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**Author** Topic: [Operaton Rolling Fire Mission #12](#)

**BeachAV8R**

Member  
 Member # 3055

posted 10-08-2003 21:21

10/08/03  
 Falcon 4.0/SP3 Campaign Mission Report #12  
 OPERATION ROLLING FIRE  
 DAY 2 - 0450 HOURS

Campaign Status:

Finally the long night is over! With a pink tinge the sky is starting to lighten. It was a long, difficult night with far more losses and less positive impact than I had imagined it would be. With the coming of daylight I'm hoping to make up for my bad night flights and contribute to the bloodying of the DPRK advance.

Campaign Map:



Objective:

This dawn flight will be a BAI flight against the DPRK 1st Tank Battalion which is moving east in anticipation of sweeping south toward the offensive line:

[PRINT](#)

**BRIEFING**

**MISSION:** Interdict enemy vehicles in the area around Ch'angpa-ri.  
**YOUR TASK:** Interdiction  
 Station Area: 3 nm south of Ch'angpa-ri.  
 Time on Station: 04:45:18  
 Patrol Time: 00:06:36

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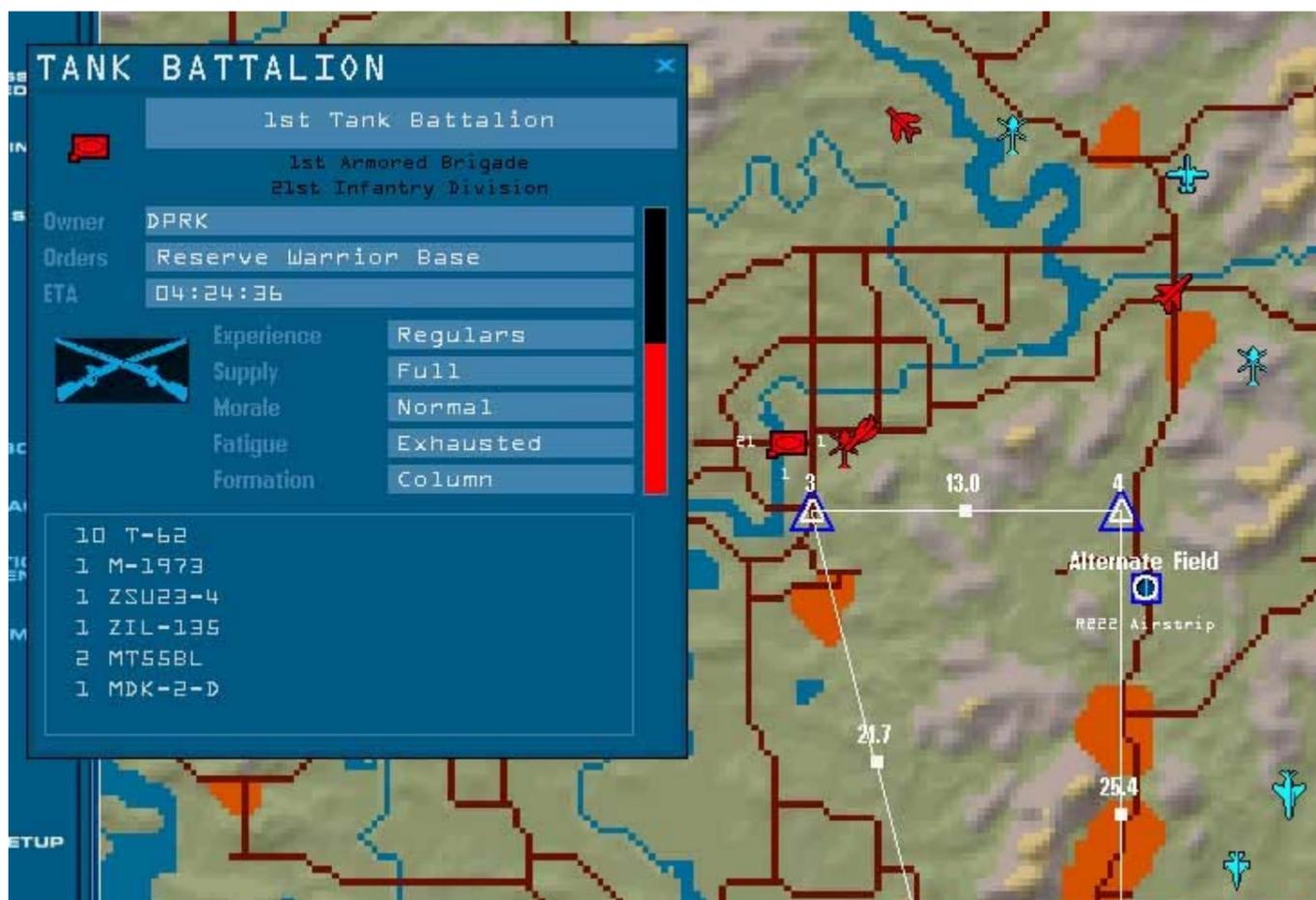
**SITUATION:**  
 Be advised: Intelligence reports a large enemy offensive is in progress, probably with the intent to take Seoul.  
  
 Army intelligence reports the DPRK 1st Armored Brigade is advancing towards Munsan. Air command hopes to attrit their forces by air before they engage friendly forces at the front.

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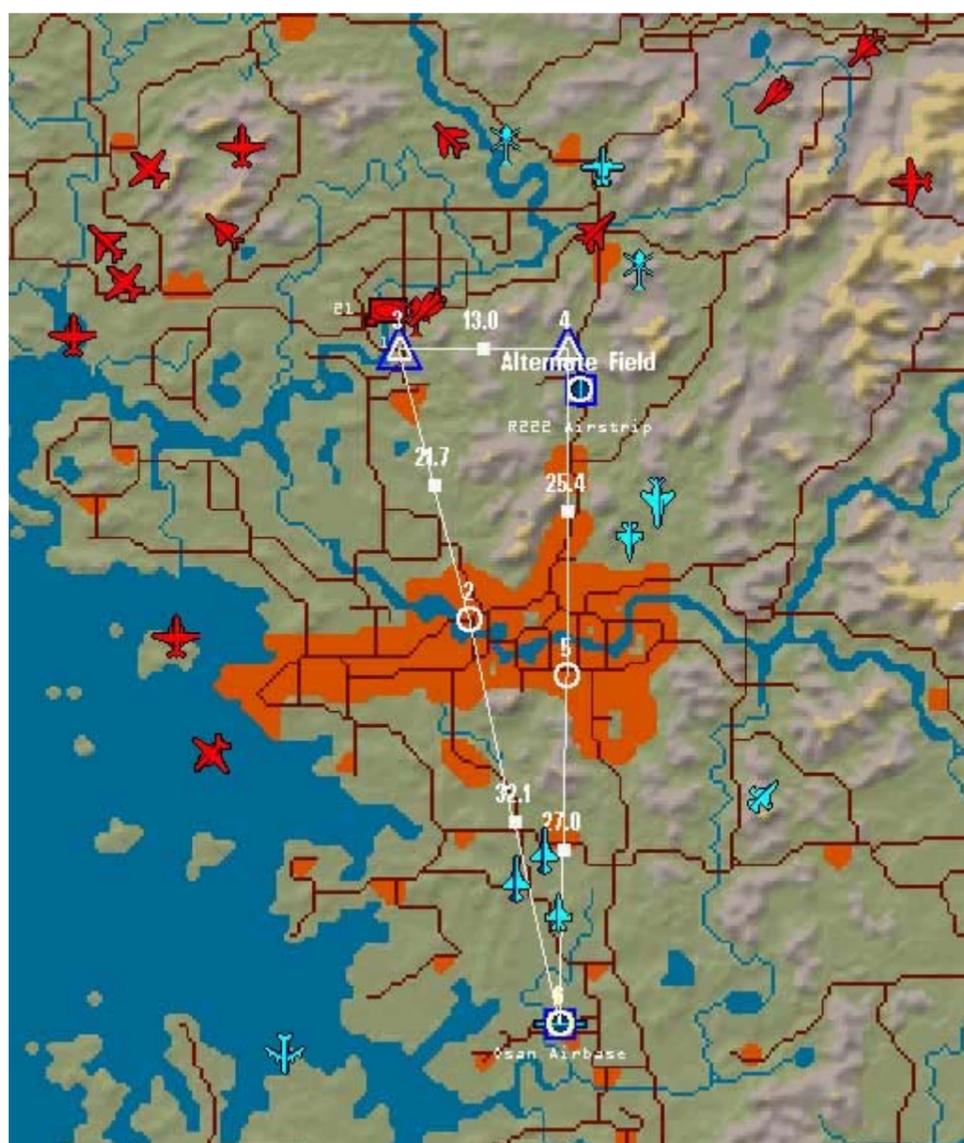
**PACKAGE ELEMENTS:**  
Screwbird2 (Interdiction)    2 F-16CG    Search for enemy targets, engage and destroy at will

---

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.



DPRK air presence remains heavy so time over the target area will be minimal. With such short legs on this flight we will again forego any external fuel in favor of extra ordnance. With our lack of success with CBU's we will try slinging some 2000 pound dumb bombs at the enemy and see how that works out.





Planning/preflight:

The flight planning on this one is real simple. Try to get in and get out without getting killed. We have to keep in mind the close proximity of US/ROK troops but it appears this attack will be a good bit north of the FEBA.

Debrief:

As the moon sets and the sky starts lightening I'm relieved that we are back to flying daylight missions. Those F-117 guys can own the night all they want:



Heading for the target area it looks like a busy day in the theater as numerous US/ROK strike aircraft are headed to and from targets north of Seoul:



Cont..

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

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

**BeachAV8R**  
 Member  
 Member # 3055

📅 posted 10-08-2003 21:22 🏠 👤 📧 🗒️ “ ”

Working with AWACS we find our first contact about 50 miles out, a Tu-16 that is no threat to our mission this morning:



Taking a moment I glance down and set up my bombs so that I drop two at a time with a 900 foot interval between them:



A few more contacts start to show up north of my intended "work area" as it looks like a major strike package is coming down from the north:





Quickly switching to A2G mode I pull up the short range GMT, designate a target, roll in on the target designator box and then switch to CCIP to bomb visually. As my CCIP dot crosses the convoy I hit the pickle button:



Two bombs come off and drop into the convoy and I get a couple secondaries as I pull off (carefully) and set up over my shoulder for the second pass:



I'm feeling a bit rushed with my second pass and throw my bombs a little long, not leading the convoy movement enough but I'm more interested in moving my jet back to the south and getting out of town before the enemy strike package escort flight decides to play with me:



With all of my A2G ordnance gone I flip the CAT switch and my jet becomes as nimble as a cat. Since I'm so close to my home base (70 miles or so) I punch in the afterburner and accelerate away to the south leaving the inbound strike flight well behind me. After a couple of minutes of making my way south I query AWACS and get they confirm the nearest threat directly behind me at 20 miles, just where I thought they would be. With 3 more AMRAAMs on the rails I pull into a hard 180 and start sweeping the skies for the strike aircraft. The radar fills with the strike packages returns at 20 miles and multiple MiG-23 symbols fill the RWR scope:



Cont...

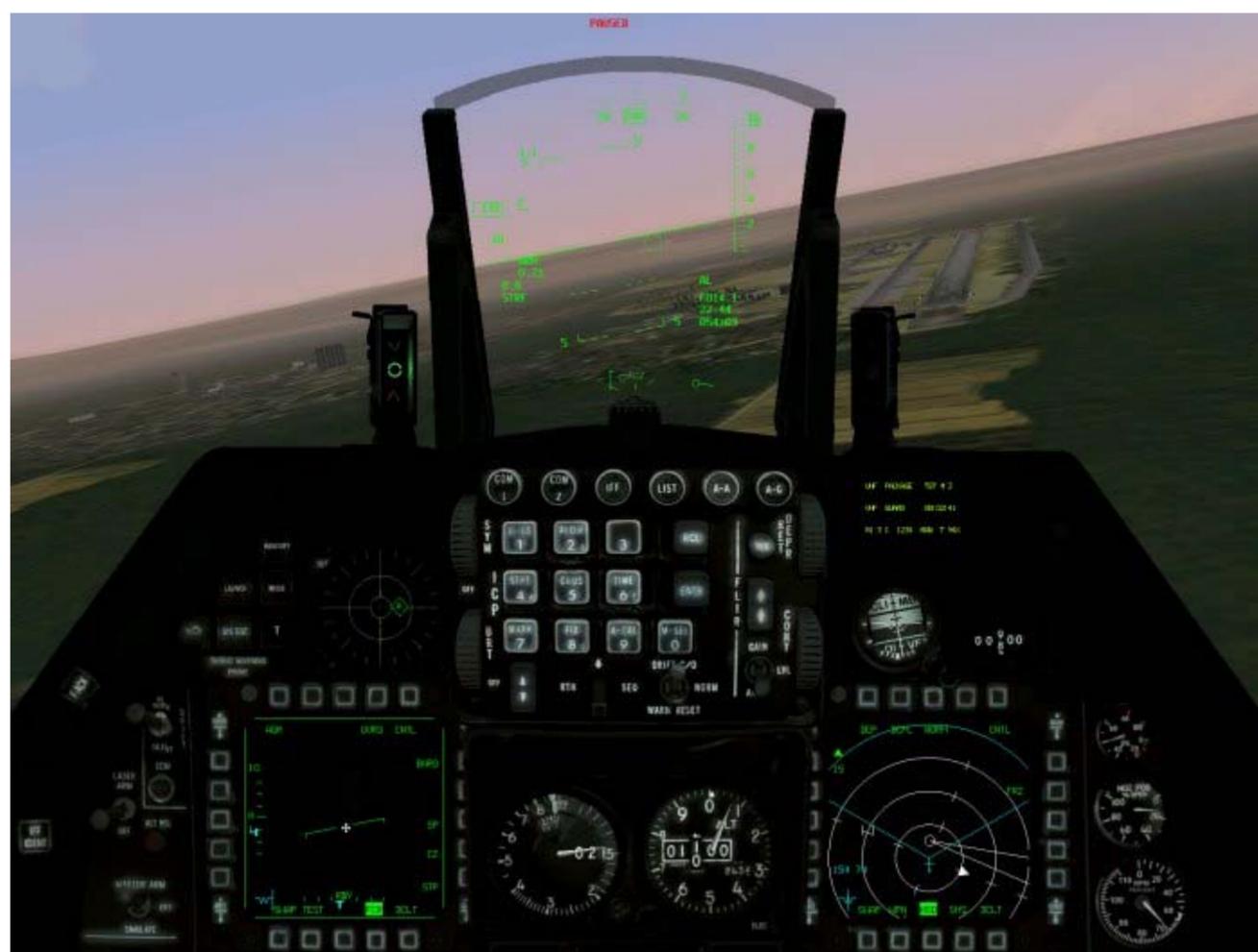
<http://home.carolina.rr.com/beachav8r>

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

**BeachAV8R**  
Member  
Member # 3055

posted 10-08-2003 21:22

I may not have put in a stellar performance as a strike aircraft his morning, but maybe I can at least put a dent in the enemies strike plans. I quickly lock and launch 3 successive AMRAAMs, pull a hard 180, punch in the burner and accelerate for home before their escorts even have time to react. In a few minutes I'm turning final for my home base. I don't know if any of my AMRAAMs hit, but I'm hoping that I bagged a few strikers:





I pull into a parking area next to another F-16 that is getting ready for his mission with all his weapons hanging from his jet (I forgot to turn my lights back ON..oops!):



#### Conclusions:

The mission is scored as a success, although again my A2G performance is really bad with only 4 kills. My wingman management was non-existent since I gave him the weapons free command and he promptly went after the incoming strike flight instead of bombing the target area. I think I need to designate the ground target and give him the "attack my target" command instead of the weapons free command (?). My first AMRAAM shot at the onrushing MiG-21 apparently missed, but that is to be expected since it was a maximum range shot well out of the 'no-escape' zone. The 180 and rapid firing of AMRAAMs worked out very well with 3 hits. This confirms the fact that at least in Falcon 4 you can ripple fire multiple AMRAAMs at multiple targets and score hits even though technically I think you are only supposed to be able to engage 2 targets at once.

### DEBRIEFING

**MISSION:** Success (Interdict enemy vehicles in the area around Ch'angpa-ri.)  
**YOUR TASK:** Success (Search for enemy targets, engage and destroy at will)  
**PILOT RATING:** Excellent

Actual TOT: 04:47:00 (101 seconds late)  
 Losses: 1

#### PACKAGE STATISTICS:

Flight	Aircraft	Comments
Screwbird2 (Interdiction)	2 F-16CG	Mission success: Only light damage was inflicted to enemy.

Event List

#### FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Screwbird21	Functional	4 x AIM-120B 1 miss, 3 hits (75%)	
Screwbird22	Destroyed	4 x Mk-84 4 hits (100%)	

#### PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Screwbird21	F-16CG	2Lt. Beach	OK	3 (0)	4 (0)	Excellent
Screwbird22	F-16CG	Maj. Myong	RS	0	0	Good

#### RESULTS:

The 1st Armored Brigade has taken 17 losses and is withdrawing, largely due to the losses your package inflicted.

```

Beach joined as Screwbird21 at 04:37:00
DPRK D-30 destroyed by Beach at 04:48:46
DPRK D-30 destroyed by Beach at 04:48:47
DPRK D-30 destroyed by Beach at 04:50:12
DPRK KrAz F 255B destroyed by Beach at 04:50:1
Screwbird22 ejected at 04:50:50
DPRK MiG-23ML downed by Beach at 04:56:14
DPRK MiG-23ML downed by Beach at 04:56:18
RBK-250/OAB launched at Beach 04:56:57
RBK-250/OAB launched at Beach 04:57:05
DPRK MiG-23ML downed by Beach at 04:57:08
RBK-250/OAB launched at Beach 04:57:19
RBK-250/OAB launched at Beach 04:57:28
Beach landed at 05:03:30
Beach exited from Screwbird21 at 05:06:57
    
```

Hopefully I'll get this A2G ordnance thing worked out in the next few missions. I know there are "magic" settings for CBU's that make them work like mini-nuclear weapons, but I'm trying to stick with somewhat realistic CBU settings (2000 to 3000 burst altitude seems to be the consensus on a realistic setting). The problem is with the loose nut behind the wheel, not the ordnance!

I was happy with the attack profile this time though. The AMRAAM shot to keep their heads down and the quick bomb pass, climb, reverse, bomb pass, exit stage south seemed to work pretty well by keeping the time over the target to a minimum.

BeachAV8R

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

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

**195th\_Moses**  
Member  
Member # 9567

posted 10-08-2003 21:44 

Try Using the CBU-71 it has more bomblets and with a 2 to 3000 burst you will get quite a few hits and kills.

-----  
 Moses  
 Destroyer Of All Threads posted in  
<http://www.combatsiminfo.com>  
<http://www.killerb.com/dambusters>

From: **Tulsa, Ok, USA** | Registered: **Feb 2002** | IP: [Logged](#)

**Zero Niner**  
Member  
Member # 273

posted 10-09-2003 00:02 

Beach,  
 Just curious, why aren't you bringing Mavs for interdiction missions? IIRC you can carry 8 (3/1/1/3) AGM-65B/D's

-----  
 Zero Niner, out.

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

**Cajun [former****172]**

Member

Member # 12484

📅 posted 10-09-2003 00:15    “ ”

What's the difference in power between the b/d models(or whatever model letters they are) of the mavericks. I assume the D model(i think) is more powerfull as you can only load one on a hardpoint.

-----  
"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](#)

**sinner6**

Member

Member # 1506

📅 posted 10-09-2003 00:39    “ ”

Hey Beach,

I have been an avid fan of your missin reports ever since Janes F-15. Anyway, I am curious how you are able to ID targes from long range?

In this mission, specifically the Tu-16...

I just installed Falcon and would like to use this function.

Thanks,  
Nick

-----  
I don't know what WWIII will be fought with, but WWIV will be fought with sticks and stones. - Albert Einstein

From: **Pavement Way, Stripmall City, USA** | Registered: **Sep 2000** | IP: [Logged](#)

**JMR**

Member

Member # 2870

📅 posted 10-09-2003 01:03    “ ”

If you put your cursors over a radar contact and "declare" to AWACS, they'll tell you the type of contact.

As far as different Maverick types, I looked them up in the in-game tactical reference:

Models:

A = electro optical TV seeker (the first Maverick back when it was developed)

B = scene magnification

D = infrared seeker

G = bunker busting, delayed fuse and penetrating warhead

E = laser guided used by the Marines for CAS

F = same as G but used against ships

[ 10-09-2003, 01:05: Message edited by: JMR ]

Registered: **Jan 2001** | IP: [Logged](#)

**Zero Niner**

Member

Member # 273

📅 posted 10-09-2003 04:37    “ ”

quote:

Originally posted by Cajun [former 172]:  
**What's the difference in power between the b/d models(or whatever model letters they are) of the mavericks. I assume the D model(i think) is more powerfull as you can only load one on a hardpoint.**

B models are TV guided, hence can be used only in day time. D models are Imaging IR ones, and hence can be used at night (as well as day). I think warhead size is about the same.

G Mavs otoh ar ebunker busters - larger warheads, heavier missiles. Which is why you can only carry one on each hardpoint.

-----  
Zero Niner, out.

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

**hansundfranz**

Member

Member # 4220

📅 posted 10-09-2003 04:52   “ ”

Beach, try to go for non moving ground troops. Use your GM radar to find them. You can recognize troops, compared to villages etc by the typical long line a colum forms.

This will increase your sucess with dumb bombs. Getting good solid hits on moving troops is hard, specially if you want to stay at a safe altitude.

About the type of CBU's, Can ´t really help you there as I do not know about possible data changes in FF.

In Sp3 there is no major difference (if you don ´t use the CBU 58 high BA nuke bug). Personnally I prefer the CBU 87th which works against soft and medium hard targets. The Mk20 is a it better on real hard targets (MBT) but the risk to get only damages is still there.

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

**JohnTheLuck**  
Member  
Member # 14723

📅 posted 10-09-2003 09:37    “ ”

Beach, just a small typo on the thread name of this mission : "Operaton" instead of "OperatIon". In a few months, this will not help to find this mission in all the threads in the forum. Can it be changed ?

JTL

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

**Wildman**  
Member  
Member # 1350

📅 posted 10-09-2003 13:22    “ ”

Beach.

One word...JSOW.

For vehicles there is nothing better. 8-15 miles launch window. Works just like Mavericks. Good kills each time.

Give them a try next time. They will become the premier vehicle killer in the USAF arsnal soon.

-----  
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 10-10-2003 02:12    “ ”

I had a bit of trouble with Mavericks in one of the night missions. I wasn't getting really good passes with them..but they were certainly more accurate than my awful bombing runs have been 😊 I like MG's idea that maybe I need to find some static convoys which will take some of the guess-work out of the lead/lag part of bombing. And I'm definitely going to learn to use the JSOW in the next couple of missions.

John - I'll see if Andy can fix the spelling error in the message title..I guess I let my fingers run a bit too fast that time 😊

BeachAV8R

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

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

**Smoke1**  
Member  
Member # 2106

📅 posted 10-11-2003 12:56    “ ”

Beach

Your Q. "I think I need to designate the ground target and give him the "attack my target" command instead of the weapons free command (?)"

A. Yes

Also agree with the static convoys and use GM. Movers will break GMT lock when they stop and they will. Static convoys can also be hit at medium alt with CCRP, though you may have to dive a little and quickly to get your FPM under the launch indicator. The static convoys tend to resolve into the telltale line on your radar at pretty short range sometimes. If you can line up with the convoy, lock just beyond the beginning of the line, drop in pairs and use a little shorter interval (helps if your not precisely lined up on their axis), you'll kill everything in the space. Even tanks with CBU52's.

Smoke

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

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