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Author Topic: Operation Rolling Fire Mission #8

BeachAV8R posted 10-07-2003 00:03

Member 10/06/03
Member # 3055 Falcon 4.0/SP3 Campaign Mission Report #08
OPERATION ROLLING FIRE
DAY 1 - 2210 HOURS

Campaign Status:

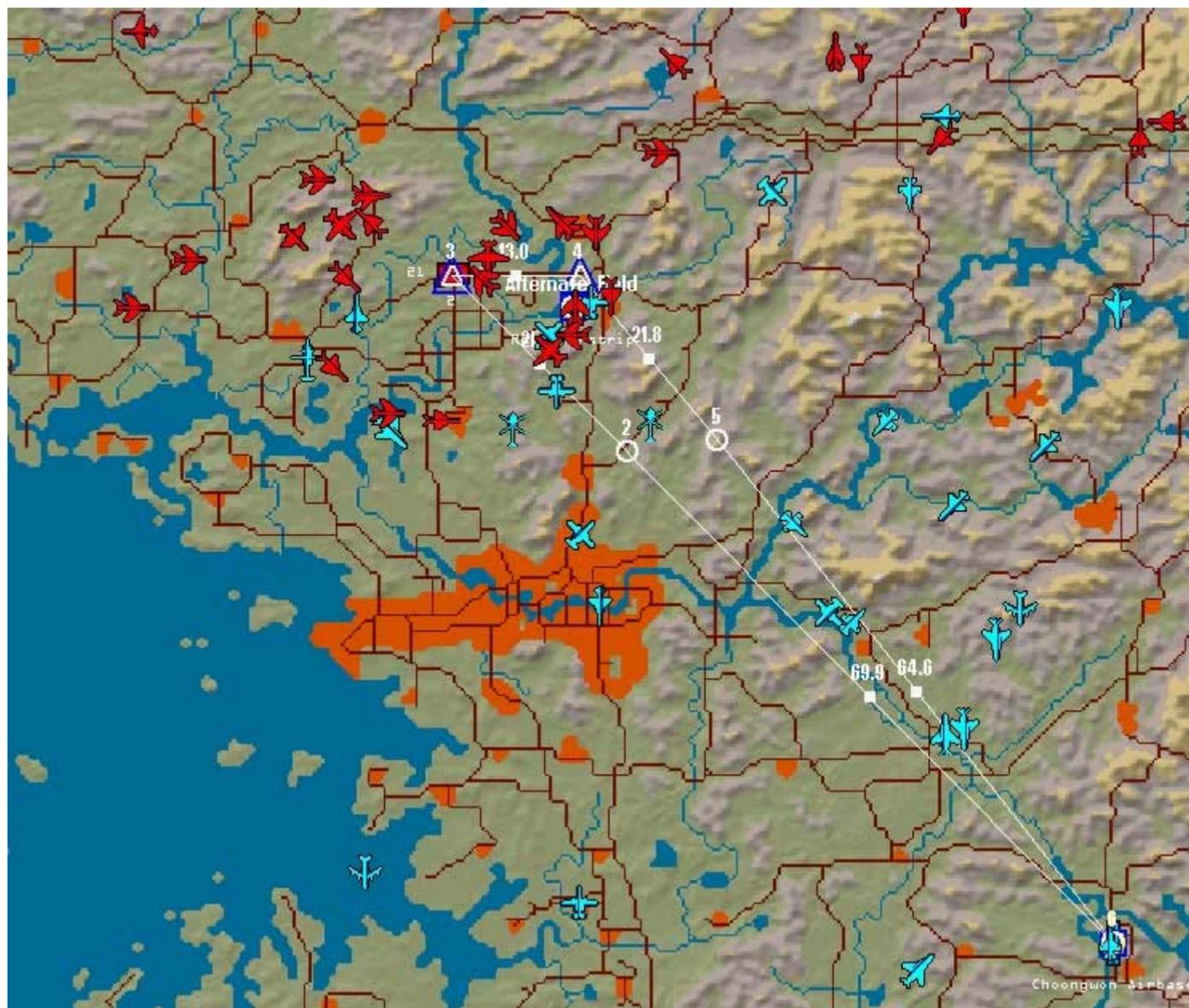
The expected decrease in campaign activity at night hasn't occurred. It seemed as though things were quieting down a bit during the last mission, but that may have just been the calm before the storm. The DPRK put on a massive display of force in the past hour overwhelming US/ROK CAP flights and dominating the skies over the FLOT.

Campaign Map:



Objective:

The objective for tonight is a Battlefield Air Interdiction (BAI) flight again targeting the mass of DPRK forces just north of Seoul. As you can see from this AWACS picture, enemy air activity over the target area is extremely dense and it would appear that the DPRK owns the airspace over the FLOT:



BRIEFING PRINT

MISSION: Search for and destroy enemy ground forces in the area around Chommal.
YOUR TASK: BAI
 Station Area: over Chommal.
 Time on Station: 22:22:30
 Patrol Time: 00:11:36

SITUATION:
 Army intelligence reports the DPRK 3rd Infantry Brigade is moving towards Chommal. Air command hopes to attrit their forces before they arrive at the front.

PACKAGE ELEMENTS:
 Sawbuck1 (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.
 Known or suspected enemy air defenses along your flight path include:
 BMP-CMD missile launchers 1 nm east of Chommal
 S-60 anti-aircraft guns 1 nm northeast of Chommal
 BMP-CMD missile launchers over Chommal
 BMP-CMD missile launchers over Chommal
 BMP-CMD missile launchers 3 nm east of Chommal

Planning/preflight:

I will be leading a 4-ship flight over the FLOT in an attempt to stem the DPRK tide moving south toward Seoul. For this mission we'll be carrying CBU-87 cluster bombs for use against enemy armor. Unfortunately, though this picture shows that I requested 8 CBUs the time until the mission take-off didn't allow my settings to stay intact, so you'll see in the mission that I only have 4 CBU-87s instead of my setting of 8:

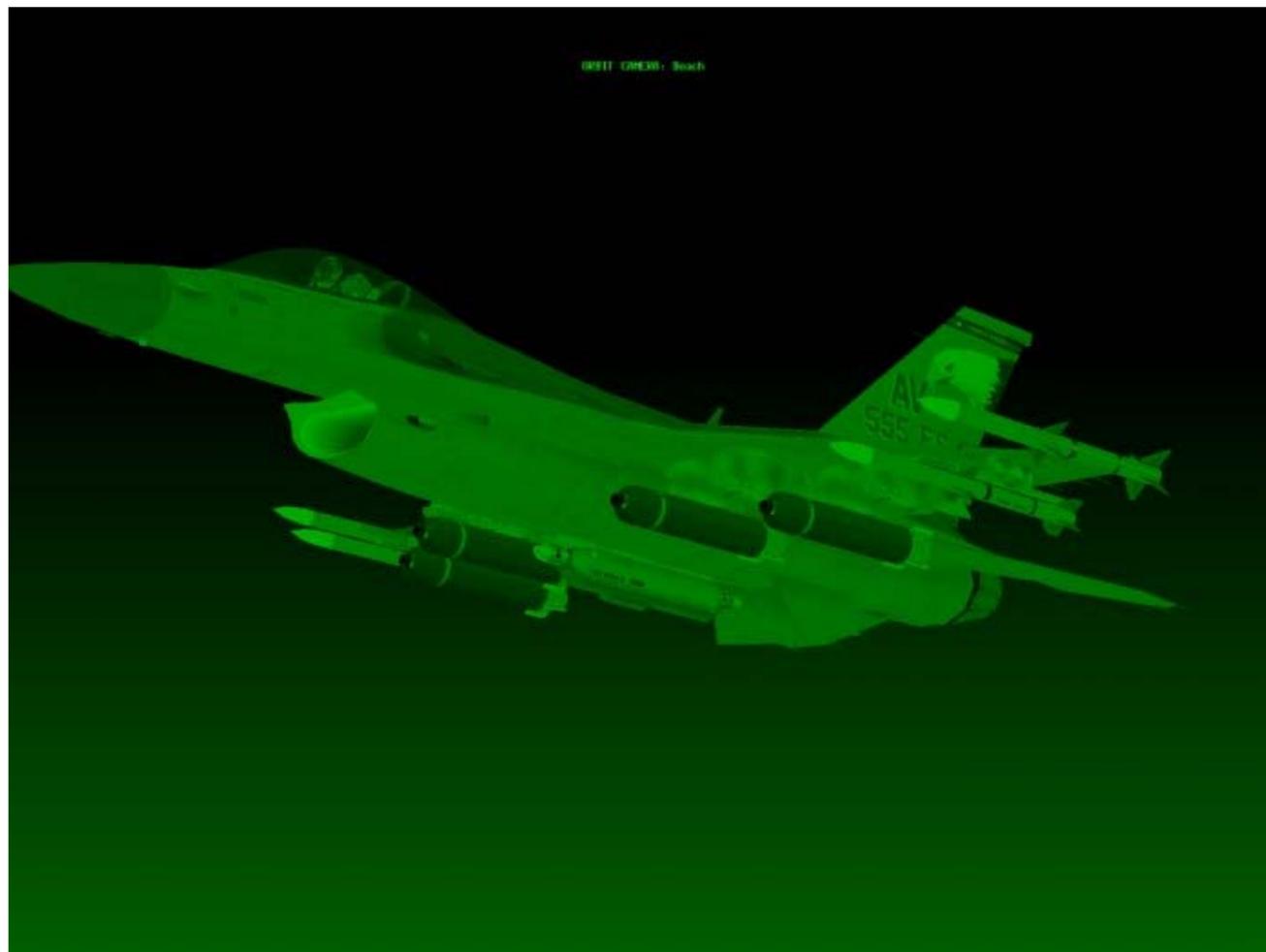
Loadout	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-120B	HGH	2	●	●	●				●	●	●
AIM-120C	HGH	2	●	●	●				●	●	●
ALQ-131	HGH	1					●				
CBU-87/103 CEM	HGH	8			●	●		●	●		

According to the briefing AWACS map enemy air activity will be extremely heavy this evening. Thankfully the ordnance personnel loaded us up with 4 AMRAAMs each.

Debrief:

After being cleared for take-off I climb up to about 25,000 feet for the flight to the FLOT. While enroute I busy myself setting up my CBU burst altitude on the right MFD:

It was here that I noticed I didn't get my requested load-out; I have 4 CBUs instead of 8:



Heading toward the primary BAI area I constantly query AWACS and the first contact is I paint is a pop-up IL-28 right over the bullseye at about 60 miles or so. Comparing the contact position to the HSD shows he is just beyond my target waypoints, but since he is an IL-28 he represents no direct threat to me:



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 10-07-2003 00:03

As I'm scanning ahead a new contact pops-up dead ahead. I put the cursors on him, designate and query AWACS who confirms he is a hostile and classifies him as MiG-23. This target bears watching since he will have air-to-air missiles and he's right over my target waypoint:



The MiG-23s appear to be moving north-bound so I slew my radar cursors to the right a bit and highlight another set of contacts that are a bit closer and to my right (east). I designate one, query

AWACS and he responds with a call that sets my heart beating a bit faster "Bandit ID'd as MiG-29". They are about 20 miles out on the nose heading left to right and I've got 364 knots of closure on them so I pull up my AMRAAM:



I give my wingmen the "chainsaw" command hoping they will engage the pair of MiG-29s from long distance with AMRAAM shots. Meanwhile I ready myself for an AMRAAM shot by keeping an eye on the target aspect, heading and closure. I'm hoping they will turn at me to give me a big closure rate so the target carat will drop into the no-escape zone on the DLZ:



The MiG-29s must be turning to engage because the aspect pointer on the HUD circle starts rotating up to the top and the closure rate skyrockets up to 1045 knots! Hot damn!



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 10-07-2003 00:04  

My target box and reticle start flashing when the carat drops into the no-escape zone and I fire my first AMRAAM:



My missile tracks on him and I see it hit near him, but I can't tell if I got the kill on him or not:



Switching targets to the other -29, I quickly lock him up and fire my second AMRAAM as I hear my wingmen calling out "Fox 3 Long" time and time again. This time I'm positive I get a kill:



In the span of a few seconds I've closed considerably with the target area and I start to break right to disengage and get some distance but then I remember the MiG-23s off my left side and also remember I still have 2 long range AMRAAMs on the rails instead of my normal Sidewinders so I reverse my turn and put the -23 symbols on the threat warning receiver on the nose while I search with my air-to-air radar:



I lock up one of the MiG-23s, but they are too far away and my closure is in the negatives so I hand them off to my wingmen to pursue if they want since I'm feeling really guilty about not having even thought about my ground attack mission yet!



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 10-07-2003 00:04

Coming a bit more to the left I'm just about to pull up my air-to-ground radar when I see a whole gaggle of contacts on the radar. I lock one of them up, query AWACS and get the call that they are IL-28s. It is probably the strike package that the MiG-29s were flying CAP with. Since I have to AMRAAMs left I snap shot at two of them just to break them up a bit:

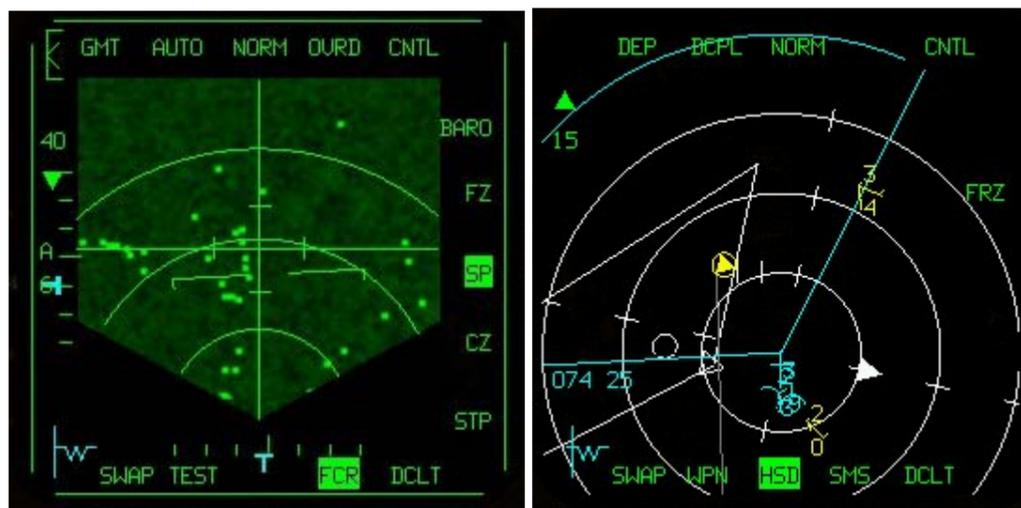


My missiles both track in for kills, hopefully saving some ground pounders a little bit of grief:

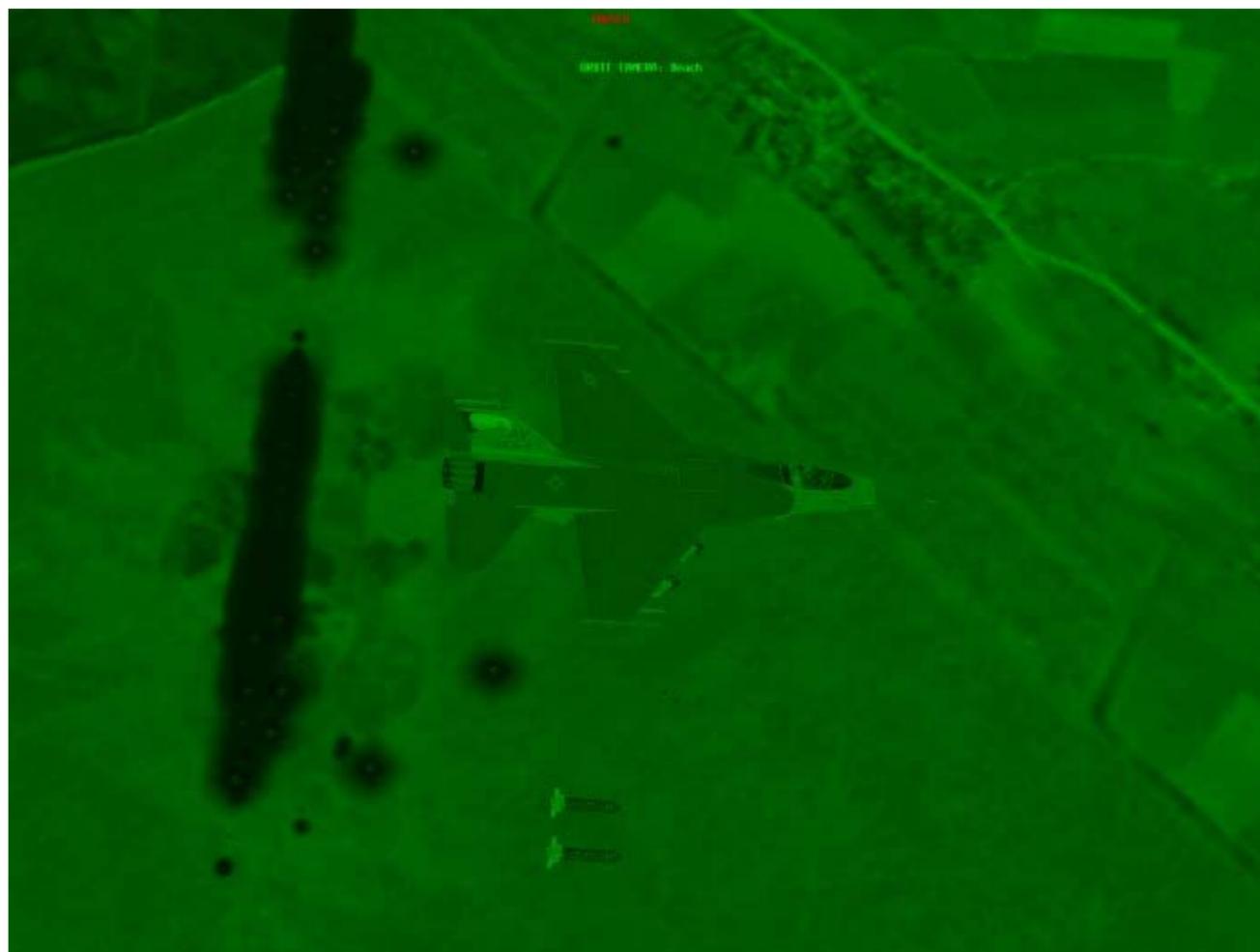




With all my A2A ordnance gone I switch to GMT A2G radar mode and lock up some movers on the north side of the FLOT intending to make a CBU pass on them:



As I roll in on them and drop my first pair of CBUs I'm amazed at how many bomb craters scar the country-side. The one just off to my left in this shot looks like an Arc-Light strike hit the area!



As I pull out of the bottom of my CBU run imagine my surprise when my aircraft explodes! Game over for tonight. Damn..that was quick!

Cont...

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

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

BeachAV8R
 Member
 Member # 3055

📅 posted 10-07-2003 00:05 🏠 👤 📧 📄 “ ”

Conclusions:

What can I say? I suck at night flying. My SA takes a nose-dive at night and trying to set up CCRP bombing requires all my attention. I've tried to do a little CCIP bombing, but you really can't see targets well enough to pull that off at night. I think what I need to do is get set up well outside the target area and do something like a level bombing pass with MK-84s. In reality the target area was far too saturated with enemy air activity to be attempting BAI in that sector. I requested assistance but was met with a "searching for CAP flight" call from AWACS; basically telling me I was on my own.

It turns out I was downed by a PL-7 which I believe is an IR missile, which is why I got no launch warning. Additionally I lost 2 wingmen (#3 and #4) although my #2 wingman did pretty good for himself downing 3 aircraft and escaping unscathed. I managed 3 kills, a MiG-29 and 2 IL-28s, but I'm wondering if it wasn't the MiG-29 that escaped that ended up getting me. At the time I thought I had killed both and my RWR wasn't showing a -29 symbol, but it could be he went EMCON and got me with a heat-seeker. My CBU run was a wash..I didn't hit anything. The mission was rated a partial success, but I don't know how. In my opinion it was a total failure, no ground targets hit and 3 airframes lost.

DEBRIEFING

MISSION: Partial success (Search for and destroy enemy ground forces in the area around over Chommal.)
YOUR TASK: Partial success (Search for enemy targets, engage and destroy at will)
PILOT RATING: Average

Actual TOT: Never arrived
 Losses: 3

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Sawbuck1 (BAI)	4 F-16CG	Mission partial success: Hit ratio of ordnance was low.

[Event List](#)

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Sawbuck11	Destroyed	2 x AIM-120B	1 miss, 1 hit (50%)
		2 x AIM-120C	2 hits (100%)
		6 x CBU-87/103 CEM	6 misses (0%)
Sawbuck12	Functional	2 x AIM-120B	2 hits (100%)
		1 x AIM-120C	1 hit (100%)
Sawbuck13	Destroyed	2 x AIM-120B	1 miss, 1 hit (50%)
Sawbuck14	Destroyed	1 x AIM-120B	1 miss (0%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Sawbuck11	F-16CG	2Lt. Beach	KIA	3 (0)	0 (0)	Average
Sawbuck12	F-16CG	Lt. Nack	OK	3	0	Excellent
Sawbuck13	F-16CG	Lt. Joong	KIA	0	0	Horrible
Sawbuck14	F-16CG	Lt. Kom	KIA	0	0	Poor

```

Beach joined as Sawbuck11 at 22:07:00
DPRK MiG-29A downed by Beach at 22:20:10
DPRK MiG-23ML downed by Sawbuck12 at 22:21:0
DPRK MiG-23ML downed by Sawbuck12 at 22:21:5
DPRK IL-28 downed by Beach at 22:22:39
Sawbuck14 downed by DPRK J-7E at 22:22:43
DPRK IL-28 downed by Beach at 22:22:55
DPRK IL-28 downed by Sawbuck12 at 22:23:11
PL-8 launched at Beach 22:25:09
RBK-250/PTAB launched at Beach 22:25:11
RBK-250/PTAB launched at Beach 22:25:11
RBK-250/PTAB launched at Beach 22:25:12
RBK-250/PTAB launched at Beach 22:25:12
PL-7 launched at Beach 22:25:18
Beach crashed at 22:25:49
Sawbuck13 crashed at 22:25:49
    
```

I have to learn that when things don't look good I need to disengage, head south and re-group. I could have just made a trip to the tanker, taken some gas and re-evaluated the air threat before moving into my BAI area.

BeachAV8R

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

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

Zero Niner
 Member
 Member # 273

posted 10-07-2003 01:53

PL-7's are carried by PRC MiG-21s (called J-7?), so you prob got shot down by a Fishbed.

Zero Niner, out.

From: **Singapore** | Registered: **Nov 1999** | IP: [Logged](#)

hansundfranz
 Member
 Member # 4220

posted 10-07-2003 08:00

Some hints:

- Bring more A2A ordnance if possible. You don't have to load up all the possible A2G stuff. Most of the time a lower number of bombs is more than enough
- it can be a smart idea to bring a mav or a LGB (and with that a Lantrin pod) so that you have a flir.
- 40 miles scope for A2G radar is way to wide. Use 20 or even 10 miles. To be effective with a ccrp release you need good lineup. Unfortunately ground units deag from one point to a colum of troops (or a village) only if you get real close of if you move the radar cursor over it.

About night flying.

I get the impression that you do not use the N view inside the cockpit. While I agree with you that the super NVGs look a bit cheesy and are way to effective you have to keep im mind that the AI can see just as good at night then during daytime. So without NVGs it looks better and its harder as you have to rely mainly on your sensors for SA. With NVGs night is a green day but the playing field against the AI is leveled again.

Use the N view or not, just as you please. Maybe this info, if you did not know it already, helps you to decide.

From: **Germany** | Registered: **Mar 2001** | IP: [Logged](#)

JohnTheLuck
 Member
 Member # 14723

posted 10-07-2003 08:51

Beach,

Good report again. About your unexpected end of this mission, you said that your aircraft was destroyed by an IR missile. According to the event list (last picture in your report) you crashed. Never noticed that, but when a missile hits you, its not indicated as an event, only when your plane is destroyed ? Did you crashed or your plane exploded ?

JTL

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

BeachAV8R
Member
Member # 3055

 posted 10-07-2003 13:44     “ ”

I'm not sure how the campaign debrief box classifies different types of kills. At the end of that mission I was pulling out of my CBU run and got hit by a missile. It was one of those "you are dead" hits though because the airplane broke apart immediately and there was no chance to pull the ejection handles. The airplane hit the ground about 2 seconds after the missile hit me so I would have thought it would read "Beach was shot down by PL-7" or something like that.

You know..you have me thinking now as I look back at the debrief:

```
DPRK IL-28 downed by Sawbuck12 at 22:23:11
PL-8 launched at Beach 22:25:09
RBK-250/PTAB launched at Beach 22:25:11
RBK-250/PTAB launched at Beach 22:25:11
RBK-250/PTAB launched at Beach 22:25:12
RBK-250/PTAB launched at Beach 22:25:12
PL-7 launched at Beach 22:25:18
Beach crashed at 22:25:49
Sawbuck13 crashed at 22:25:49
```

The PL-7 was launched at me at 22:25:18 and I was killed/crashed at 22:25:49. FAS lists the PL-7 as an IR missile with only 7km range. I seriously doubt the missile flew for 29 seconds (27 seconds if you deduct the 2 seconds it took for my airframe to hit the ground). So looking further down the debrief I notice that Sawbuck 13 crashed at the exact same second that I did, which makes me wonder if maybe he ran into me and I didn't get killed by a missile??

Hey..I'd fee vindicated if my own wingman killed me instead of a North Korean..hehe...

BeachAV8R

PS - I also looked up what the hell an RBK-250 is..it's a Russian cluster bomb...lol..were they trying to CBU me?? Lol..I wonder if a MiG-23 has a lock on me and also dumps his stores if the campaign sees that as a launch on *me*..??

[10-07-2003, 13:47: Message edited by: BeachAV8R]

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

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

Spidey
Member
Member # 2186

 posted 10-07-2003 15:37     “ ”

Beach
Sometimes I Will load up with JSOW's specifically for night missions.

That way you target them like you would target Mavericks. Then you release them as stand off weapons and they do damage like Cluster bombs.

A little too easy sometimes. But good for those night missions early in the campaign where you still have to worry about air threats.

<http://chmaps-spidey.freesevers.com/>

"Aww...that's just what we call pillow talk baby." [Ash - Army of Darkness]

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

FLYdude
Member
Member # 8361

 posted 10-07-2003 17:07    “ ”

I'm sure it was the wingman that downed you. Every time I fly Falcon it seems my wingman is out to get me. Half my concentration is always spent on watching that guy, and performing evasive maneuvers. So, although you may be upset at how the mission ended up, your wingman is probably happy that he got you, and accomplished his mission.

From: **Phoenix, AZ, USA** | Registered: **Dec 2001** | IP: [Logged](#)

JohnTheLuck
Member
Member # 14723

 posted 10-07-2003 20:06    “ ”

I think we should post some questions at Frugals World to have comments from Falcon aces there.

JTL

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

BeachAV8R
Member
Member # 3055

 posted 10-07-2003 21:13    “ ”

JSOW - Hmm..never dropped one of those..hehe..guess I better study up!

BeachAV8R

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

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

Gumball D
Junior Member
Member # 16944

posted 10-08-2003 11:46 “ ”

Beach -

Once again, thank you for taking the time to write these reports.

A quick question regarding RWR. What does the semi-circle on the Mig-29 radar indicate? I have searched the Original falcon manual, the SP3 manual, and the RP5 manual and found nothing. I understand that the Diamond indicates the largest threat and a circle indicates a launch, but what about the semi-circle?

BTW, the RP5 manual has a Ton of information in it (not sure if its all still relevant due to the Super Pak series). I downloaded it at www.freebirdswing.org if you want to check it out. They have some other tutorials there too that might be worth a read.

Thanks!

-Gumball D

[10-08-2003, 11:49: Message edited by: Gumball D]

From: **Indiana, USA** | Registered: **Sep 2003** | IP: [Logged](#)

Gumball D
Junior Member
Member # 16944

posted 10-08-2003 12:13 “ ”

I just found the answer over at Frugals.

The half-circle indicates new radar energy is being detected by the RWR...shortly afterwards it will indicate what that energy is emitting from.

The details in the Sim are fantastic.

[10-08-2003, 12:14: Message edited by: Gumball D]

From: **Indiana, USA** | Registered: **Sep 2003** | IP: [Logged](#)

FAngs32
Member
Member # 405

posted 10-08-2003 19:50 “ ”

quote:

Originally posted by Gumball D:
I just found the answer over at Frugals.

The half-circle indicates new radar energy is being detected by the RWR...shortly afterwards it will indicate what that energy is emitting from.

The details in the Sim are fantastic.

Bingo ;-/

The new-threat RWR half-circle is also accompanied by a short 'new-guy' audible tone.

The tone comes in very handy in high saturation environments as it draws your attention where it should be <g>

At higher AI skill levels & IADS areas they will perform radar-snoozed intercepts and lite you up seconds before they fire... usually from behind your 3-9 line hehe

That tone can be a life-saver



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](#)

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