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Author Topic: Operation Rolling Fire Mission #14

**BeachAV8R**

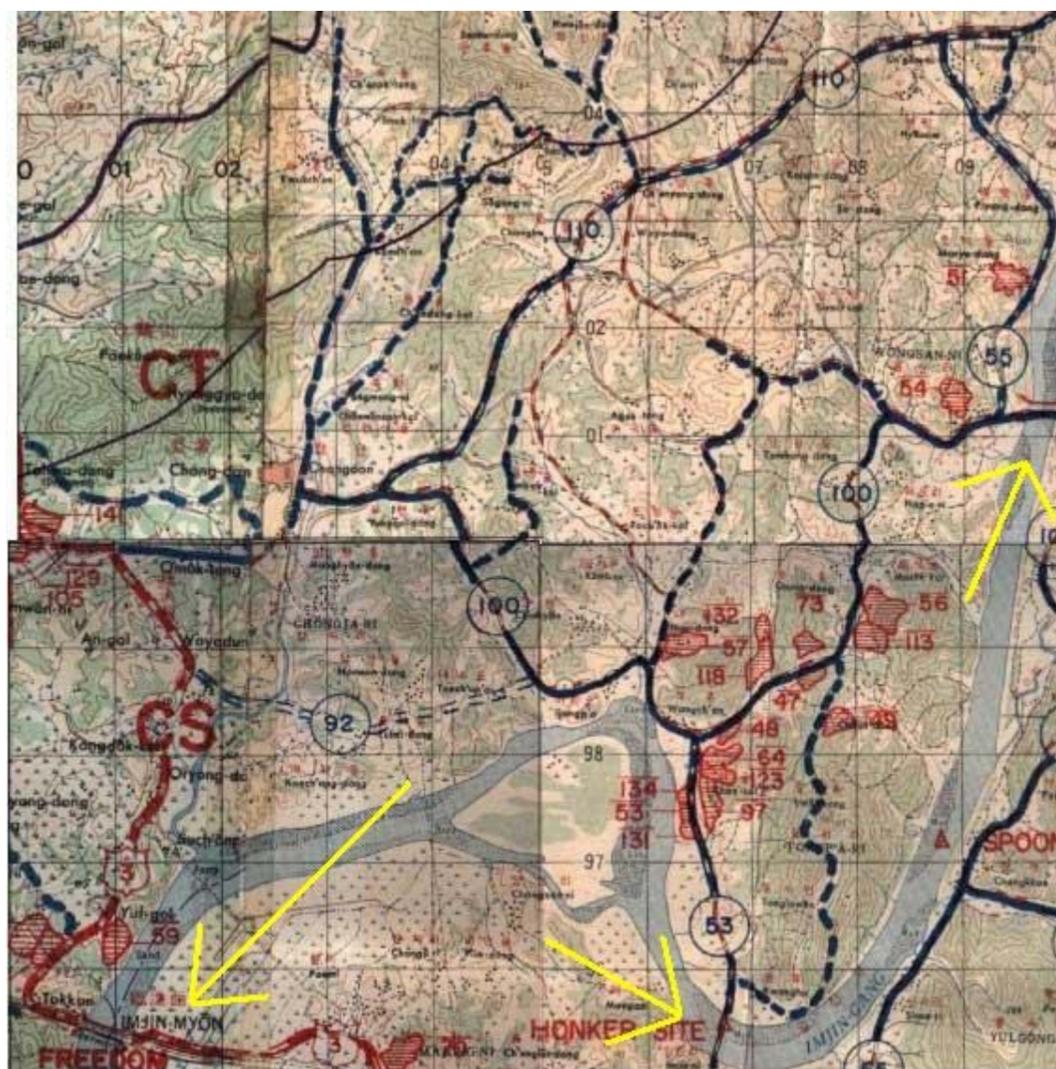
Member  
Member # 3055

posted 10-11-2003 08:13

Falcon 4.0/SP3 Campaign Mission Report #14  
OPERATION ROLLING FIRE  
DAY 2 - 0650 HOURS

Campaign Status:

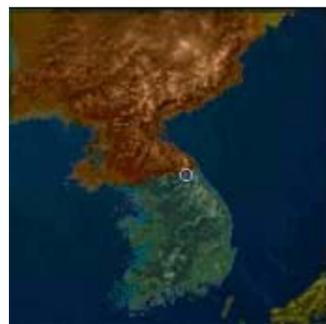
DPRK forces continue to put pressure on US/ROK defenders at the Imjin River crossing points just north of Munsan. Once across the Imjin River there are no natural obstacles to a continued drive south to Seoul by DPRK forces. Munsan is a mere 20 miles from the outer suburbs of Seoul and only 25 miles from the heart of Seoul. DPRK forces have taken and are holding most of the bridges across the Imjin. US/ROK forces may be forced to destroy the bridges, including the famous "Freedom Bridge" with precision guided munitions to prevent further reinforcement of DPRK units that may make successful river crossings. There are fresh US/ROK troops enroute to the bridges and a decision to drop the bridges will be made within the next few hours.



As seen on this map, US/ROK forces retain control of only one bridge in this sector, the Munsan "Freedom Bridge". It may be possible to destroy the 5 bridges immediately upstream of the Munsan bridge yet hold the Munsan bridge in order to preserve a route north in the unlikely event of a US/ROK offensive:



Campaign Map:



Objective:

Our objective is to continue hitting DPRK armor and reinforcements as they move toward the Imjin river bridges.

Planning/preflight:

For this flight we are going to take the suggestion of other Falcon pilots and go with a bit more stand-off range in our attack using the JSOW (Joint Stand-Off Weapon). The JSOW is a gliding sub-munition dispensing bomb that uses GPS for guidance to the target area in conjunction with traditional (IR) targeting:

**Rooster1** T.O. - 06:56:00

ZLT. BEACH	UNASSIGNED	UNASSIGNED	UNASSIGNED
Max Weight : 42300			
Gross Weight : 38131			
Clean Weight : 18700			
Munitions : 12269			
Fuel : 7162			
Drag Factor : 71.0			

Loadout	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-120C	MED	4	●	●	●				●	●	●
AGM-154A JSOW	HGH	8			●	●		●	●		
ALQ-131	HGH	1					●				

Our target is the DPRK 2nd SP Artillery Brigade last spotted just north of the Munsan "Freedom Bridge":

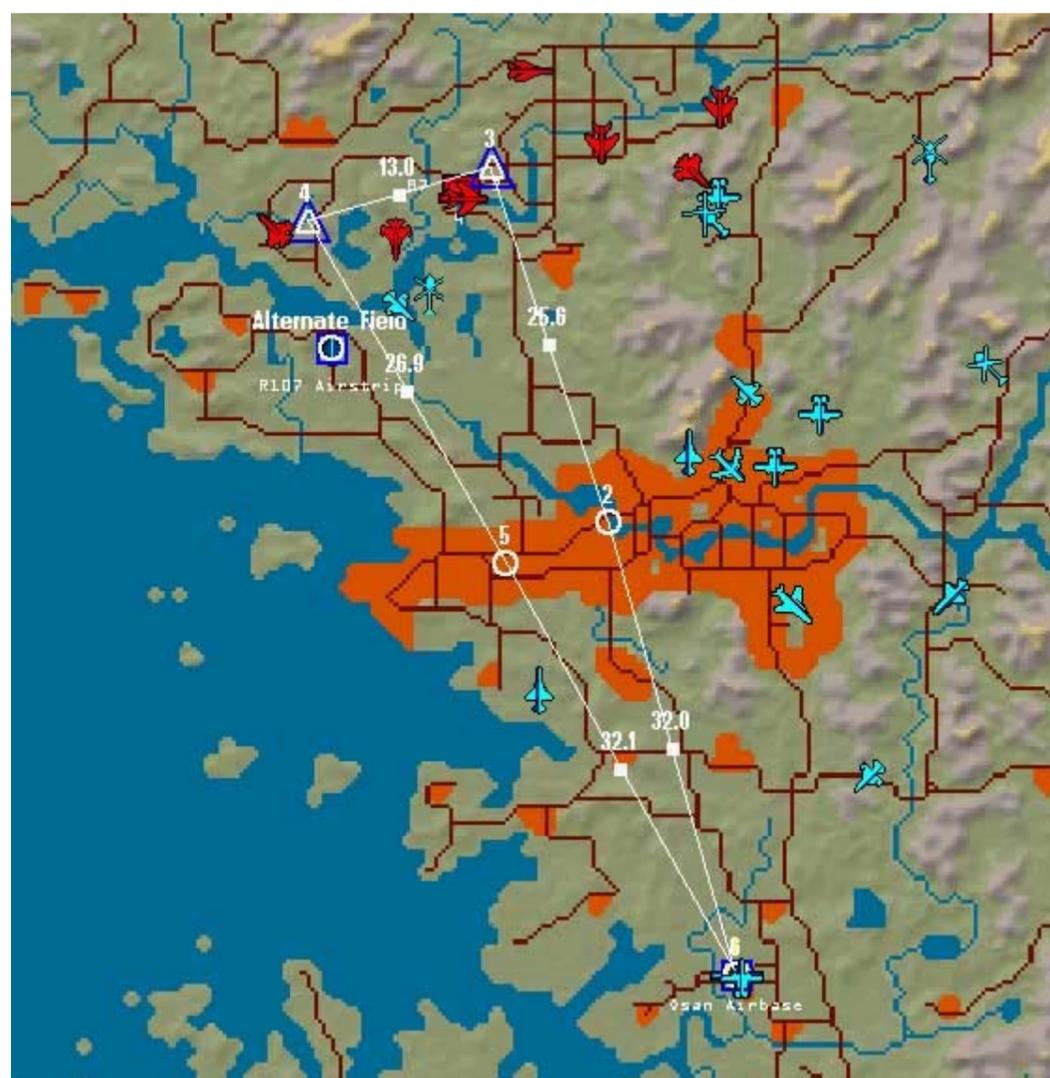
**BRIEFING** PRINT

**MISSION:** Search for and destroy enemy ground forces in the area around Wangch'on.  
**YOUR TASK:** BAI  
Station Area: 1 nm west of Wangch'on.  
Time on Station: 07:05:11  
Patrol Time: 00:11:37

**SITUATION:**  
Be advised: Intelligence reports a large enemy offensive is in progress, probably with the intent to take Seoul.  
  
Army intelligence reports the DPRK 2nd SP Artillery Brigade is moving towards Chommal. Air command hopes to attrit their forces before they arrive at the front.

**PACKAGE ELEMENTS:**  
Rooster1 (BAI)      4 F-16CG      Search for enemy targets, engage and destroy at will

**THREAT ANALYSIS:**  
No enemy air response is anticipated.  
Known or suspected enemy air defenses along your flight path include:  
ZSU23-4 anti-aircraft guns 1 nm southwest of Wangch'on  
BMP-CMD missile launchers 3 nm east of P'anmun  
S-60 anti-aircraft guns 1 nm south of P'anmun  
KS-19 anti-aircraft guns 1 nm north of Mangp'o-ri





Debrief:

With our new weapons slung under our wings we head out for our short (and getting shorter by the hour!) flight to the FEBA:



Cont..

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

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

**BeachAV8R**  
Member  
Member # 3055

posted 10-11-2003 08:13

As I stagger upward in the climb (the JSOWs must be pretty draggy!) I cycle to the A2G mode and power up the JSOW FLIR image:



As usual, we are arriving near the target area at about the same time as a DPRK strike package. I query AWACS and they kindly point out the bearing, range and altitude of the strikers so I can slew my radar in that direction. Soon I pick up the gaggle of aircraft:



The RWR scope shows a few MiG-23s in the group but with our high closure rate I don't have time to sort out the fighter escorts. I decide to use the same successful technique I used on a previous mission and I lock up the lead aircraft in the group. When I have him designated I give the element (#3 and #4) the "chainsaw" command so that they will launch their AMRAAMs at maximum range and return immediately to the formation. After I hand them off a target I slew my cursor to another target in the group, designate, and hand off that target to my wingman (#2) using the same command. I finally pick out a target for myself, designate and fire when he gets in range then I quickly fire 2 more AMRAAMs at other targets:



Unfortunately for me (yeah..you know where this is going) I didn't (actually couldn't) take the time to ID a little splinter cell on the left side (west) of the group that had a much higher closure rate. It turns out these were MiG-21 and J-7 escorts:



I don't really notice the high closure rate on those two contacts because I was concentrating on getting my missiles off, but when I see them break the 10 mile range on my scope with almost 900 knots of closure I know I'm a bit behind the 8-ball:



I get off a very short range missile shot against one of the J-7s and get a kill:



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

posted 10-11-2003 08:14  

His wingman, however, slides under me and must have pulled up hard and gotten behind me because the next thing I know my wingman is yelling that a missile is inbound on me. I break hard and start dumping chaff and flares but it is too late as a PL-7 IR missile hits me and rolls my plane as the warning and caution lights illuminate my cockpit like Times Square:



I start to reach for the ejection handle (key) when I realize that even though the plane is attempting to roll left and pitch up I actually do still have control of the aircraft. I raise the nose a bit and test the throttle and find that at max throttle I still have enough power to fly. Black smoke pours from my damaged engine but I start a gentle turn to the south, order my wingmen to rejoin, and start assessing the damage:



I have all kinds of lights indicating flight control problems, pressurization, nose-wheel steering, avionics and engine faults. I scroll through the specific faults using the F-ACK button, but come to the conclusion that I'm still flying!



Out of curiosity I switch to A2G mode and I'm surprised to see my JSOW targeting FLIR image come up. Unfortunately the ground radar is out, which means I can't designate a target and "hand off" the targeting to the FLIR to make it the sensor of interest. Which means I can slew the FLIR cursor, so I can't do anything with my weapons. At first I think it is because the radar over-ride is enabled, but I try to dis-engage the over-ride to no avail:



Reluctantly I realize I won't be able to release my bombs in my damaged state so I call my wingman (#2) and order him to assume the lead. He radios back an acknowledgement and goes about ordering #3 and #4 to attack. They actually complete a couple of bomb runs while I loiter south of the target area. When they are finished I order them to re-join and use the selective jettison to get rid of my bombs before returning to base:





Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

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📅 posted 10-11-2003 08:14   🏠 👤 📧 🗑️ “ ”

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I turn downwind at Osan and am distracted momentarily by the re-illumination of the master warning. I look down and see an additional warning "OVERHEAT" on the warning panel. I don't know what that means, but it can't be good!





To my great relief the gear extends when I hit lower the handle:



As the plane slows to approach speed, the roll to the left becomes a bit less pronounced, but the nose is pitching up and even with full forward pressure on the stick I cannot get it to come down. I push the throttle forward to get a bit of speed and use the manual trim controls to put some nose down trim in and then I slow back up to approach speed and the pitch, though still very sluggish, is much more manageable:



As I touch down the other members of my flight are on short final. Since my nose-wheel steering was damaged I don't have any directional control on the runway and I try to time my braking so that I stop just after I exit the left side of the runway where I have stop and shut off the engine as the black smoke pours from my plane:



Cont..

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

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

**BeachAV8R**  
 Member  
 Member # 3055

📅 posted 10-11-2003 08:15 🏠 👤 📧 🗒️ “ ”

Conclusions:

The mission is rated a success thanks to my wingmen who were able to put at least a little bit of ordnance on the target area:

### DEBRIEFING

**MISSION:** Success (Search for and destroy enemy ground forces in the area around 1 nm west of Wangch'on.)  
**YOUR TASK:** Success (Search for enemy targets, engage and destroy at will)  
**PILOT RATING:** Excellent

Actual TOT: 07:17:31 (12 minutes late)  
 Losses: 0

#### PACKAGE STATISTICS:

Flight	Aircraft	Comments
Rooster1 (BAI)	4 F-16CG	Mission success. Only light damage was inflicted to enemy.

[Event List](#)

#### FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Rooster11	Damaged	2 x 20mm M61 2 misses (0%) 4 x AIM-120C 4 hits (100%)	
Rooster12	Functional	1 x AIM-120C 1 miss (0%) 8 x AGM-154A JSOW 5 misses, 3 hits (37%)	
Rooster13	Functional	1 x AIM-120C 1 miss (0%) 2 x AGM-154A JSOW 1 miss, 1 hit (50%)	
Rooster14	Functional	2 x AIM-120C 1 miss, 1 hit (50%) 2 x AGM-154A JSOW 1 miss, 1 hit (50%)	

#### PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Rooster11	F-16CG	2Lt. Beach	OK	2 (0)	0 (0)	Excellent
Rooster12	F-16CG	Lt. Granquist	OK	0	3	Excellent
Rooster13	F-16CG	Lt. Brandt	OK	0	1	Excellent
Rooster14	F-16CG	Lt. Agua	OK	1	1	Excellent

#### RESULTS:

The 2nd SP Artillery Brigade has taken 11 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

All four of my AMRAAM shots hit, although I only get credit for 2 kills (1 MiG-23 and 1 J-7):

```
Event List
Beach joined as Rooster11 at 06:56:00
DPRK MiG-23ML downed by Beach at 07:05:03
DPRK M-1975 destroyed by Rooster13 at 07:06:17
DPRK M-1975 destroyed by Rooster14 at 07:06:26
DPRK J-7E downed by Beach at 07:08:32
PL-7 launched at Beach 07:08:54
DPRK MiG-21MF downed by Rooster14 at 07:10:4
DPRK M-1975 destroyed by Rooster12 at 07:17:17
DPRK M-1975 destroyed by Rooster12 at 07:18:09
DPRK M-1975 destroyed by Rooster12 at 07:18:09
Rooster12 landed at 07:26:57
Beach landed at 07:31:08
```

If I had to do it over again (and I'm sure I will) I should have executed the "chainsaw" attack earlier and after the first volley of AMRAAMs was away I should have done the 180, headed south to get some distance and then headed back north to re-engage while keeping the stand-off distance with the AMRAAMs. All I had to do was exercise a bit of patience and I wouldn't have gotten hit by a short-range IR missile. I was fortunate that the damage was not fatal to the aircraft and I was able to nurse it back home and save the airframe, and I'm also happy that all of my wingmen made it back safely.

Better luck next time. I'm excited at the prospect of employing the JSOW though; I'll definitely be trying them out in the next mission assuming I get to fly another BAI or interdiction flight.

BeachAV8R

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

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

**Para\_Bellum**  
Member  
Member # 2963

posted 10-11-2003 10:44    " "

Damn you Beach! Because of your excellent AARs I've re-installed Falcon 4.0 and SP3 yesterday. Goodbye social life...

Ok. Let's start.

*\* flips through the manual*

Ah, here...

*"Training mission 1: Basic flying techniques"*

*\* sigh*

It's a long way to Tipperary...err...Pyongyang, I mean.

*"Do you really believe that the Luftwaffe injected water and methanole into the engines? You think that would add some 300 horsepower? Dream on. It was only to be kept secret."*

JG5\_JaRa about *Nussschnaps*

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

**bish29047**

posted 10-11-2003 12:16    " "

Junior Member  
Member # 16963

---

Beach, as usual, great post. I do have one question for you. I have noticed on all your missions, you go right into an air to air engagement. Have you tried sneaking around the CAP flights to get you ground targets? Just curious if this would help instead of going all out for air kills right off. Thanks for the great mission posts though, enjoyed reading them.

Bish

Registered: **Sep 2003** | IP: [Logged](#)

**Smoke1**  
Member  
Member # 2106

 posted 10-11-2003 13:36    “ ”

Yeah, he can't resist picking a fight. Virus or something. Sniff, cough ... I got it too. 😞

Smoke

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

**BeachAV8R**  
Member  
Member # 3055

 posted 10-11-2003 14:29     “ ”

Hehe...I don't know if sneaking around would get me anywhere or not. As you can see, the FLOT is sort of the destination of choice for BOTH sides of the war...as such pretty much anytime you are in the vicinity of the FLOT you are going to have a threat nearby. I haven't yet tried going low-level with the radar and ECM off..but surviving at low level is sketchy at best. It may be more survivable on the east and north parts of Korea since you have a bit of terrain to hide in, but the area around Seoul is pretty flat.

I think the best tactic is to stay south and pick off targets with AMRAAMS from long distance and I also forgot to request support from AWACS. They will send available fighters if they are in the area, and that can help ease the pressure on my attack flights.

Forging ahead blindly is definitely NOT the way to go..as I've proven time and time again!

BeachAV8R

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

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

**Frasco**  
Junior Member  
Member # 5297

 posted 10-11-2003 23:34    “ ”

Hey Beach love your reports, learning a lot from your missions, where did you get the map you show in this mission, i would like to get it, i also left a message for you in frug's site, well got to go thanks  
frasco out.

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

**BeachAV8R**  
Member  
Member # 3055

 posted 10-12-2003 00:57     “ ”

Glad you are enjoying them...it's fun doing em'..

That map I used up there was from this site, although it is only a high detail map of the Munsan area, with the important bridges over the Imjin River....

Here's the link:

<http://members.tripod.com/~RickinBham/KoreaMap.htm>

BeachAV8R

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

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

**Nift**  
Member  
Member # 7573

 posted 10-12-2003 02:08    “ ”

Hey Beach,

Is it just me or are your pre-touchdown flares in a number of mission posts kinda steep?

Looks like you almost scrape the engine exhaust veins on touchdown. 😊

-----  
"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](#)

**Ktel**  
Junior Member  
Member # 3394

 posted 10-12-2003 03:56    “ ”

quote:

---

Originally posted by BeachAV8R:  
I turn downwind at Osan and am distracted momentarily by the re-illumination of the master warning. I look down and see an additional warning "OVERHEAT" on the warning panel. I don't know what that means, but it can't be good!

---

It means your engine is getting a little bit to warm and about to explode giving you one big headache 😊

Excelent reports BTW, keep them coming.

regards

-----  
Ktel  
[www.185th.co.uk](http://www.185th.co.uk)

---

From: **Sunderland, UK** | Registered: **Feb 2001** | IP: [Logged](#)

**Shallow**  
Junior Member  
Member # 16894

📅 posted 10-12-2003 06:10    “ ”

---

quote:

---

Originally posted by Nift:  
**Hey Beach,**

**Is it just me or are your pre-touchdown flares in a number of mission posts kinda steep?**

**Looks like you almost scrape the engine exhaust veins on touchdown. 😊**

---

That's the way it's supposed to do in the Viper. 😊 The pilot knows that you should never exceed 14 degrees of pitch when main wheels are rolling, and it's quite easy to keep an eye on the pitch with the HUD ladder, even when flaring. In fact, when aerobraking after the touchdown, the pilot should keep a steady 12-13 degrees of pitch as long as possible to make the airframe act as a giant airbrake helping to slow down the plane.

[ 10-12-2003, 06:21: Message edited by: Shallow ]

---

Registered: **Sep 2003** | IP: [Logged](#)

**Nift**  
Member  
Member # 7573

📅 posted 10-12-2003 21:57    “ ”

---

Thanks, Shallow.

-----  
"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](#)

**Gumball D**  
Junior Member  
Member # 16944

📅 posted 10-13-2003 22:58    “ ”

---

Hey Beach, great Korea Map. Sounds like its limited in size. I downloaded a replacement Korea UI map (from where I can't remember) that resembles the one you used but is the entire theater.

This map replaces the default map used in the planning screens directly within the Falcon4 UI ... kinda neat, I think. The zip file is named "new\_korea\_UI\_map\_v1.zip" and I've been using it for a couple of weeks now. As a matter of fact I was going to suggest you giving it a try before I saw this post.

If anyone else is using OR knows where its hosted please post the URL.

Beach, if you're interested (and no one knows the URL) I'd be happy to send your way (5MB).

BTW, the text file in the ZIP gives credit to Jester and Mirv - 87th Stray Dogs VFW. I checked their site but couldn't find the file. I wish I remembered where I got this; sorry, my memory must be going ...

-Gumball D

---

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

**BeachAV8R**  
Member  
Member # 3055

📅 posted 10-13-2003 23:08    “ ”

---

Yeah man..send it away! I'm on Road Runner..so file size is no big deal. I've actually been starting up Falcon while I'm writing my mission reports just so I can use the map to find out the names of

towns and bases..etc...

My e-mail:

beachav8r@carolina.rr.com

I'd love it!

BeachAV8R

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

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

**Nift**  
 Member  
 Member # 7573

📧 posted 10-14-2003 06:18    “ ”

Hey Gumball D,

I wonder if anyone could host your map so others can get a hold of it?

-----  
 "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](#)

**Gumball D**  
 Junior Member  
 Member # 16944

📧 posted 10-14-2003 12:24    “ ”

Be glad to send it to anyone who can host; I'll try and locate where I originally found it as that would be easiest for all.

Gumball D

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

**Gumball D**  
 Junior Member  
 Member # 16944

📧 posted 10-14-2003 12:50    “ ”

Okay I located the thread over at Frugals ...

I'd encourage anyone interested in a new Korean Map head over to this thread  
<http://forums.frugalsworld.com/vbb/showthread.php?s=&threadid=46180>

NOTE: The Korean map is referenced towards the bottom of this thread.

The download link is still available from within the thread.

I look forward to people's opinions.

[ 10-14-2003, 12:51: Message edited by: Gumball D ]

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

**BeachAV8R**  
 Member  
 Member # 3055

📧 posted 10-14-2003 15:49    “ ”

Great stuff...looking forward to checking it out!

Downloading now!

BeachAV8R

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

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

**Nift**  
 Member  
 Member # 7573

📧 posted 10-14-2003 18:12    “ ”

Nice birdogging, Gumball!!! 😊

Thanks.

-----  
 "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](#)

**swampy11**  
Member  
Member # 3396

posted 11-04-2003 06:26    “ ”

---

Gumball D-  
Could you send the me that new Korean map as well?  
jcrook@houston.rr.com  
Thanks  
`swamp

---

From: **Houston, TX, USA** | Registered: **Feb 2001** | IP: [Logged](#)

**Gumball D**  
Junior Member  
Member # 16944

posted 11-06-2003 14:42    “ ”

---

Swampy

Check the link I posted a few messages above; you'll find a link there and can d/l. Let me know if you have any problems.

Gumball D

---

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

**chumley**  
Member  
Member # 8221

posted 11-14-2003 21:02    “ ”

---

Nice Landing

Saves your spine to live & fight another day.

Chumley

---

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

**Cobra55305**  
Junior Member  
Member # 16962

posted 11-15-2003 10:30   “ ”

---

Great series!

I have a suggestion for when you are finished.

How about adding a click-by-click description of a mission so someone new can see how to operate the RADAR, weapons, navigation, etc.?

---

From: **Minneapolis** | Registered: **Sep 2003** | IP: [Logged](#)

All times are Eastern Time Zone

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