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Author Topic: Operation Rolling Fire Mission #9

BeachAV8R

Member
Member # 3055

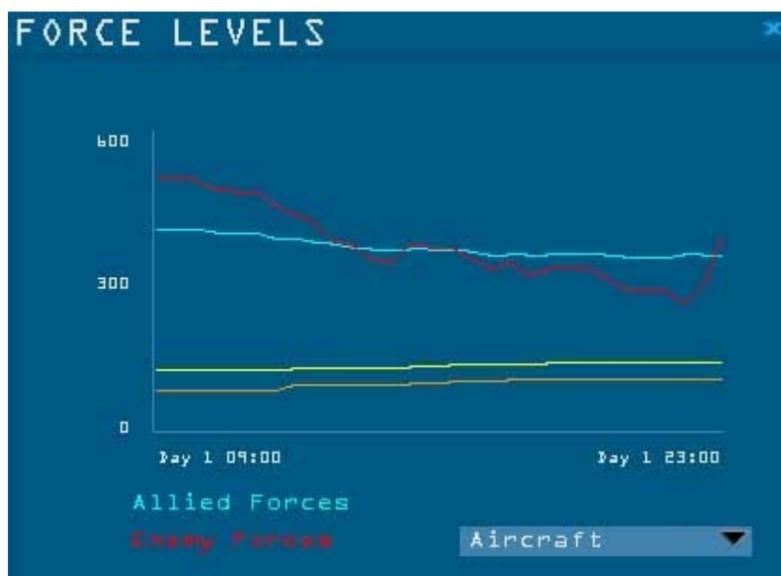
posted 10-07-2003 04:53

10/7/03
Falcon 4.0/SP3 Campaign Mission Report #09
OPERATION ROLLING FIRE
DAY 2 - 0010 HOURS

Campaign Status:

As midnight approaches on the Korean peninsula DPRK forces continue with their frighteningly massive show of force. DPRK aircraft have sortied deep into South Korean airspace striking strategic targets. The price has, however, been steep for the DPRK air-force with US/ROK surface based defenses and US/ROK combined air forces making life difficult for the attackers.

The sharp increase in DPRK air presence can be seen dramatically on the aircraft force levels intel chart:



Meanwhile US/ROK ground forces seem to be holding the line while the DPRK attackers continue to be picked off by both air and defensive ground positions:



Campaign Map:



Objective:

Our objective for this mission is a re-strike on the Kaesong textile mill. This mill was, as you might remember, targeted for destruction a few missions ago but was left operational after my flight targeted the wrong building and didn't drop enough ordnance. Today we plan on leveling the entire plant once and for all. The package will consist of 2 strike flights of 4-ships each and a 4-ship SEAD flight:

BRIEFING
PRINT

MISSION: Strike Kaesong Textile Mill
YOUR TASK: Strike
 Time on Target: 00:20:31

SITUATION:
 Reports show the Kaesong Textile Mill is currently producing war materials for the enemy. We would like to destroy or damage the facilities in an effort to slow its output.
 Intelligence reports the highest impact targets are:
 Warehouse
 Factory
 Storage Tank

PACKAGE ELEMENTS:

Stallion1 (Strike)	4 F-16CG	Destroy Warehouse at target site
Devil1 (Strike)	4 F-4ESK	Destroy Factory at target site
Stingray1 (SEAD Escort)	4 F-16CJ	Protect package from enemy air defenses

THREAT ANALYSIS:
 No enemy air response is anticipated.
 Known or suspected enemy air defenses along your flight path include:
 S-60 anti-aircraft guns 1 nm south of P'anmun
 KS-19 anti-aircraft guns 1 nm east of Kaesong
 BMP-CMD missile launchers 2 nm northwest of P'anmun
 S-60 anti-aircraft guns 3 nm west of Chungsan-dong
 KS-19 anti-aircraft guns 1 nm north of Mangp'o-ri

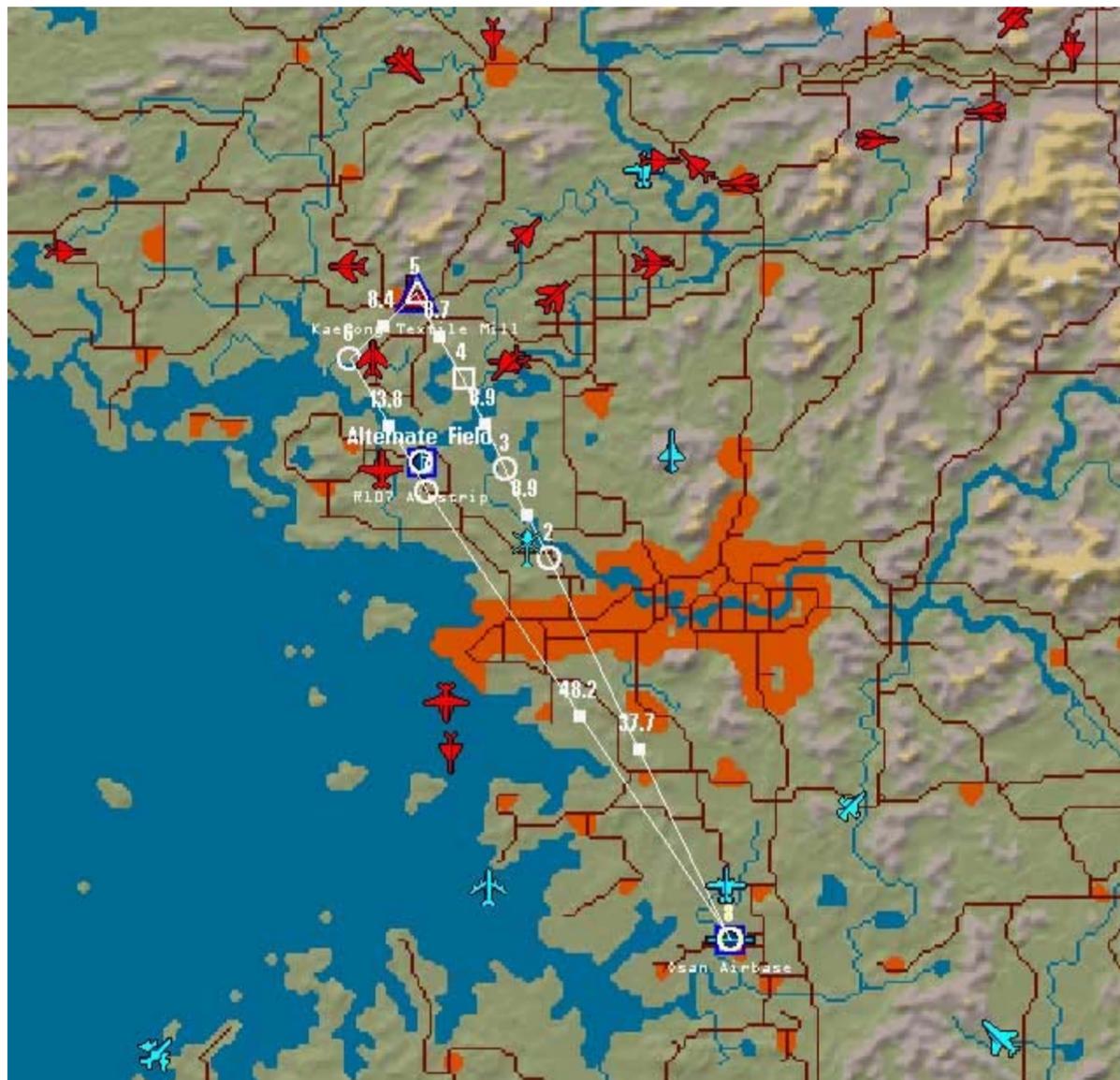
Planning/preflight:

We are planning going "old fashioned" on this flight; we'll be dropping dumb MK-84 2000 lb. bombs on the facility. Put the dot on the dot and hit the pickle button:

Stallion1
T.O. - 00:12:00

ZLT. BEACH	LT. GRANQUIST	MAJ. KO	LT. AGUA																																																									
Max Weight : 42300 Gross Weight : 37123 Clean Weight : 18700 Munitions : 11261 Fuel : 7162 Drag Factor : 67.0																																																												
<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Loadout</th> <th>INV</th> <th>QTY</th> <th>9</th> <th>8</th> <th>7</th> <th>6</th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> </tr> </thead> <tbody> <tr> <td>AIM-120B</td> <td>HGH</td> <td>2</td> <td>●</td> <td>●</td> <td>●</td> <td></td> <td></td> <td></td> <td>●</td> <td>●</td> <td>●</td> </tr> <tr> <td>AIM-120C</td> <td>HGH</td> <td>2</td> <td>●</td> <td>●</td> <td>●</td> <td></td> <td></td> <td></td> <td>●</td> <td>●</td> <td>●</td> </tr> <tr> <td>ALQ-131</td> <td>HGH</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> <td>●</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Mk-84</td> <td>HGH</td> <td>4</td> <td></td> <td></td> <td>●</td> <td>●</td> <td></td> <td>●</td> <td>●</td> <td></td> <td></td> </tr> </tbody> </table>				Loadout	INV	QTY	9	8	7	6	5	4	3	2	1	AIM-120B	HGH	2	●	●	●				●	●	●	AIM-120C	HGH	2	●	●	●				●	●	●	ALQ-131	HGH	1					●					Mk-84	HGH	4			●	●		●
Loadout	INV	QTY	9	8	7	6	5	4	3	2	1																																																	
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Enemy air activity along the FEBA has been intense all evening and there is no reason to think that will change for the next few hours. The enemy has been mounting deep strikes all night so for this mission we will be helicoptered over to Osan AFB to fly from that facility. Chunchon, our squadron air-base, was put out of action this evening when a second strike flight penetrated our CAP and holed the remaining runway. The airbase will be closed until we can get the runway repaired.



Debrief:

With 4 MK-84 bombs slung under the wings our flight staggers off the end of the runway at Osan:



Cont...

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

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

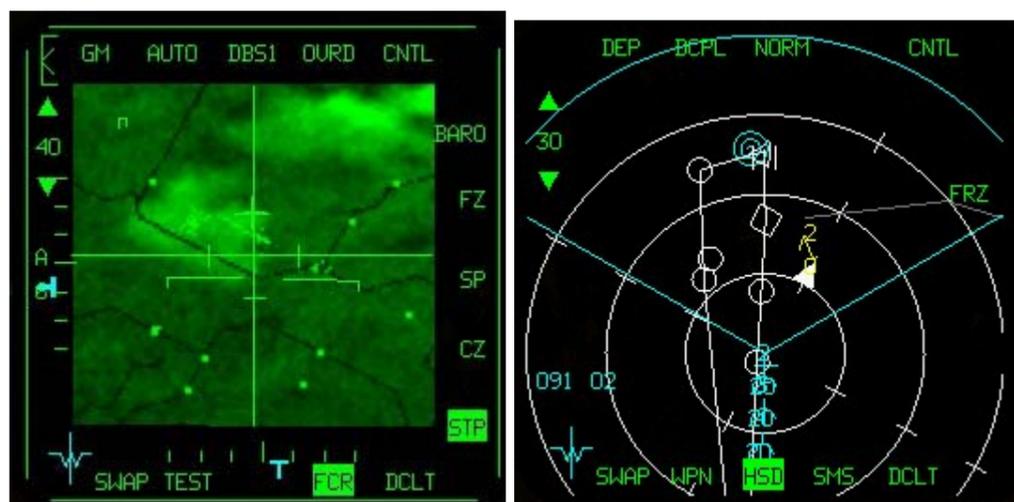
BeachAV8R
Member
Member # 3055

📅 posted 10-07-2003 04:53 🏠 👤 📧 🗒️ “ ”

The first contact is a MiG-21 at 35 miles just right of our ingress route:



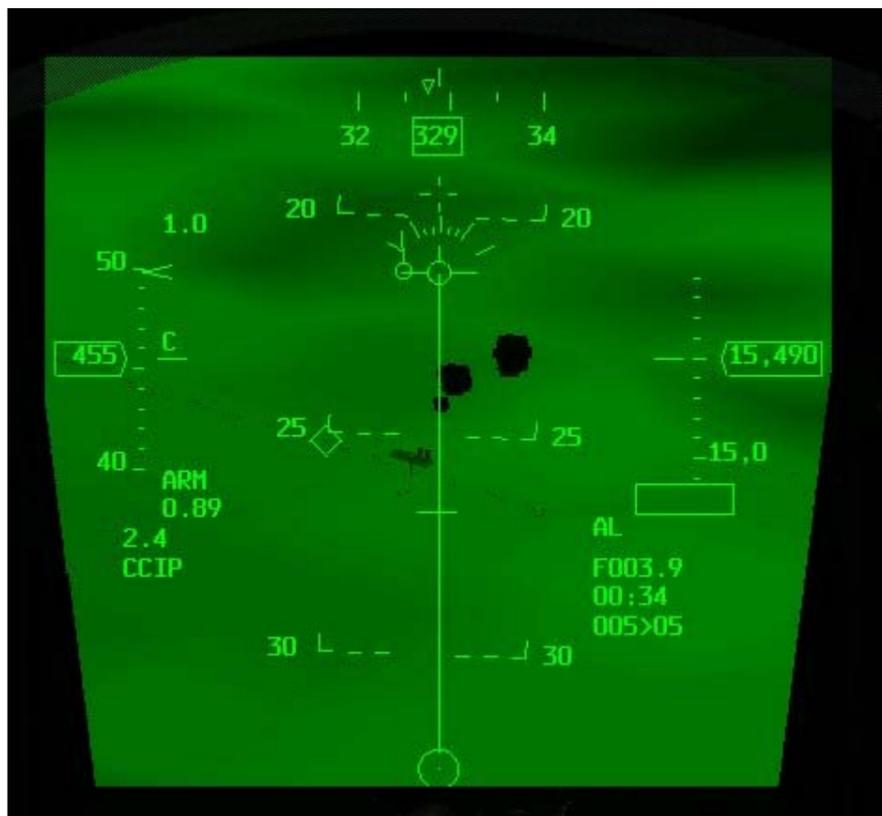
The SEAD flight goes off in pursuit of the bandits leaving us to concentrate on the strike. With only about a 60 mile run to the target area this will be a short leg. I order my wingmen to go trail and give them the weapons free command. I switch to A2G radar and start working up a picture of the target site using the DBS1 (Doppler Beam Sharpening) sub-mode of the radar:



The CCRP box lies right next to the waypoint box. Since I have a good visual on the target area I go down to the right MFD and switch the bombing mode from CCRP to CCIP:



The diamond lies over one of the buildings but I elect to hit the big factory building on my first pass:



Bombs away!



Cont..

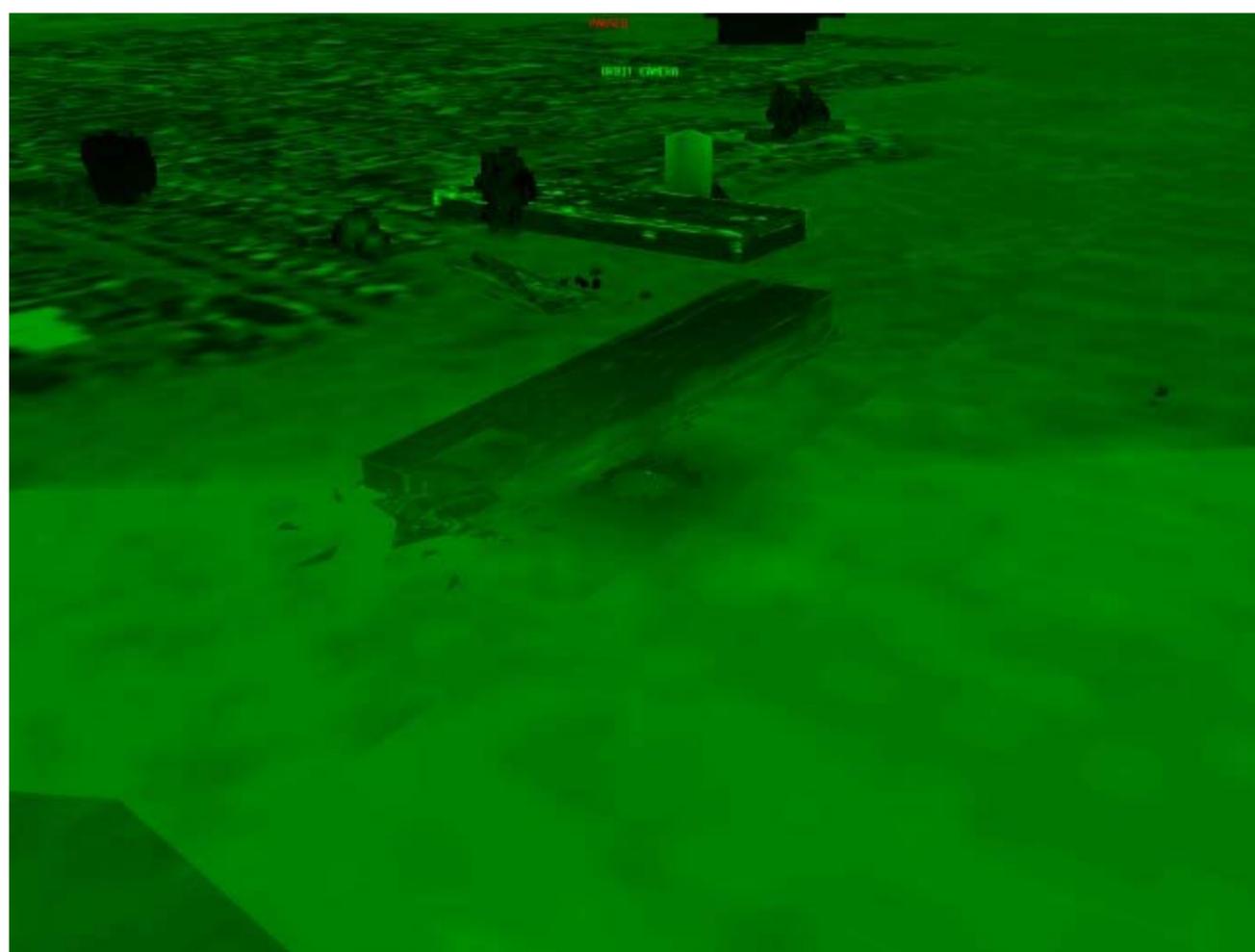
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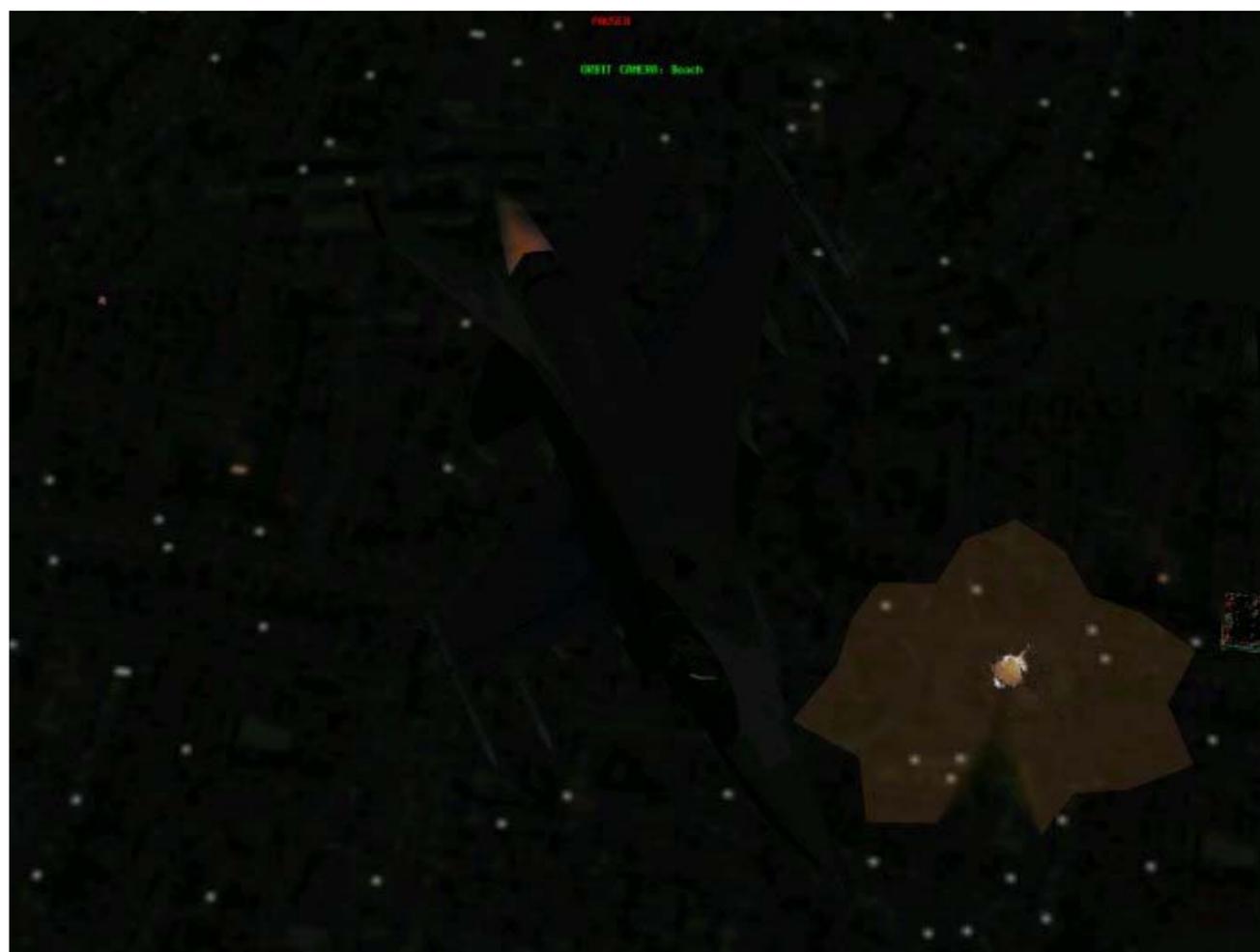
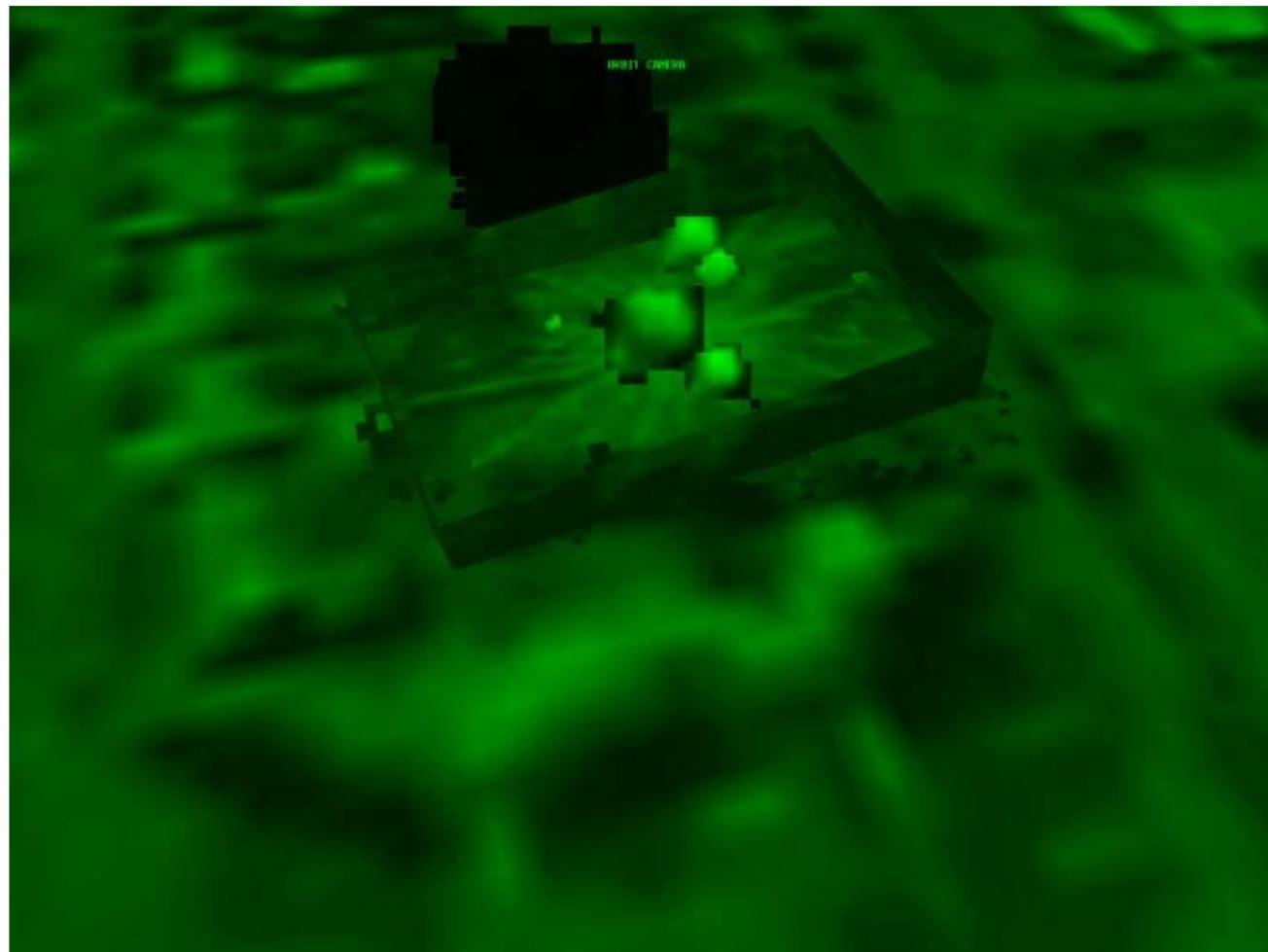
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

📅 posted 10-07-2003 04:57 🗂️ 👤🏠 👤📧 📝 “ ”

My first bombs hit the already destroyed main factory building "bouncing the rubble":





AWACS and other flights are calling out bandits in the area so I hang on to my last bomb and turn toward the egress heading while flipping over to A2A radar mode. I'm painting a few targets and I laboriously go through them querying AWACS until I find some bad guys mixed in with the good guys:



Cont..

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

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

BeachAV8R
Member
Member # 3055

posted 10-07-2003 04:58       “ ”

I lock up an IL-28 and let loose with my first AMRAAM:



Just as my AMRAAM is about to kill the target another missile flies in and steals my kill!



I switch targets and fire my second AMRAAM and I don't realize until someone shouts on the radio that I've engaged a member of the SEAD flight! Damn..down goes an F-4 in flames...uh-oh..



I get my revenge a few minutes later when I sort out a pair of Tu-16 Badgers and I put some damage on them:



Cont..

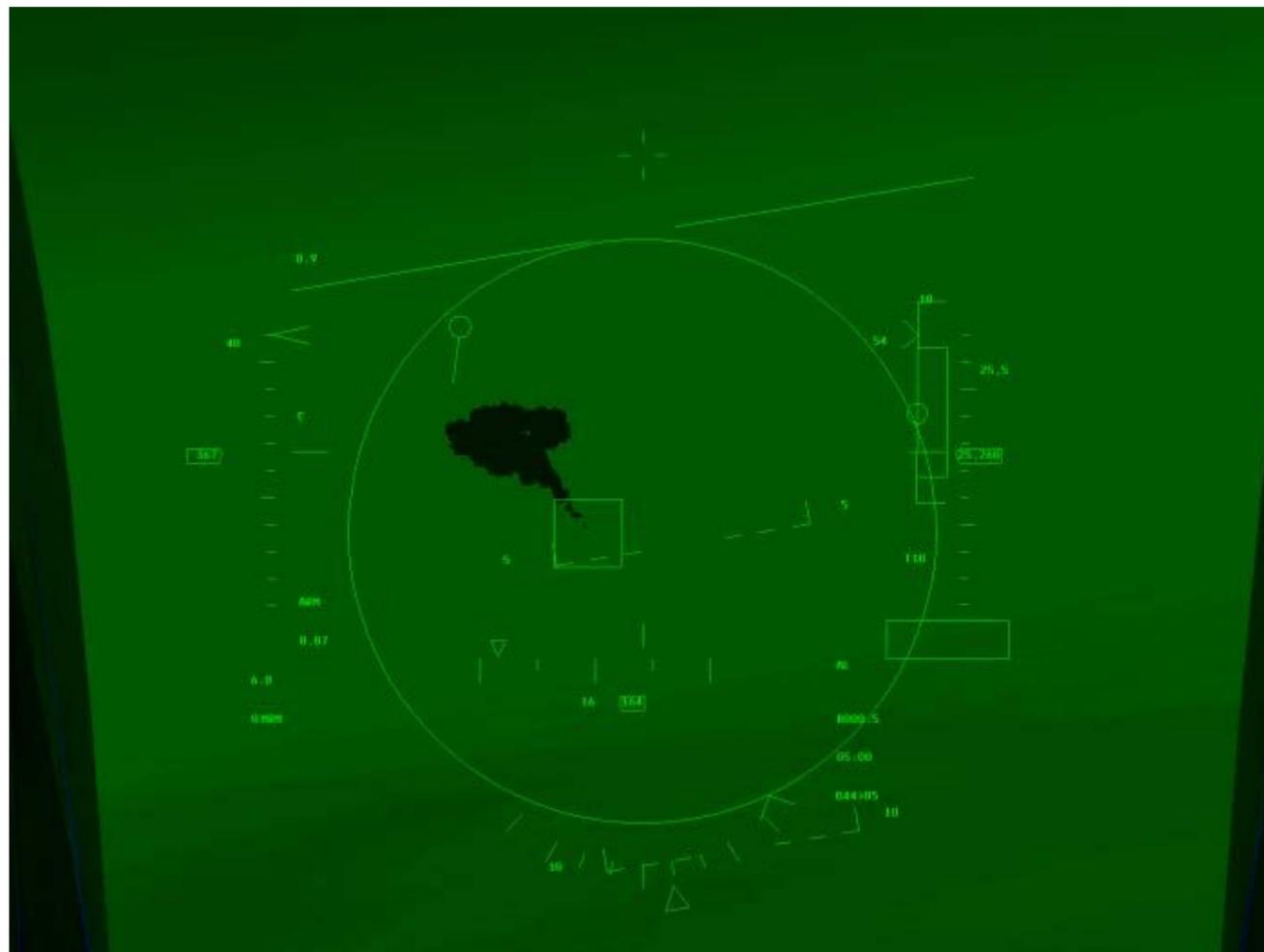
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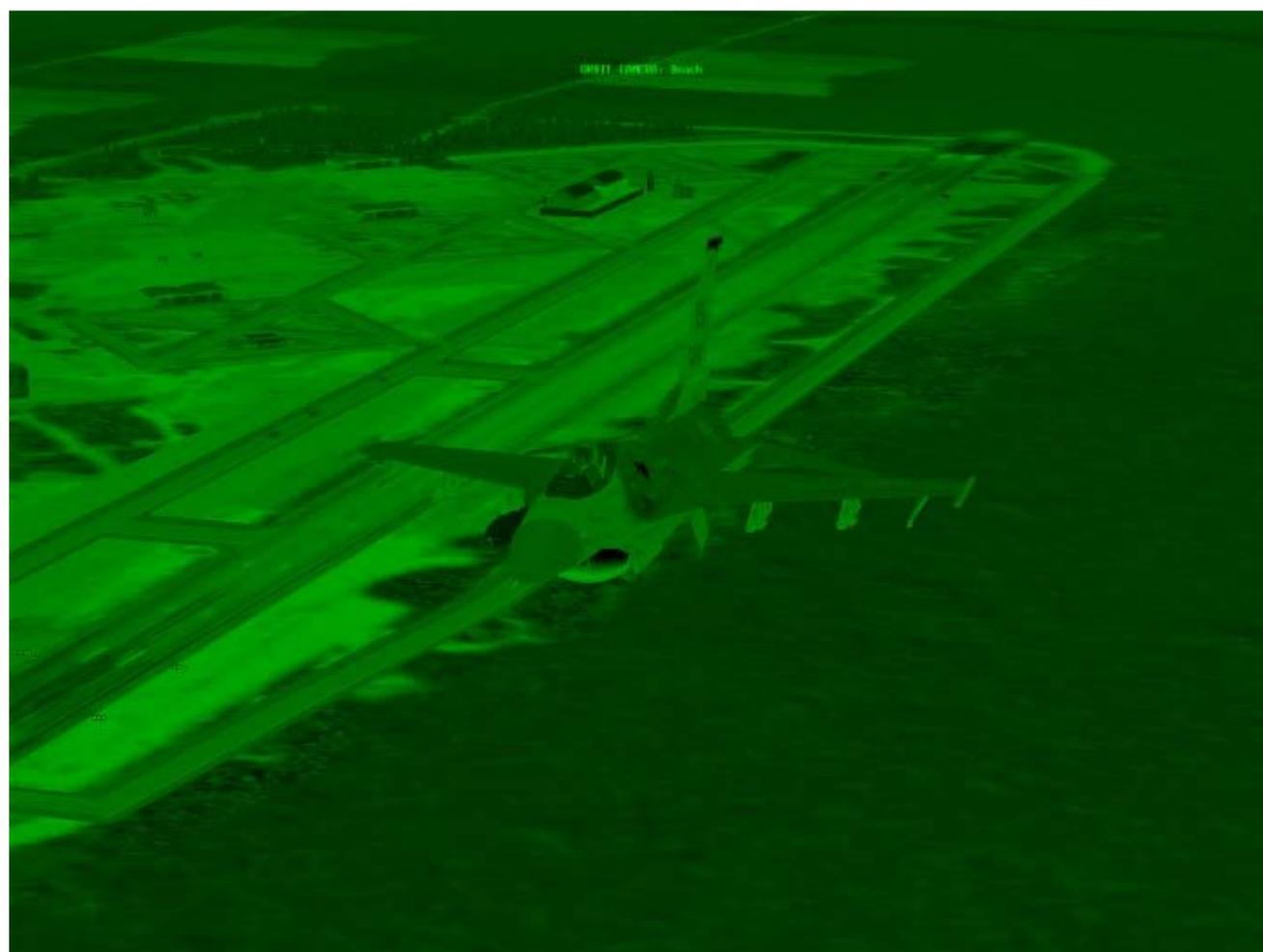
BeachAV8R
Member
Member # 3055

📅 posted 10-07-2003 04:58 🏠 👤 📧 📄 “ ”

Only one of my two remaining AMRAAMs hits and it only causes damage, but with my trusty wingman by my side I lock up each one in turn and sick him on them. He obliges with several AMRAAM shots eventually killing both of them:



Returning to Osan I make a pass on the downwind to assure the runway isn't cratered before landing:



Conclusions:

The mission is rated a success, but I do end up getting court-marshaled for the friendly fire incident:



The factory is almost totally destroyed by the strike, so hopefully we won't be returning to that area for awhile. The SAM and AAA threat was not very bad on this mission and the SEAD flight, and my element (#3 & #4) did a good job keeping the MiGs off our backs although we did end up losing #3 to a MiG-19.

TARGET	CONDITION	VALUE
Kaesong Textile Mill	10% Operational	
Warehouse	Destroyed	High
Factory	Damaged	High
Shipping Bldg	Destroyed	Low
Storage Tank	Destroyed	Very low
Storage Tank	Destroyed	Very low

RECON

```

Event List
Beach joined as Stallion11 at 00:12:00
DPRK Storage Tank destroyed by Beach at 00:21:4
DPRK Smokestack destroyed by Beach at 00:21:43
DPRK ZU-23 destroyed by Beach at 00:21:43
DPRK KS-19 destroyed by Beach at 00:23:27
Stallion13 downed by DPRK MiG-19SF at 00:23:36
Devil12 downed by Beach at 00:27:30
DPRK Tu-16 downed by Stallion12 at 00:32:12
DPRK Tu-16 downed by Stallion12 at 00:34:05
Beach landed at 00:40:34
U.S. A-10 downed by Beach at 00:41:34
    
```

One interesting thing is that I nicked an A-10 on the runway after landing, resulting in a A-10 being "downed" after I landed. I'm going to have to start paying attention to the controllers I guess!

DEBRIEFING						
MISSION:	Success	(Strike Kaesong Textile Mill)				
YOUR TASK:	Success	(Destroy Warehouse at target site)				
PILOT RATING:	Average					
Actual TOT:	00:21:28 (56 seconds late)					
Losses:	3					
PACKAGE STATISTICS:						
Flight	Aircraft	Comments				
Stallion1 (Strike)	4 F-16CG	Mission success: Significant damage to target site. Event List				
Devil1 (Strike)	4 F-4ESK	Mission success: Significant damage to target site. Event List				
Stingray1 (SEAD Escort)	4 F-16CJ	Mission success: No losses to enemy AD. Event List				
FLIGHT STATISTICS:						
Callsign	Status	Ordnance Fired	Results			
Stallion11	Damaged	2 x AIM-120B	1 miss, 1 hit (50%)			
		2 x AIM-120C	1 miss, 1 hit (50%)			
		3 x Mk-84	3 hits (100%)			
Stallion12	Functional	2 x AIM-120B	2 hits (100%)			
Stallion13	Destroyed	none				
Stallion14	Functional	none				
PILOT STATISTICS:						
Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Stallion11	F-16CG	2Lt. Beach	OK	0 (0)	4 (0)	Average
Stallion12	F-16CG	Lt. Granquist	OK	2	0	Excellent
Stallion13	F-16CG	Maj. Ko	KIA	0	0	Average
Stallion14	F-16CG	Lt. Agua	OK	0	0	Excellent
Devil11	F-4ESK	Col. Kim	OK	0	1	Excellent
Devil12	F-4ESK	Lt. Hwan	RS	2	0	Excellent
Devil13	F-4ESK	Lt. Kwak	OK	2	0	Excellent
Devil14	F-4ESK	Lt. Ko	OK	1	0	Excellent
Stingray11	F-16CJ	Unassigned	OK	1	0	Excellent

BeachAV8R

[10-07-2003, 05:00: Message edited by: BeachAV8R]

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

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

JohnTheLuck
 Member
 Member # 14723

 posted 10-07-2003 12:37    “ ”

Beach,

Even after reading more than two dozens of reports from you, I am still amazed by the quality of them. In particular, the screenshots looks so good with their views. How do you manage to take them while dogfighting or aiming at ground targets ? Do you fly the mission a few times to get those screenshots ? Please, give some hints about your method.

Thanks again.

JTL

[10-07-2003, 13:09: Message edited by: JohnTheLuck]

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

BeachAV8R
 Member
 Member # 3055

 posted 10-07-2003 13:22    “ ”

Glad you are enjoying them. How I get the screen-shots is simple really...judicious use of the (p) ause key..lol.. I only fly the missions once, so sometimes I miss a few things. Also the debriefs sometimes aren't 100% accurate because even *I* don't know what exactly happened sometimes. They are based on my recollections and assumptions, which can both be wrong.

Generally I pause the sim before every screen-shot for 2 reasons. First I like to pan the camera around to get a somewhat "artsy" camera angle to help demonstrate what action is taking place. Second, when I hit the screen-shot key the sim pauses for a slight second or two while the screen shot is written to my hard drive. During that one or two second delay the sim keeps running and when the pause is over it seems like my audio card buffers the sounds that occurred while the screen-shot was being written. Occasionally, if there is a lot of action going on, this can crash the program. It's only happened once or twice, but I quickly figured out it is best to pause the sim before taking a shot.

Glad you are enjoying them. I'm sort of partial to the day missions; the night missions are harder to keep interesting because you just can't see as much 😊

BeachAV8R

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

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

Stewie
 Member
 Member # 930

 posted 10-07-2003 17:09    “ ”

Great stuff Beach, thx man 😊

>

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

Ulysses
 Member
 Member # 11828

 posted 10-07-2003 18:01    “ ”

And the Chinese and Russians haven't joined the fray yet!

I bet a sixpack Beach is going to lose this one.

😊

I enjoy your reports very much btw

[10-07-2003, 18:03: Message edited by: JHawk72]

From: **Germany** | Registered: **Jul 2002** | IP: [Logged](#)

BeachAV8R
 Member
 Member # 3055

 posted 10-07-2003 18:19    “ ”

quote:

Originally posted by JHawk72:
And the Chinese and Russians haven't joined the fray yet!



Who invited the Chinese!?? 5hit..I'll bet they are pissed about all those damn M.A.S.H. re-runs...oh boy..

** Note to self: Start looking for F4 tactical nuke mod... **

BeachAV8R



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

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

FLYdude
 Member
 Member # 8361

posted 10-07-2003 18:32

The Su-27s that China and Russia operate are MUCH harder to defeat than those crappy DPRK MiG-29s. That should tell you enough.

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

Ulysses
 Member
 Member # 11828

posted 10-07-2003 18:37

... especially when they come in droves.



From: **Germany** | Registered: **Jul 2002** | IP: [Logged](#)

JohnTheLuck
 Member
 Member # 14723

posted 10-07-2003 20:00

quote:

Originally posted by BeachAV8R:
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Glad you are enjoying them. I'm sort of partial to the day missions; the night missions are harder to keep interesting because you just can't see as much

BeachAV8R

Thanks for your inputs, and the best luck for this campaign. Can't wait to see the rest.

By my questions, you could see that I almost never played a campaign. This is due to CTD during each missions in a campaign I flown. I don't know why, but suspect the drivers of my old Matrox G200 which are not certified under XP. Anyway, I am about to get myself a new system, so I will wait a bit.

JTL

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

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