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Author Topic: [Operation Rolling Fire Mission #15](#)

BeachAV8R

posted 10-13-2003 21:57

Member
Member # 3055

10/13/03
Falcon 4.0/SP3 Campaign Mission Report #15
OPERATION ROLLING FIRE
DAY 2 - 0810 HOURS

Campaign Status:

US/ROK defenders are being pushed to their breaking point. With DPRK forces having seized 6 out the 7 bridges across the Imjin River the decision to destroy the bridges has all but been made. While US/ROK reserve forces head for the south bank of the Imjin to reinforce the defenders plans are being drawn up for a fighting withdrawal into Munsan.



Campaign Map:



Objective:

Our objective for this mission is simple: attrite enemy forces around the bridges they hold across the Imjin River. The best we can hope for is to destroy and damage as many enemy vehicles as possible before they are across the bridges they hold. In particular we are tasked to destroy as much of the

DPRK 3rd Infantry Brigade as we can:

BRIEFING PRINT

MISSION: Interdict enemy vehicles in the area around Yeoncheon.
YOUR TASK: Interdiction
 Station Area: 1 nm southeast of Yeoncheon.
 Time on Station: 08:31:38
 Patrol Time: 00:06:36

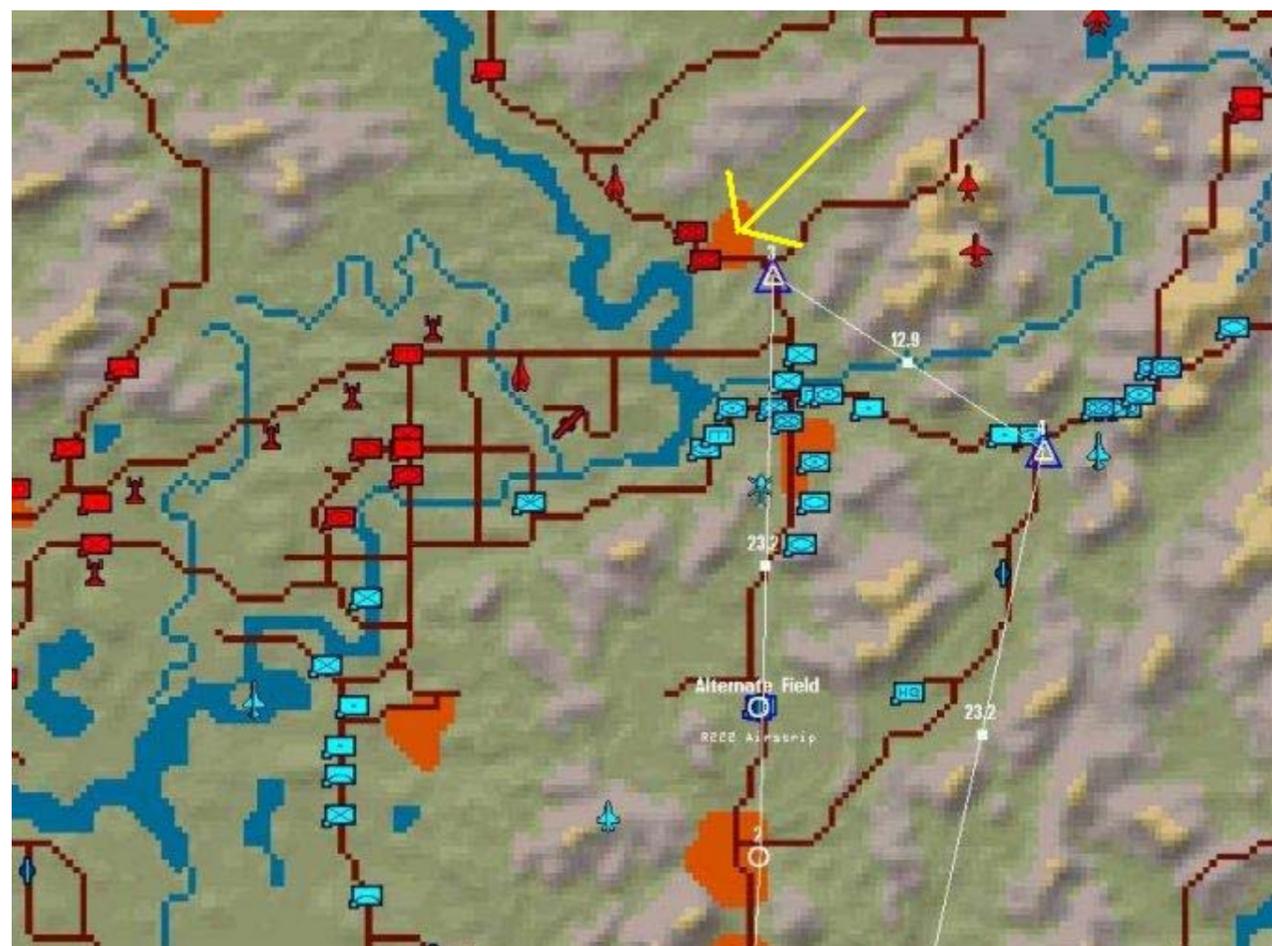
SITUATION:
 Be advised: Intelligence reports a large enemy offensive is in progress, probably with the intent to take Seoul.
 Army intelligence reports the DPRK 3rd Infantry Brigade is moving towards Wangch'ŏn. Air command hopes to attrit their forces before they arrive at the front.

PACKAGE ELEMENTS:
 F0001 (Interdiction) 2 F-16C0 Search for enemy targets, engage and destroy at will

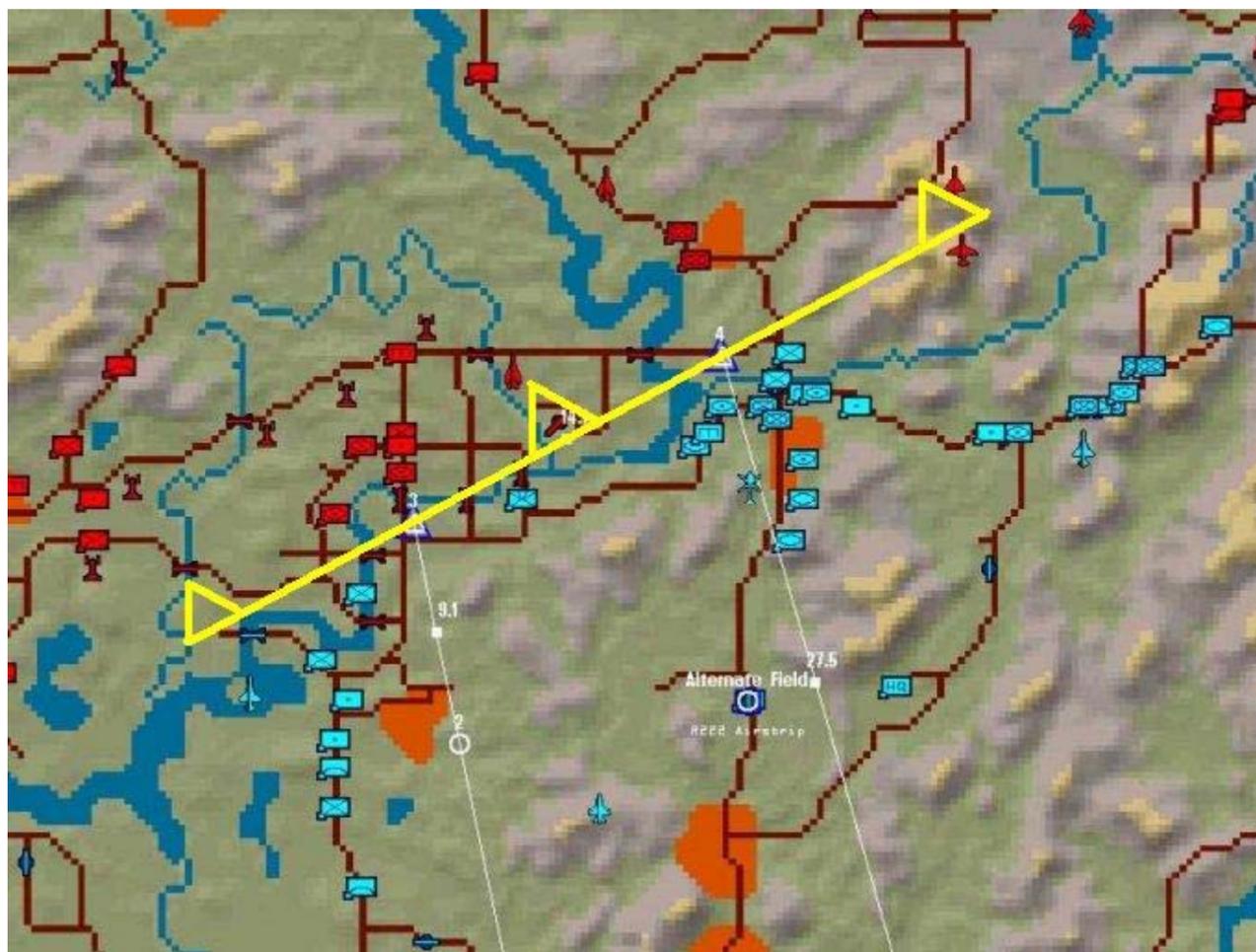
THREAT ANALYSIS:
 No enemy air response is anticipated.

Planning/preflight:

The DPRK 3rd Infantry Brigade is currently located just west of Yeoncheon with a projected movement through the city and continuing south probably taking up positions on the north side of one of the last remaining bridges held by US/ROK troops. US/ROK strength is good near the bridge with large numbers of troops and vehicles located between the city of Dongducheon and the bridge to the north.



I've altered the mission steerpoints to better present the delineation between DPRK and allied troops. Steerpoints #3 and #4 represent the axis of the disposition of enemy and friendly troops. Everything north of that axis is fair game.



We will be attempting again to employ the Joint Stand-Off Weapon (JSOW) in an attempt to knock out as many enemy vehicles as possible:



Debrief:

While we hold short of the runway, other flights start their engines and begin taxiing for their missions:



That sure looks fun to fly!



Cont..

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

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

BeachAV8R
 Member
 Member # 3055

📅 posted 10-13-2003 21:57 🏠 👤 📧 🗒️ “ ”

After take-off we climb out for the very short trip to the FEBA. I setting up the A2G weapons by turning the power on and checking the FLIR image for the JSOW:



Switching back to A2A mode after setting up the A2G weapons I start querying AWACS for the nearest threat. He responds with a threat call of MiG-23s about 10 left for 30 miles. I adjust my radar scan height to cover the altitude AWACS indicated and soon have the threat designated:



As we close on the MiG-23s they start emitting and show up on the RWR scope. At this point I've given my wingman the "CHAINSAW" command and save my missiles for later use:



I decide to branch out a little bit and use some of what I learned in training to help add to the big picture. Selecting Track-While-Scan mode on the A2A radar, I hit EXP to sort the tightly bunched contacts and I can clearly see 3 contacts now:



Cont...

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

BeachAV8R

Member
Member # 3055

posted 10-13-2003 21:57

I select another contact and give another "CHAINSAW" command and with the range closing to 10 miles I break off the attack and turn southbound to get some separation from the enemy aircraft and the FEBA.



After flying a few minutes toward the south, I do a 180 and start heading toward the attack point again. After a few sweeps and a query to AWACS I find the MiG-23 strike package heading north away from the area:



With the immediate area clear of bandits for the moment, I turn to the A2G task. I switch to A2G radar and start looking for static convoys, something I haven't done before. I've always been very productive at finding targets with the GMT mode, but hitting them is a different matter. At someone's suggestion, I'm going to attempt to find convoys using regular GM mode. I spot a bright target at the outer range of the radar scope and designate it which slaves the target FLIR to the location:



Unfortunately the FLIR image just shows a bunch of buildings with no discernible movement about. I pan the FLIR image around a bit searching, but don't find anything:



Not wanting to get too close to the target area I elect to do a 180 and head back south to set up for another run toward the target area. After a few minutes I turn back north, query AWACS and get a threat call 20 miles out, J-11's (Su-27s)! I jump at the chance, find him on radar, while giving my wingman the "CHAINSAW" command again. As he fires at max range I follow with my own shot. Unfortunately his weapon arrives first and registers the kill:



Cont...

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

BeachAV8R

Member
Member # 3055

posted 10-13-2003 21:58

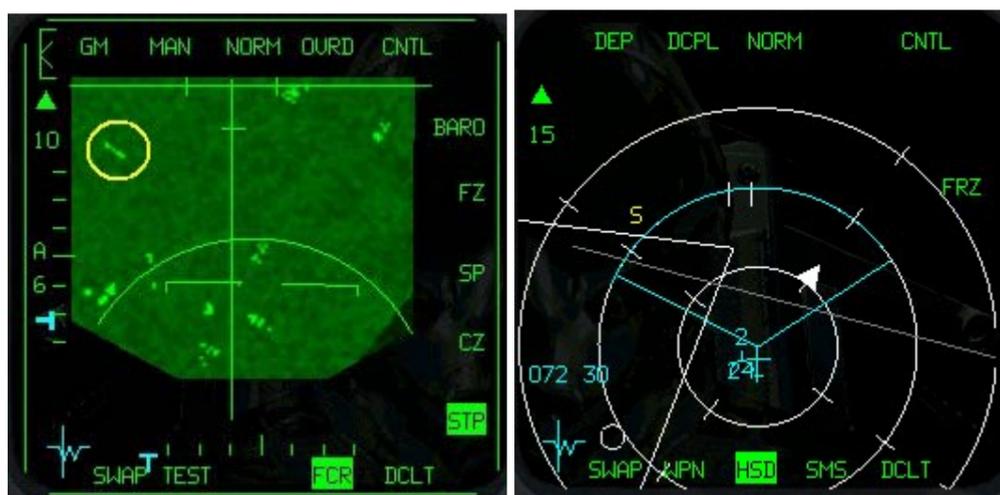
My wingman asks for permission to engage and I know he has the other J-11 locked so I give him the

"WEAPONS FREE" command just for a couple of seconds until I hear the "Fox-3 Medium" call, then I reign him in with a "WEAPONS HOLD, RETURN TO FORMATION" command.

With the skies clear again and my frustration building I switch on the A2G radar but use GMT to find some targets. I designate them and launch without consulting the FLIR image to ascertain that I'm in range. As you can clearly see, the range carat is well above the launch range bar, resulting in a wasted drop:



Trying to stick with my original plan of searching for static convoys using the GM mode of the A2G radar, I find a promising line which appears to be an enemy convoy! I lock it up and launch another JSOW:



My confidence crumbles though as I watch the JSOW home in on a bridge instead of a convoy! I suck. Luckily the JSOW is a cluster-munition and does no harm to the bridge. At least I know what a bridge contact looks like on the GM radar now!



My attention is quickly brought back to self preservation when AWACS broadcasts a pop-up threat 15 miles away, a J-7 singleton. I turn to the bearing and find the hard charging J-7 (MiG-21). Selecting an AMRAAM I quickly launch on him and finally kill at least one thing on this mission:





Cont...

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

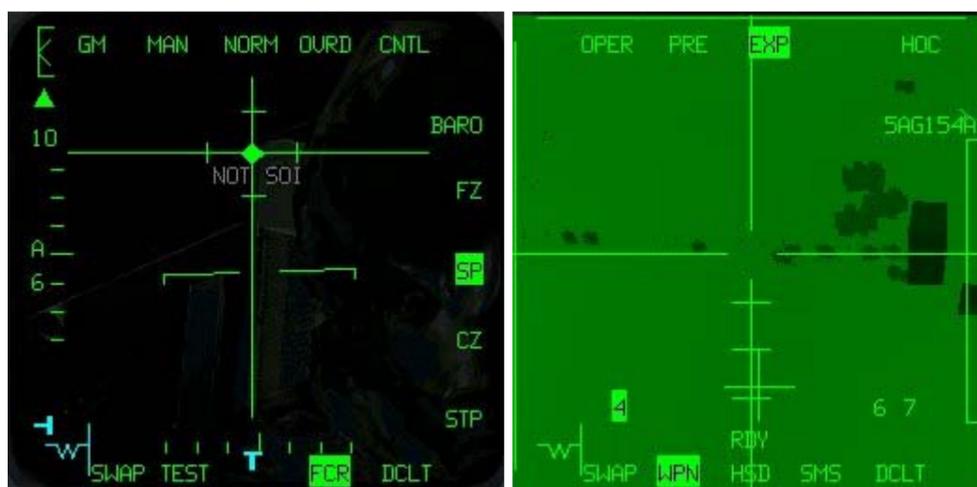
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

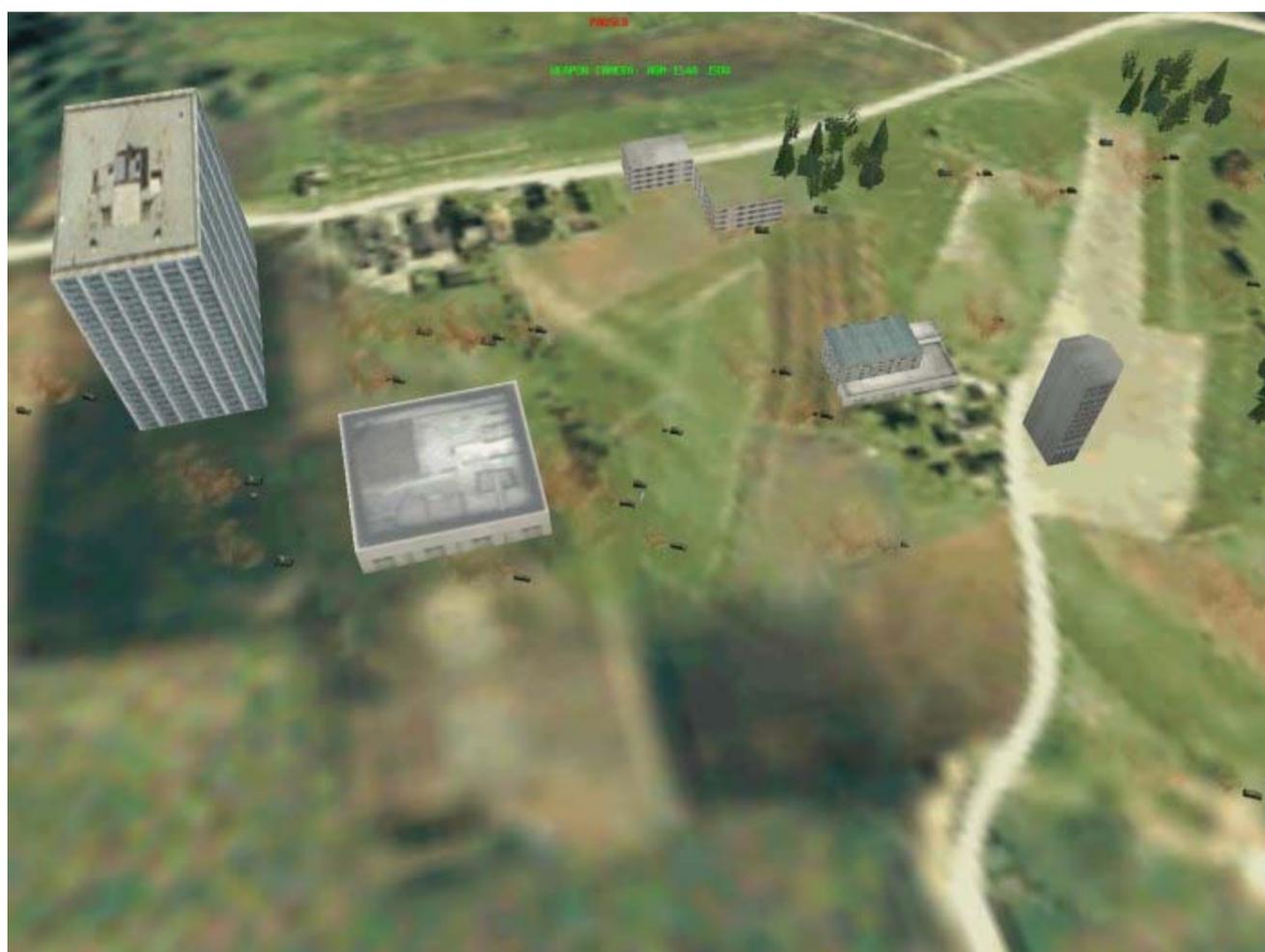
Member
Member # 3055

posted 10-13-2003 21:58

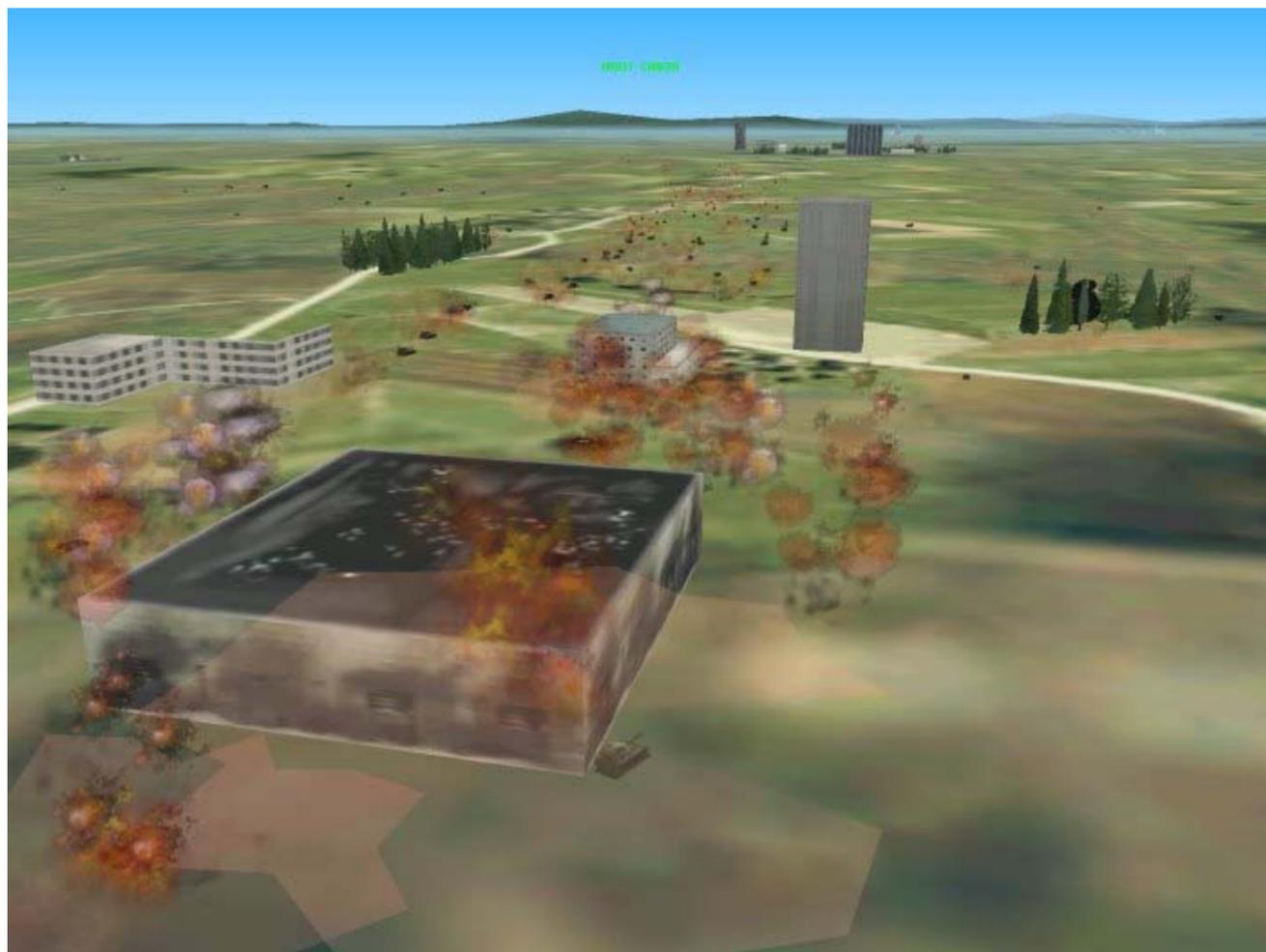
Switching yet again to the A2G mode I finally find a GM target that looks valid. I lock it up and can see enemy vehicles in the FLIR image:



Once more I launch a JSOW and finally I get a good strike in and blast an enemy column as it passes through the city:



The enemy column stretches to the horizon and I'm so excited I can barely function! I don't yet know how to use the "MARK" feature I've read about in Vipers In the Storm, but I need to learn how so that I can relocate targets once I've found them! This column is just massive (probably more than one column bunched up on the same path):



I start getting better with the GM radar mode; for finding vehicle convoy targets I find that you pretty much have to be in the 10 mile range. I designate several more convoys and drop more JSOWs, some miss and some hit. I also designate some targets for my wingman to hit and am happy when I hear him yelling out "BRUISER" time and time again. At one point another enemy attack flight tries to enter the area but my wingman and I beat them off with AMRAAMs. Here two of my AMRAAM shots down enemy strikers (Su-25 and MiG-23):



Cont...

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

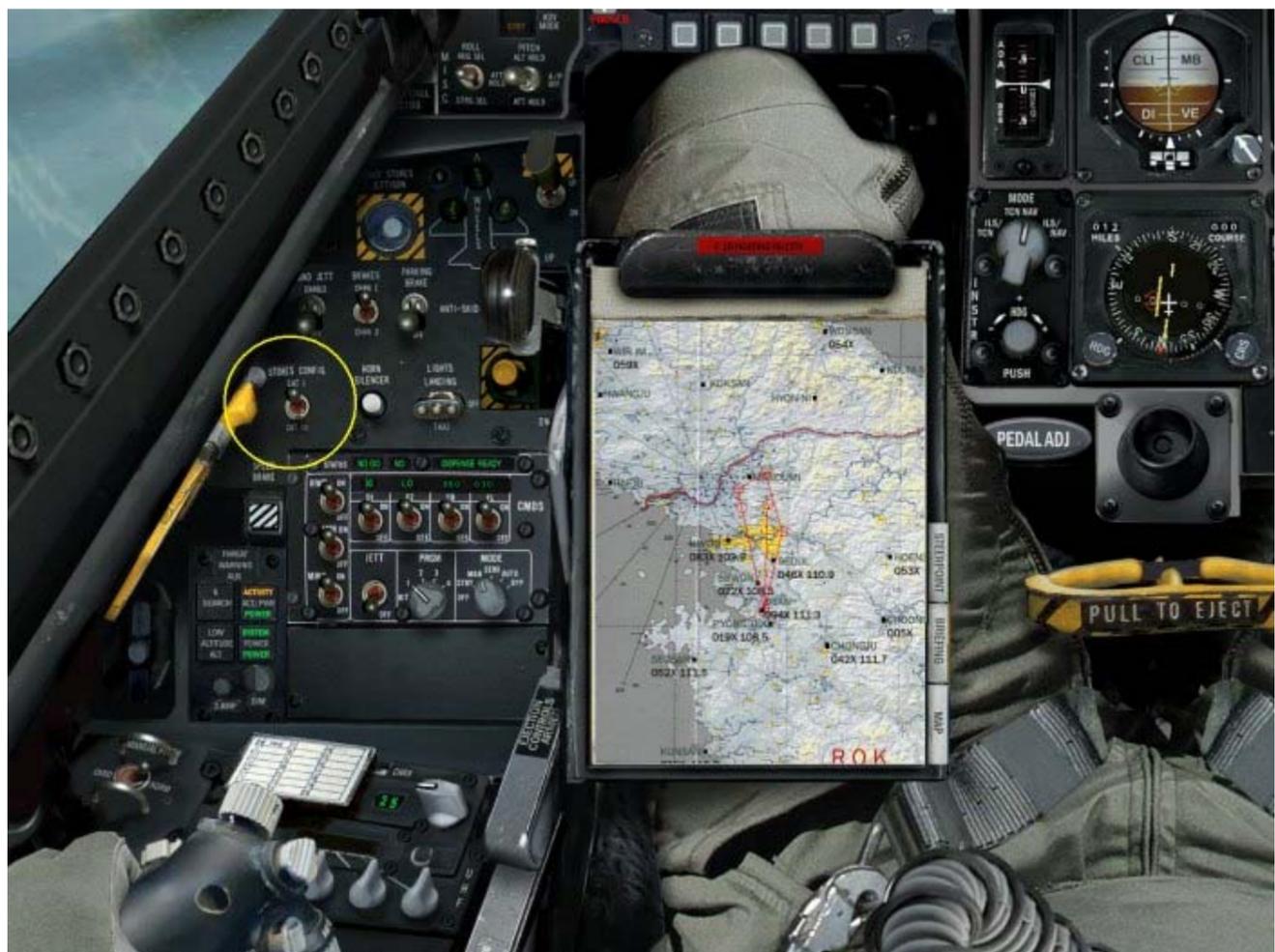
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

📅 posted 10-13-2003 21:59 🏠 👤 📧 🗒️ “ ”

I drop my last JSOW and my master caution illuminates, as does the STORES CONFIG warning light reminding me to flip the CAT switch from III to I restoring my jet to max maneuverability:



I call for my wingman to rejoin and head for home, wondering what my strike tally will be. For once I actually feel like I've led a very good attack. Turning final I can't wait to fly my next mission!



As I cross the threshold another flight from my squadron prepares to take-off on yet another BAI mission:



As I roll toward the end of the runway an earsplitting roar comes through my headphones as the other flight departs directly over me!



I park near the weapons arming area hoping that I can quickly grab another mission!



Conclusions:

This mission was great. I really think we have a winner with the "patience and distance" tactic. Flying south to get some stand-off distance to engage enemy air threats is a great tactic. Instead of just flying headlong into the fray and risking a missile up the tail-pipe it is much smarter to use the long reach of the AMRAAM to clear out the target area multiple times during the mission. AWACS queries are invaluable.

I'm greeted with an Air Medal screen in the debrief:



The mission is rated a success with 3 air kills and 25 ground kills! Not as much as some people have managed, but definitely a new high for me! Not to mention that I wasted 4 JSOWs on wrong targets or because of firing out of parameters.

DEBRIEFING

MISSION: Success (Interdict enemy vehicles in the area around Yeoncheon.)
YOUR TASK: Success (Search for enemy targets, engage and destroy at will)
PILOT RATING: Excellent

Actual TOT: 08:50:09 (18 minutes late)
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Rooster1 (Interdiction)	2 F-16CG	Mission success: Only light damage was inflicted to enemy.

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Rooster11	Functional	4 x AIM-120C	4 hits (100%)
		8 x AGM-154A JSOW	3 misses, 5 hits (62%)
Rooster12	Functional	4 x AIM-120C	2 misses, 2 hits (50%)
		8 x AGM-154A JSOW	6 misses, 2 hits (25%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	A.A. Kills	AG Kills	Rating
Rooster11	F-16CG	Lt. Beach	OK	3 (0)	25 (0)	Excellent
Rooster12	F-16CG	Lt. Goodwin	OK	2	4	Excellent

RESULTS:

The 3rd Infantry Brigade has taken 97 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

Cont...

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

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

BeachAV8R
 Member
 Member # 3055

posted 10-13-2003 21:59

The damage was pretty impressive to me. The list is pretty extensive:

```

Beach joined as Rooster11 at 08:21:00
PRC J-11 downed by Rooster12 at 08:39:09
PRC J-11 downed by Rooster12 at 08:39:27
DPRK J-7E downed by Beach at 08:48:54
DPRK D-30 destroyed by Beach at 08:51:07
DPRK KrAz T 255B destroyed by Beach at 08:51:07
DPRK Jeep destroyed by Beach at 08:51:07
DPRK KrAz F 255B destroyed by Beach at 08:51:07
DPRK KrAz F 255B destroyed by Beach at 08:51:07
DPRK KrAz F 255B destroyed by Beach at 08:51:07
DPRK D-30 destroyed by Beach at 08:51:07
DPRK D-30 destroyed by Beach at 08:51:07
DPRK D-30 destroyed by Beach at 08:51:07
DPRK M-1974 destroyed by Beach at 08:51:07
DPRK M-1974 destroyed by Beach at 08:51:07
DPRK KrAz T 255B destroyed by Beach at 08:51:07
DPRK D-30 destroyed by Beach at 08:51:14
DPRK D-30 destroyed by Beach at 08:51:14
DPRK KrAz T 255B destroyed by Beach at 08:51:14
DPRK KrAz T 255B destroyed by Beach at 08:51:14
DPRK M-1974 destroyed by Beach at 08:51:14
DPRK M-1974 destroyed by Beach at 08:51:14
DPRK KrAz T 255B destroyed by Beach at 08:51:14
DPRK KrAz T 255B destroyed by Beach at 08:51:14
DPRK KrAz F 255B destroyed by Beach at 08:55:43
PRC SU-25BM downed by Beach at 08:58:56
DPRK MiG-23ML downed by Beach at 09:00:33
Beach landed at 09:08:19
Beach landed at 09:08:19
Beach landed at 09:08:23
Beach exited from Rooster11 at 09:11:24
    
```

The air-to-air kills I was pretty happy with too, with a mixed bag of 4 different types of aircraft:

```

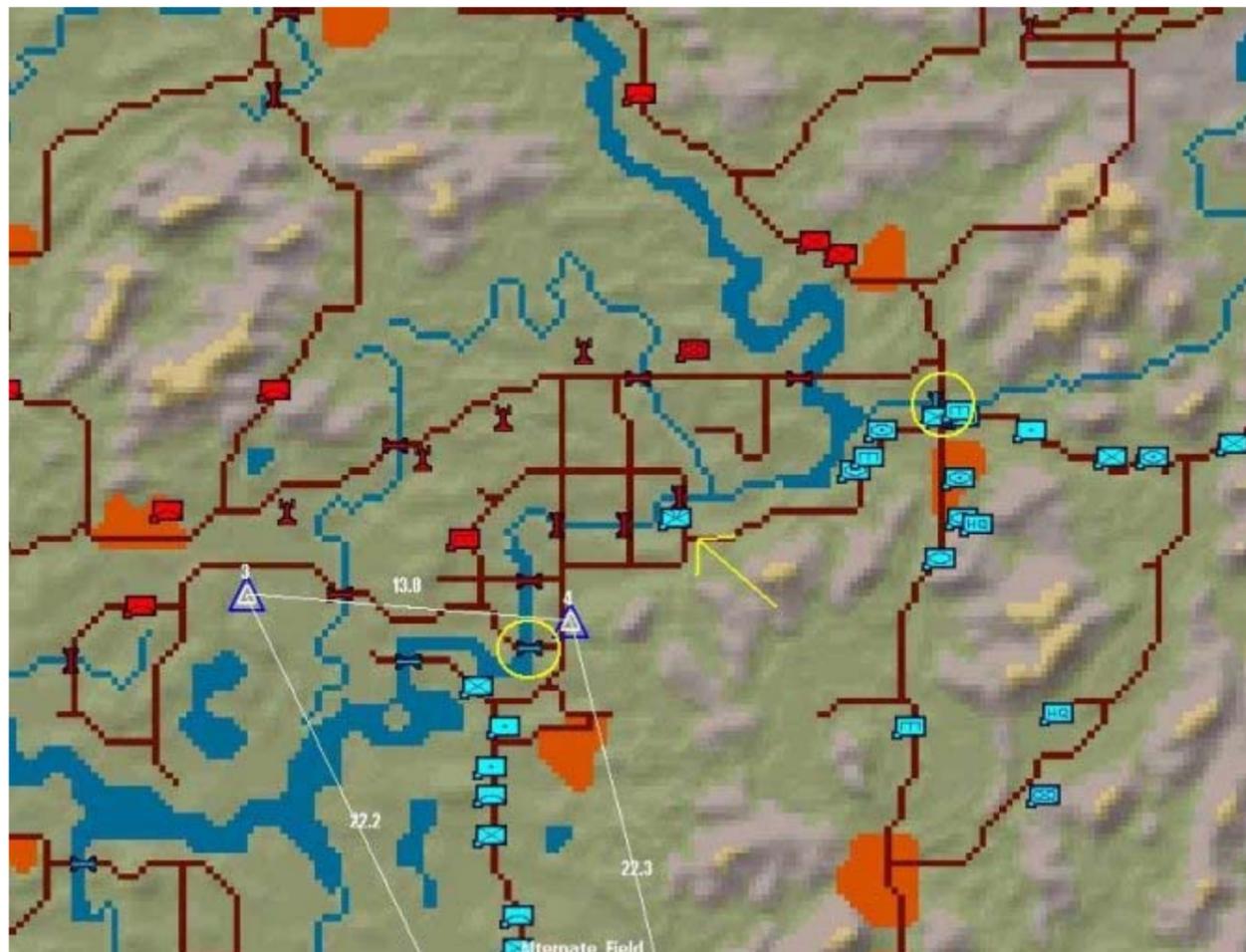
4 x AIM-120C 4 hits (100%)
AIM-120C released at 08:38:30 hit J-11 - damaged
AIM-120C released at 08:48:11 hit J-7E - destroyed
AIM-120C released at 08:58:08 hit SU-25BM - destroyed
AIM-120C released at 08:59:52 hit MiG-23ML - destroyed

```

The results of the strike on the target 2nd Infantry Battalion were awesome, leaving just one (platoon?) of riflemen left and all their vehicles and support destroyed:



More importantly, US/ROK forces wiped the area north of the river almost clear of enemies and succeeded in re-taking 2 key bridges, perhaps rallying an offensive!



Next stop Beijing!

BeachAV8R

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

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

JMR
Member
Member # 2870

posted 10-13-2003 22:08

Hehehe only 1 AK47 left 🤖 I like to use JSOWs as well against enemy concentrations from the safety of high altitude. Unfortunately I've noticed the AI wingman for some reason like to dive

down on the deck and get close to the target and drop their JSOWs like regular dumb bombs. Too bad they don't stay up high and drop them from out of harms reach. Maybe something like that requires an exe edit?

For the MARK button, it's real simple to use. Make sure your HSD is displayed, hit the MARK button, slew your HSD cursors to where you want to mark, and then hit the ENTER button on the ICP. You should see a purple X marking your spot. To change your spot just slew your cursors to a new spot and hit ENTER again.

[10-13-2003, 22:21: Message edited by: JMR]

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

BeachAV8R
Member
Member # 3055

📄 posted 10-13-2003 23:17     “ ”

Aha..thanks for the reply about the MARK feature. Sounds like something handy to use once you find a juicy target area! 😊

BeachAV8R

PS - Thanks to Wildman for the JSOW suggestion..he was spot on! And Smoke for suggestion GM for targeting static convoys.. 😊

[10-13-2003, 23:18: Message edited by: BeachAV8R]

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

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

Shadow_12TFS
Member
Member # 1263

📄 posted 10-13-2003 23:28     “ ”

Beach...

I gotta tell ya, I look forward to each one of your missions. Wish you flew another right away, lol.

Made me install the game after sitting on the shelf since 1.08 patch came out. Unfortunately, my upgrade to Windows 2000 pro killed my ability to run 90 percent of my sims (freezes and crash to desktop after 2 or 3 mins every time), but if I am good, Santa might bring me a new puter that actually works, 😊

Sound Designer
Target For Tonight - Night Bombing Simulation
<http://www.nightbomber.com>

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

hansundfranz
Member
Member # 4220

📄 posted 10-14-2003 16:30    “ ”

quote:

I start getting better with the GM radar mode; for finding vehicle convoy targets I find that you pretty much have to be in the 10 mile range.

This has something to do with the bubbles of F4. At a certain range each units changes from a 2d batallion to a 3d batallion. Only the 3d batallion has individual vehicles. As long as a unit stays a 2d entry you can not see the typical shape of a colum.

What can be done to work around that problem is to moove your radar cursor over each single spot and wait a couple of seconds. Then the ground unit will also deag into individual 3d objects (houses, or a colum of vehicles or whatever else is there).

Anyway good job. Both in the mission and on the reports.

Soon you will not use the JSOWs anymore as it is to easy. Real man drop dumb bombs 😊

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

BeachAV8R
Member
Member # 3055

📄 posted 10-14-2003 17:05     “ ”

quote:

Soon you will not use the JSOWs anymore as it is to easy. Real man drop dumb bombs 😊

Lol..I agree! Hopefully now that I've stalled the DPRK offensive slightly I can try my hand at Rockeyes and CBUs again 😊 Come to think of it, since I'm flying daylight missions again it might be time to bust out the Maverick-B!

Thanks for the hint on the GM and the bubble. Good info to know. I thought I saw what you were describing a few times..ie: I would put the cursor over a blip and in a couple seconds it would spread out into multiple contacts..

BeachAV8R

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

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

MeanGreeny
Junior Member
Member # 8923

posted 10-14-2003 18:31     “ ”

Beach,

Careful with the MARK button.

If you are in GM mode it marks where the radar cursor is.

If you are in GMT or SEA mode it marks where the aircraft is.

From: **UK** | Registered: **Jan 2002** | IP: [Logged](#)

Cajun [former 172]
Member
Member # 12484

posted 10-14-2003 19:27     “ ”

Beach now i think that for every 2 reports you put on i learn at least one new thing per 2. This time it's the expand mode for the TWS. Funny i've never noticed that guy before. I also didn't realize that the mark command worked. Must go try this out. Keep up the good work.

"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](#)

Bushmaster
Member
Member # 12260

posted 10-16-2003 00:11     “ ”

quote:

As I roll toward the end of the runway an earsplitting roar comes though my headphones as the other flight departs directly over me!

Well sitting in a pressurized cockpit, wearing a helmet and most likely earplugs, how do you hear earsplitting roars of departing vipers? 🤔🤔🤔🤔🤔 just kidding 😊

Jesus saith unto him, "I am the way, the truth, and the life: no man cometh unto the Father, but by me." John 14:6

*US Army DEP MOS "15Y"
AH-64D Armament/Electrical/Avionics Systems
BCT:20040716/Ft. Jackson
AIT:20040927/Ft. Eustis*

From: **Rapid City, SD, USA** | Registered: **Aug 2002** | IP: [Logged](#)

Amaroq
Member
Member # 10277

posted 10-16-2003 08:29     “ ”

Great report as always Beach. 😊

I was thinking though: Considering developments in more recent conflicts, it might have been more realistic to force yourself to wait until the column was out of the civilian/residential area before dropping on it. - The 'International Community' and media would have had a field day over the pulverised shopping mall, but even F4 doesn't model court martials and war crimes tribunals... 😊😊

aka Wolf Being

From: **Zurich, Switzerland** | Registered: **Apr 2002** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 10-16-2003 23:50     “ ”

All's fair in love and war..hehe.. 😊

BeachAV8R

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

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

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