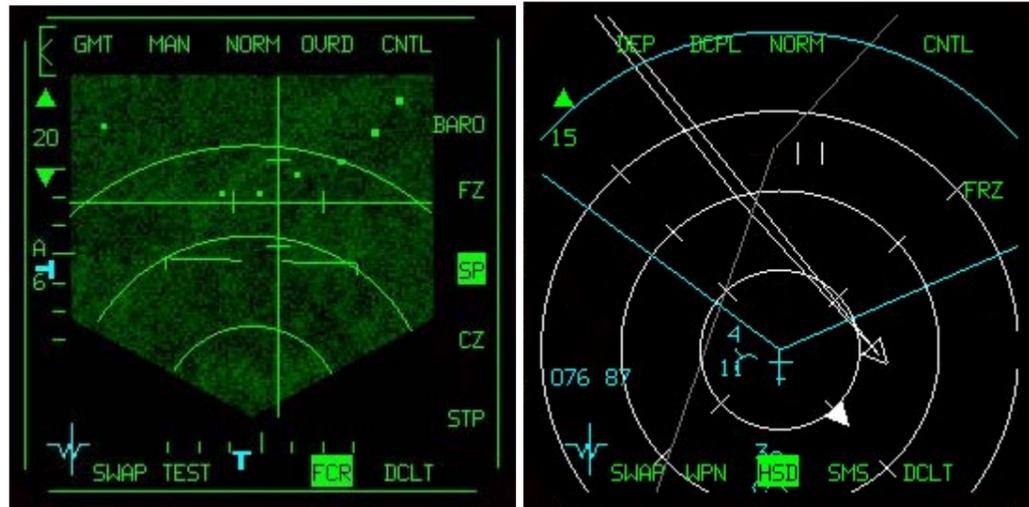
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
 Member
 Member # 3055

📅 posted 10-01-2003 18:01 🗂️ 🏠 👤 📧 📄 “ ”

Post-flight analysis will show that another flight of 2 J-7s was out there and my wingman and my #4 (Spartan 34) knocked them out of the sky with AMRAAM, saving my bacon.

With the air threat once again neutralized I turn back to the job at hand and pull up the GMT radar again, find some movers and designate them, again making sure the radar cursors fall on the north side of the FEBA:



Again the targets are right on the FEBA:



I peer through the HUD and can see the enemy movement:



I make one CCRP and one CCIP delivery on the targets getting rid of the rest of my Rockeyes:



Cont...

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
 Member
 Member # 3055

📅 posted 10-01-2003 18:01 🏠 👤 📧 📄 “ ”

Once more AWACS calls up with a threat call so I turn to the bearing and pour some radar energy in the general area. Some threats show up at low altitude (2000 feet) with very low speed (130 knots) so I figure they are attack helicopters and don't even bother with them:



Turning back to the the ground radar I find another set of moving targets, designate them and see they are well back from the FEBA:



I roll in on them but visibility is awful and I drop my last ordnance: 2 MK-84 2000 lb. bombs:



The bombs hit where I wanted but there isn't much in the way of secondary explosions:



A glance at my fuel gauge combined with my empty racks tells me it's time to bug out:



On the way home I can see several flights of US and ROK aircraft coming and going from the FEBA:



Cont...

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

📅 posted 10-01-2003 18:02 🏠 👤 📧 🗒️ “ ”

My wingmen (#2, #3, #4) are well ahead of me since they gave me the bingo call during my last bomb run:



In the fading light the visibility is very poor and I'm concentrating so much on my landing speed and attitude I don't realize that an enemy flight has cratered one of our bases runways until it is too late!



Though my plane gets destroyed curiously the mission debrief lists me as having survived and my airframe intact! I can't tell you how cool it was that the enemy cratered my runway, nice touch!

Conclusions:

The mission is rated as a success. My performance, considering the vast amount of ordnance I was carrying, was a very disappointing. I'm credited with only 3 air-to-ground kills! Meanwhile the rest of the flight was hard at work with Spartan 34 getting great bombs on target with 14 ground kills! I might need to start flying of HIS wing!

DEBRIEFING

MISSION: Success (Search for and destroy enemy ground forces in the area around 6 nm southeast of Horaebi.)
YOUR TASK: Success (Search for enemy targets, engage and destroy at will)
PILOT RATING: Excellent

Actual TOT: 19:29:51 (389 seconds late)
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Spartan3 (BAI)	4 F-16CG	Mission success. Only light damage was inflicted to enemy

[Event List](#)

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Spartan31	Functional	2 x AIM-120B	2 hits (100%)
		2 x Mk-84	2 hits (100%)
		6 x Mk-20D	2 misses, 4 hits (66%)
Spartan32	Functional	2 x AIM-120B	2 hits (100%)
		2 x Mk-84	2 hits (100%)
		6 x Mk-20D	2 misses, 4 hits (66%)
Spartan33	Functional	1 x AIM-120B	1 miss (0%)
		2 x Mk-84	2 misses (0%)
		6 x Mk-20D	6 hits (100%)
Spartan34	Functional	1 x AIM-120B	1 hit (100%)
		2 x Mk-84	1 miss, 1 hit (50%)
		6 x Mk-20D	6 hits (100%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Spartan31	F-16CG	2Lt. Beach	OK	2 (0)	3 (0)	Excellent
Spartan32	F-16CG	Lt. Kau	OK	1	6	Excellent
Spartan33	F-16CG	Lt. Kim	OK	0	5	Excellent
Spartan34	F-16CG	Lt. Tong	OK	1	14	Excellent

RESULTS:

The 5th SS Missile Brigade has taken 13 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

```

Beach joined as Spartan31 at 19:09:00
DPRK T-55 destroyed by Spartan32 at 19:23:13
DPRK J-7E downed by Beach at 19:25:30
DPRK J-7E downed by Beach at 19:25:51
PL-8 launched at Beach 19:25:57
DPRK J-7E downed by Spartan32 at 19:26:34
DPRK J-7E downed by Spartan34 at 19:27:21
DPRK AK47 destroyed by Spartan33 at 19:28:11
DPRK AK47 destroyed by Spartan33 at 19:28:11
DPRK M-1975 destroyed by Spartan33 at 19:28:11
DPRK AK47 destroyed by Spartan33 at 19:28:11
DPRK M-1975 destroyed by Spartan33 at 19:28:11
DPRK KrAz T 255B destroyed by Spartan32 at 19:28:12
DPRK KrAz T 255B destroyed by Spartan32 at 19:28:12
DPRK KrAz T 255B destroyed by Spartan32 at 19:28:12
DPRK KrAz T 255B destroyed by Spartan32 at 19:28:12
DPRK KrAz T 255B destroyed by Spartan32 at 19:28:12
DPRK Type 62 destroyed by Beach at 19:30:19
DPRK Fuel Truck destroyed by Spartan34 at 19:31:02
DPRK KrAz T 255B destroyed by Spartan34 at 19:31:02
DPRK FROG-7 destroyed by Spartan34 at 19:31:02
DPRK FROG-7 destroyed by Spartan34 at 19:31:02
DPRK ZU-23 destroyed by Spartan34 at 19:31:03
DPRK FROG-7 destroyed by Spartan34 at 19:31:03
DPRK ZU-23 destroyed by Spartan34 at 19:31:03
DPRK FROG-7 destroyed by Spartan34 at 19:31:03
DPRK KrAz T 255B destroyed by Spartan34 at 19:31:03
DPRK KrAz T 255B destroyed by Spartan34 at 19:31:03
DPRK KrAz T 255B destroyed by Spartan34 at 19:31:03
DPRK ZU-23 destroyed by Spartan34 at 19:31:03
DPRK KrAz T 255B destroyed by Spartan34 at 19:31:03
DPRK Underground Fact destroyed by Spartan34 at 19:31:03
DPRK KrAz T 255B destroyed by Beach at 19:40:06
DPRK KrAz T 255B destroyed by Beach at 19:40:07
Beach landed at 19:52:55
    
```

This mission was a great mixed bag of anti-air and ground interdiction. Visibility was definitely a problem and I can see that using a FLIR pod would have been a better idea for targeting. Additionally, the target area was almost totally devoid of AAA threats. It appears one of my wingmen took out a couple ZSU-23s, but there were no fixed AAA/flak guns throwing lead in the air. With such a low threat environment (with the exception of enemy fighters) it might have made more sense to plan my attack axis with or against the enemy movement as opposed to perpendicular to it. I think many of my bomb patterns landed behind the enemy since I didn't lead them enough.

My wingmen did an excellent job this mission. They delivered their ordnance effectively and accurately and helped me out of an air-to-air jam for sure. As for my crash landing, I should have paid more attention to the condition of the runway but to tell you the truth in all my simulation experiences I've never seen a campaign engine that allows for that factor. Simply amazing. I'm looking forward to flying some dark night missions coming up.

BeachAV8R

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

C3PO1
Member
Member # 13046

☐ posted 10-01-2003 18:10    “ ”

The beauty of Falcon never ceases to amaze and enthrall 😊

Registered: **Oct 2002** | IP: [Logged](#)

Stewie
Member
Member # 930

☐ posted 10-01-2003 18:29    “ ”

That's excellent work Beach, nice job 😊
BTW, you CAN query AWACS on a ground tgt.

>

From: **Morecambe, Lancashire, U.K.** | Registered: **Jun 2000** | IP: [Logged](#)

JohnTheLuck
Member
Member # 14723

☐ posted 10-01-2003 18:52    “ ”

Great report, as usual. Thats bad that the sleeping man in the control tower didn't warn you about the craters !!!

JTL

From: **Montreal, Canada** | Registered: **Feb 2003** | IP: [Logged](#)

Cajun [former 172]
Member
Member # 12484

☐ posted 10-01-2003 20:02    “ ”

quote:

Originally posted by JohnTheLuck:
Great report, as usual. Thats bad that the sleeping man in the control tower didn't warn you about the craters !!!

JTL

Heh sleeping, he was probably at home changing his pants cause his runway just got blown up almost taking him with him. 😊

"Airspeed, altitude or brains. Two are always needed to successfully complete the flight."

"Without Maintainers, Pilots are just Pedestrians with Cool Leather Jackets and Sunglasses"

From: **Spangdahlem AB, Germany** | Registered: **Sep 2002** | IP: [Logged](#)

Smoke1
Member
Member # 2106

☐ posted 10-01-2003 22:54    “ ”

It'll be interesting to see how long it takes before your runway gets fixed. Might not be ready when you are. Falcon 4 has all manner of surprise. 😊

Smoke

From: **Fredericksburg, Virginia USA** | Registered: **Dec 2000** | IP: [Logged](#)

Nift
Member
Member # 7573

☐ posted 10-02-2003 02:13    “ ”

quote:

Originally posted by JohnTheLuck:
Great report, as usual. Thats bad that the sleeping man in the control tower didn't warn you about the craters !!!

JTL

Good point John. Is there even a possibility that such a function could be built into future Falcon4 mods? I wonder. Would be cool if it's possible.

Hey Beach, did you even see the craters at all on your approach or did you space out for a couple of minutes? 🤔

[10-02-2003, 04:22: Message edited by: Nift]

"Men never do evil so completely and cheerfully as when they do it from religious conviction."
-- Blaise Pascal

"He who sacrifices freedom for security is neither free nor secure."
-- Ben Franklin

"If you try to idiot-proof a society, you get a society full of idiots."

-- Winston Churchill?

From: **Duluth, GA, USA** | Registered: **Nov 2001** | IP: [Logged](#)

Wildman
Member
Member # 1350

posted 10-02-2003 09:15

Should take apporx 2-4 hours for each section of runway. What will happen is that squadrons flight list will drop to no assigned flights.

If you have airbase relocation on, then the squadron might move to a new base before then...or it might not if the repair time is quick.

Cess-Wildman

Cess Patrol--When the only thing keeping you up is hot air!

From: **USA** | Registered: **Aug 2000** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 10-02-2003 09:15

Nah..I didn't see them. The screen-shots don't really show how dark it really was..I didn't even see the craters until I had rolled up on them. And I hadn't asked the tower for permission to land..I don't think he would have cleared me for that runway. 😊

BeachAV8R

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

FAngs32
Member
Member # 405

posted 10-02-2003 10:38

quote:

Originally posted by BeachAV8R:
And I hadn't asked the tower for permission to land..I don't think he would have cleared me for that runway. 😊

BeachAV8R

😊

Yep The towers in F4 arent' pro=active lol

They will usually tell you to divert to your alternate ... after you contact em <gg>

FAngs_444th

FAngs32 444 vTFS C/O L/O
<http://444thVFS.tripod.com>
<http://www.fuzzylogik.co.uk/444th-tigers/>
[img]http://www.x-plane.org/users/444thvfs/444TH_SIG.gif[/img]

Registered: **Jan 2000** | IP: [Logged](#)

Nift
Member
Member # 7573

posted 10-02-2003 13:23

Roger that, BeachAV8R.

One can always take off from the taxiways. Or is that not done in the jet age?

I'm using IL-2 as an example. No lasting craters but the plane wrecks persist for a time, making scrambles a little dicey from the main runways.

"Men never do evil so completely and cheerfully as when they do it from religious conviction."
-- Blaise Pascal

"He who sacrifices freedom for security is neither free nor secure."
-- Ben Franklin

"If you try to idiot-proof a society, you get a society full of idiots."
-- Winston Churchill?

From: **Duluth, GA, USA** | Registered: **Nov 2001** | IP: [Logged](#)

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