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Author

Topic: Operation Rolling Fire Mission #18

BeachAV8R

Member
Member # 3055

📅 posted 10-25-2003 02:16 🏠 👤 📧 📄 “ ”

10/25/03
Falcon 4.0/SP3 Campaign Mission Report #18
OPERATION ROLLING FIRE
DAY 2 - 1140 HOURS

Campaign Status:

Flights out of Osan continue to be tasked with striking forces north of the Imjin River. A news report surfaced today (broadcast during flight planning) that US/ROK are planning a major offensive to commence very soon. This news only reinforces the need to do as much damage to DPRK forces north of the Imjin to ease the US/ROK push north. It may just turn out that the decision by staff planning to not destroy the bridges over the Imjin may have been a good one.

Word has also filtered down that analysis of first night operations have been concluded and I will be moving to another base to fly deep and strategic strike missions during periods of night combat. It seems my attempts at close-air support and interdiction at night were deemed "less than useful" and other flights will be tasked for those missions.

Campaign Map:

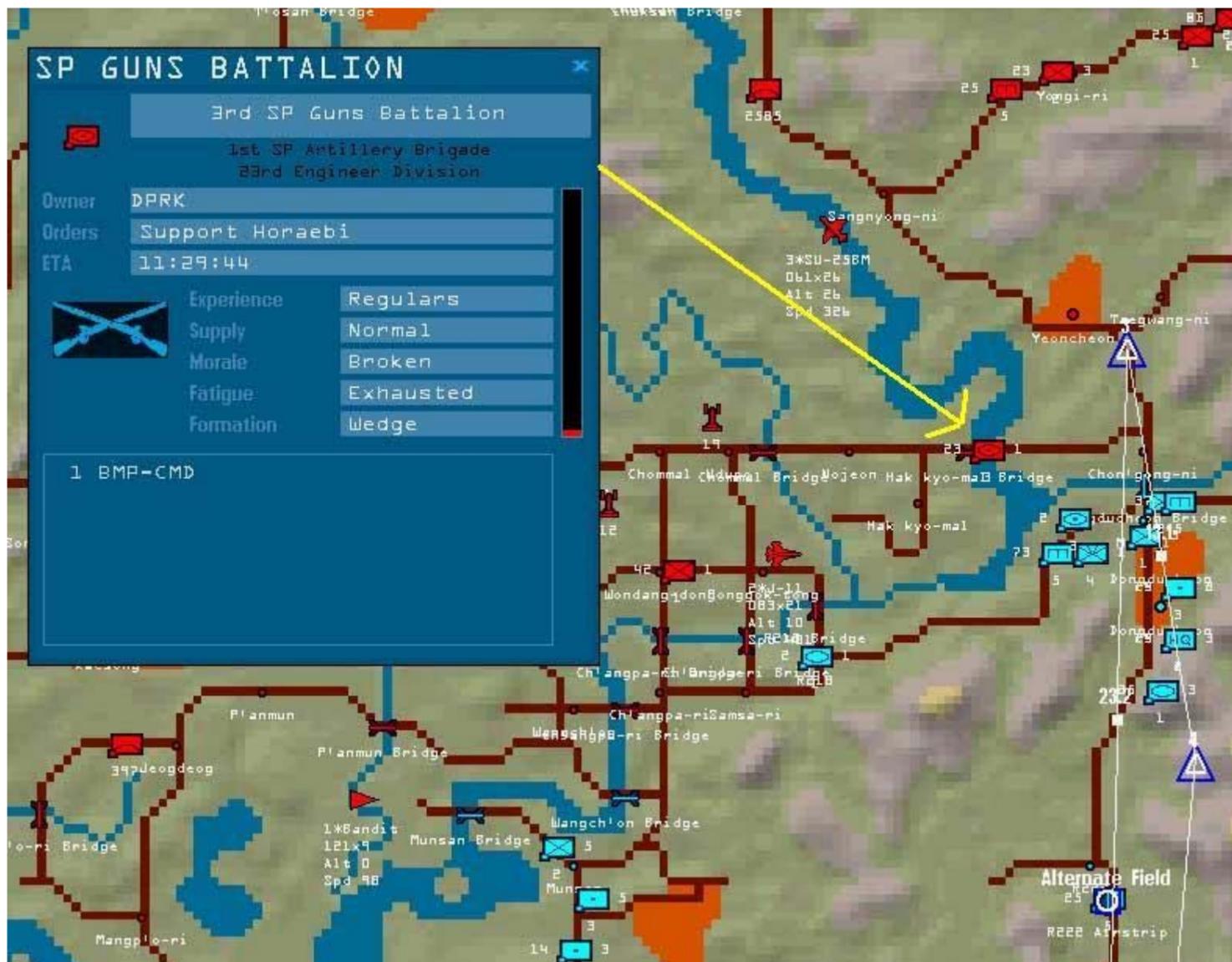


Objective:

Our objective remains the tireless pursuit of the destruction of enemy forces north of the Imjin River.

Planning/preflight:

Specifically our flight is tasked with the destruction of DPRK 1st Artillery Brigade last sighted crossing a DPRK bridge. Intel reports the brigade is down to a single vehicle and foot soldiers. Don't ask why we are being tasked to destroy something as insignificant as a single vehicle:



We'll be carrying CBU-97/105 Sensor Fuzed Weapons for this attack:



Debrief:

The ramp at Osan surely would make a juicy target for an inbound enemy strike. I know I sure would love to drop a stick of CBUs on this flight-line!



With afterburner aglow I head off toward the target area:



Setting up my CBU's I make a mistake I don't notice until later by having the weapons set to come off as 2 SGL with 2 pulses, which means I'll release 2 bombs without any interval! Have to pay attention to the details in the future!



Coming up on the target area just north of steerpoint I pick out a faint single contact on the GMT radar and based on the intel assessment of this group being only a single vehicle I target the vehicle and query AWACS to confirm it is enemy:



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 10-25-2003 02:16

As I approach the target I can't keep the steering straight in CCRP mode so as I dive on him I hit the switch to send me into CCIP mode. Unfortunately I then lose the targeting box:



My bombs come off the rack but explode harmlessly and I don't even see where the target was!



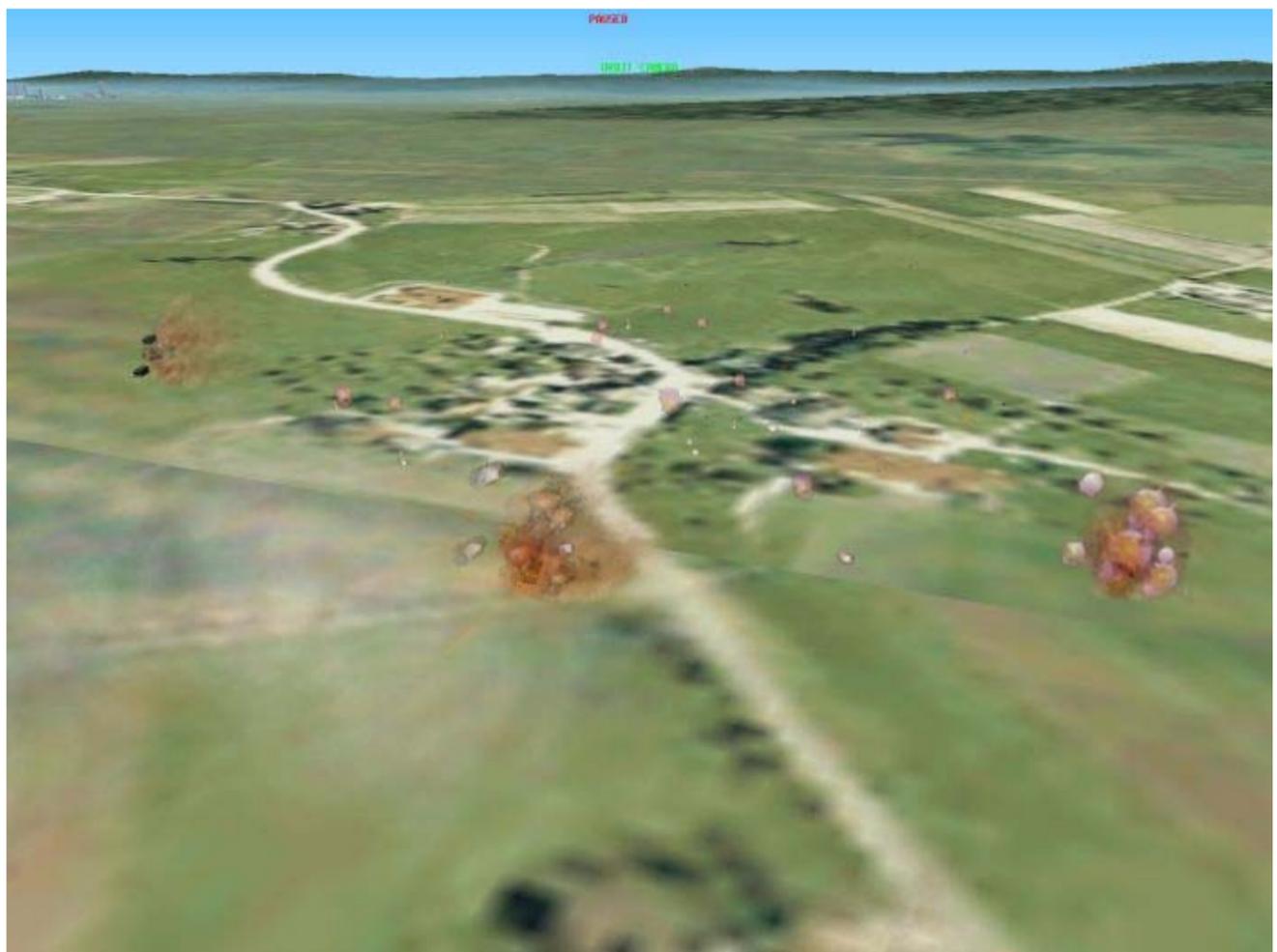
Looking a bit further north I pick out another set of targets on the GMT and while I fly toward it I also query AWACS to make sure threat aircraft are keeping their distance:



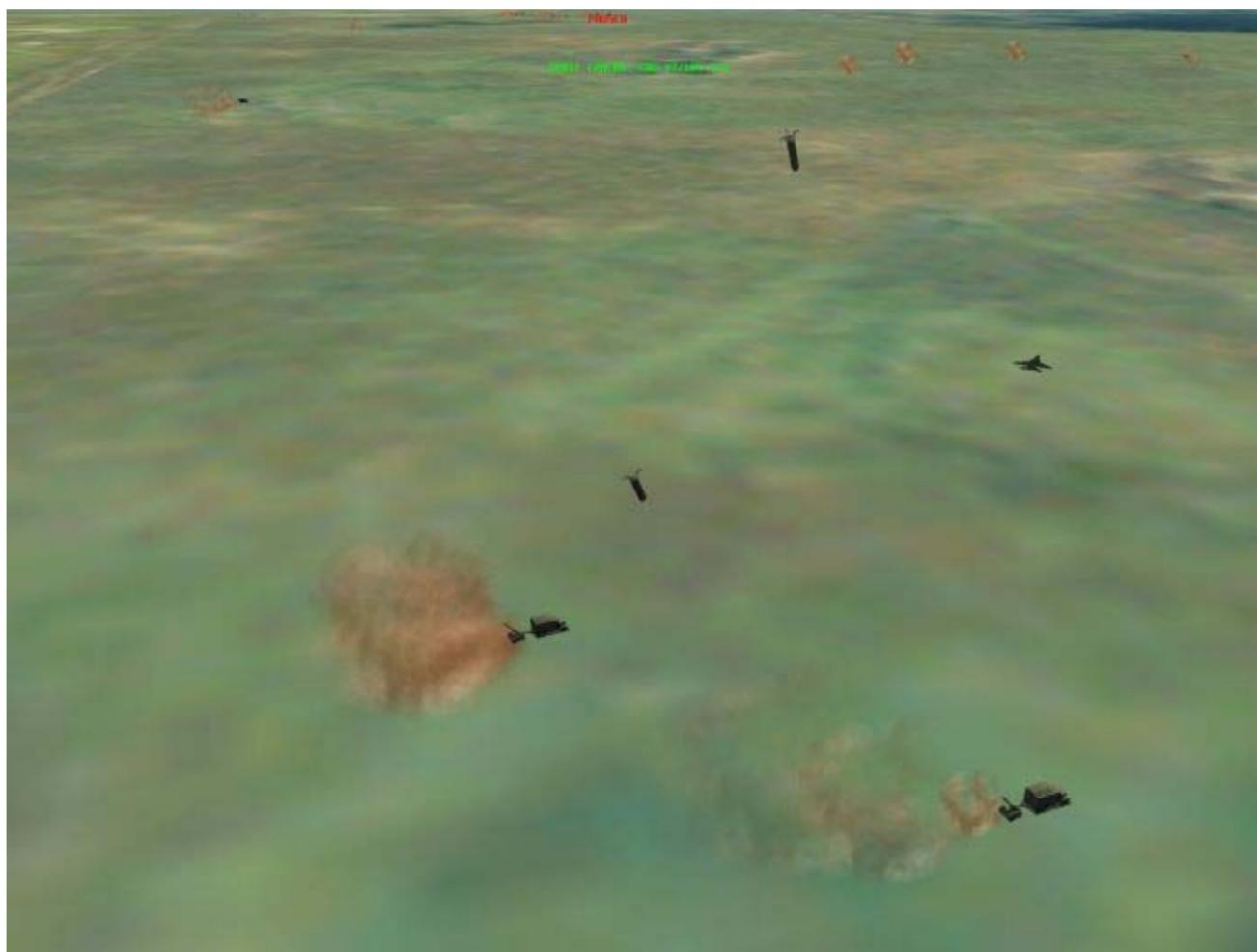
Enemy AAA and SAM activity is practically non-existent in this sector although I do see a few stray tracers fly by as I press my attack a bit lower than I should:



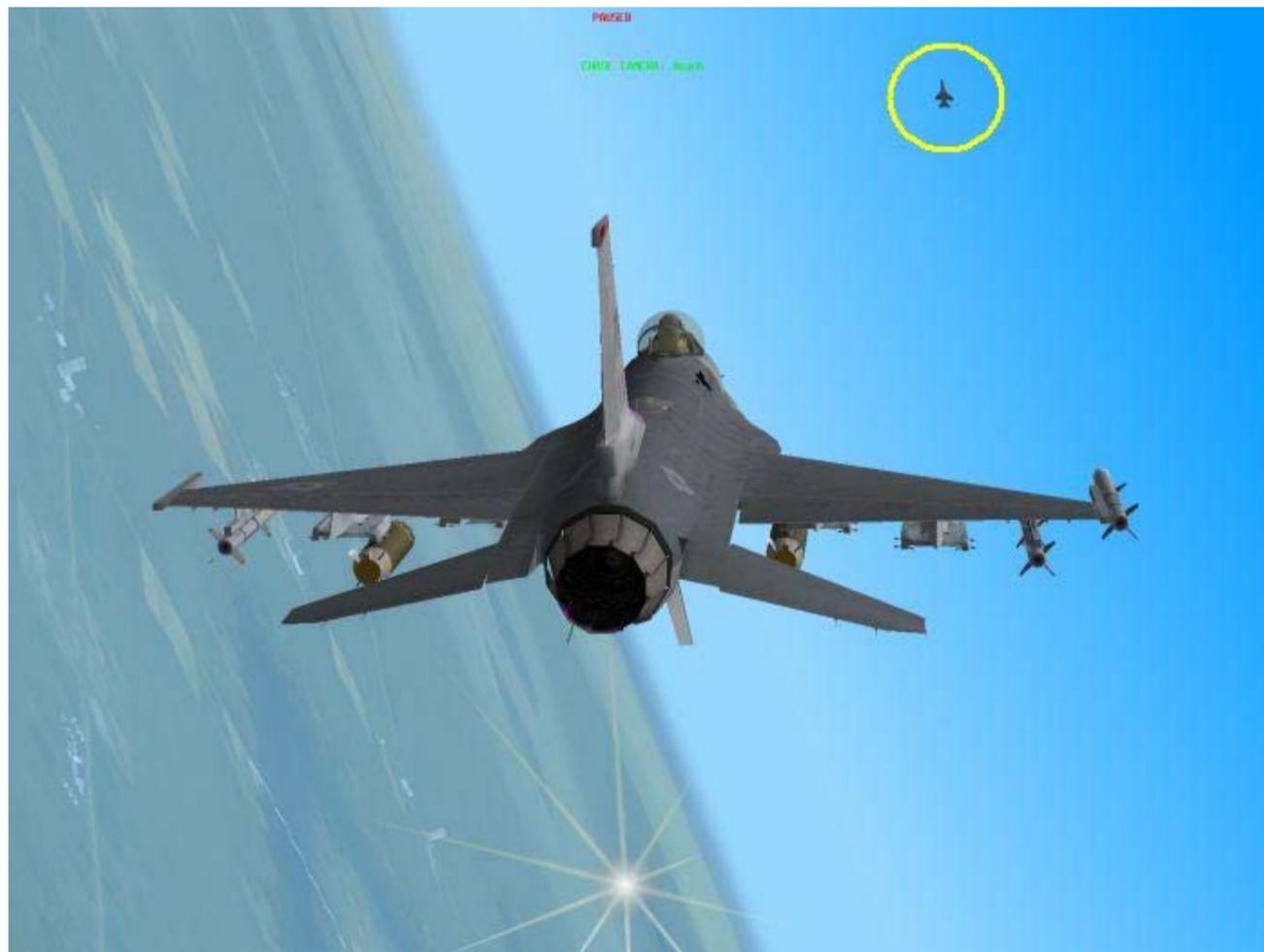
I'm rewarded with a couple of secondaries on this run:



I climb away, reverse and attack from the opposite direction scoring a couple more hits:



AWACS calls out bandits in-close so I turn to the bearing and quickly switch to A2A mode. A contact appears right on the bearing, range and elevation that AWACS has called out and he is almost inside minimum firing range for my AMRAAM. Without time to query AWACS for identity I pull the trigger. Lucky for me, the AMRAAM is launched inside of minimum range and a friendly F-16 shouts at me to check my fire!



Cont...

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

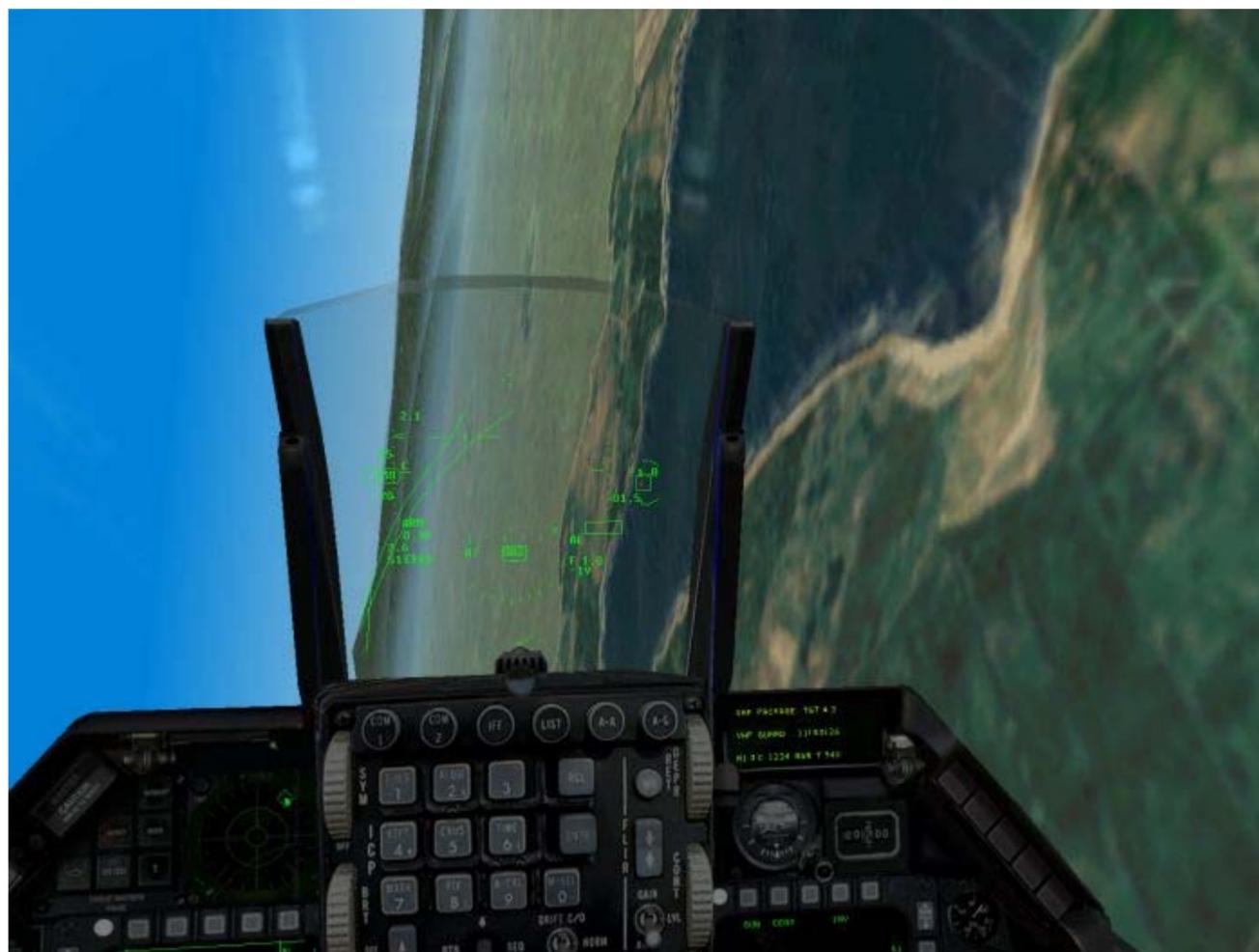
BeachAV8R
 Member
 Member # 3055

📅 posted 10-25-2003 02:17 🏠 👤 📧 🗒️ “ ”

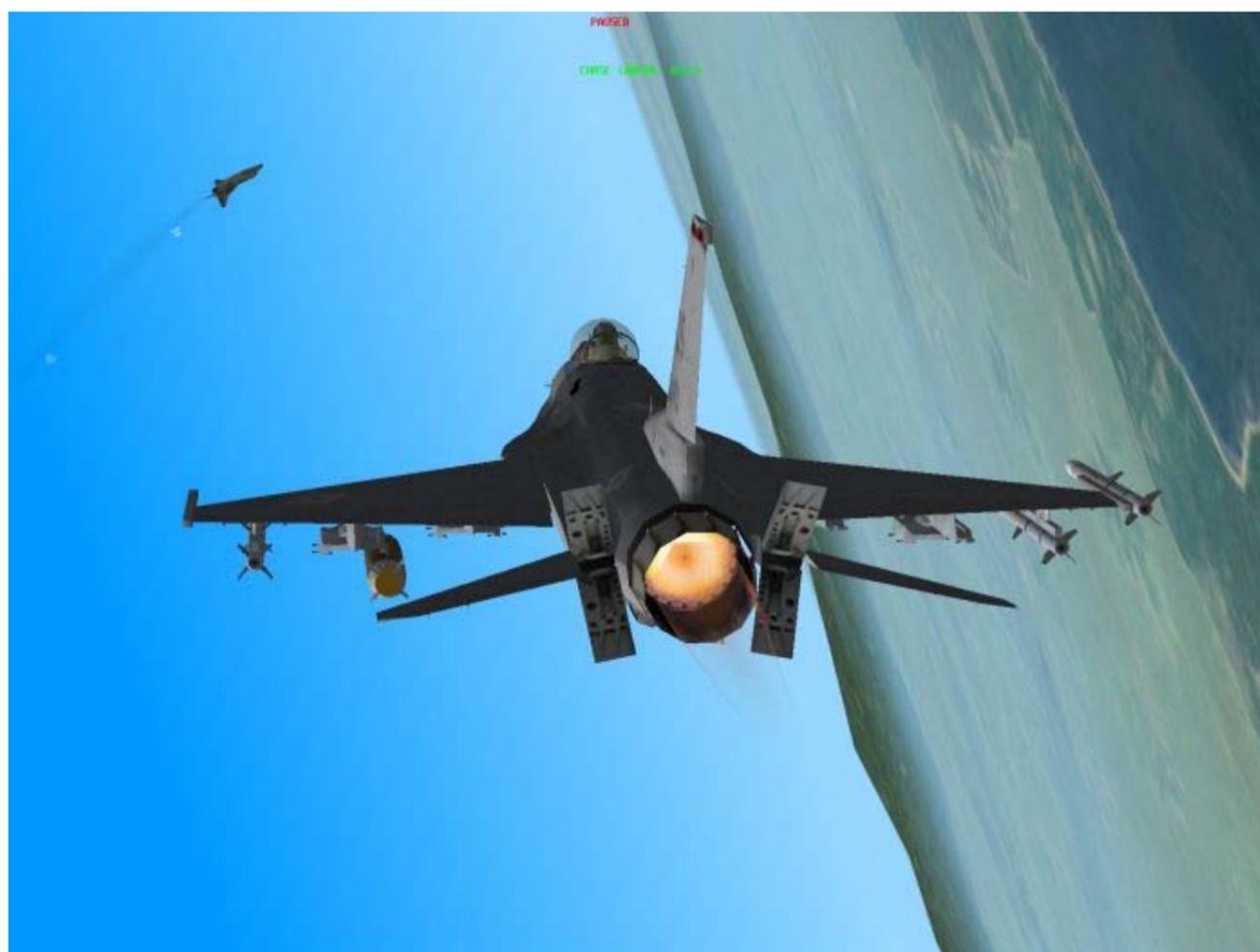
Slewing my view around I finally padlock the REAL bad-guy, a MiG-23 down low in the weeds. I elect to keep my stores and feel I'm in a good position to roll in behind him:



Without any Sidewinders loaded I switch to guns and start sweating at this low of an altitude. All it takes is a small lapse in SA and I'm going to be in the dirt:



As I close on him he breaks hard right and goes inverted so I chop the throttle and pop the brakes so I don't overshoot:



All the while I'm just thankful that I'm not in a heavily defended enemy sector or I'd be a sitting duck for AAA or SAMs. Finally I get a few shots into him and he bursts into flames and slams into the ground:



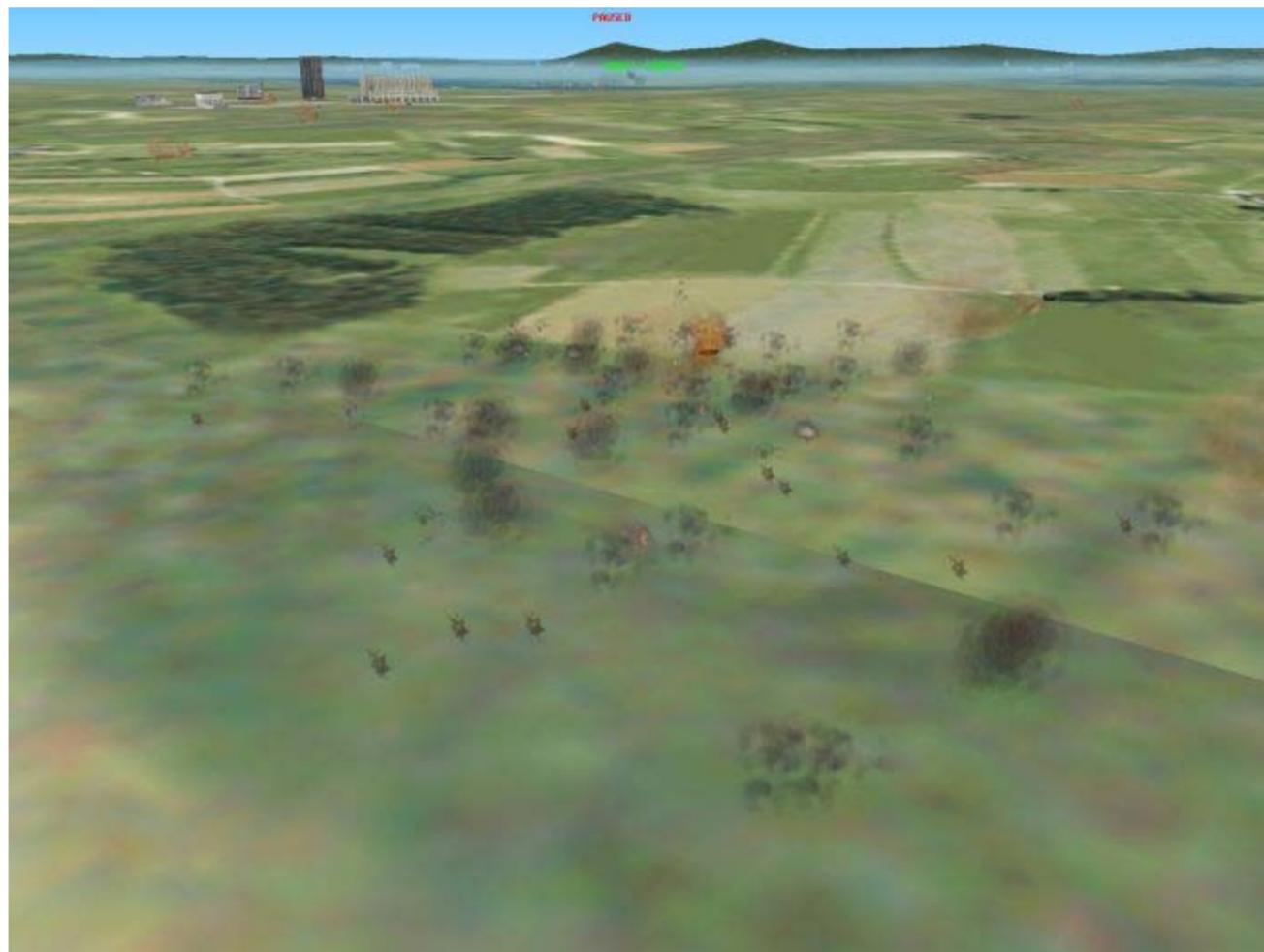
I'm elated. I think this was my first guns kill of the campaign! It really felt like work but the satisfaction was worth it! I take a glance at my fuel gauge and determine I still have some "play time" to work with:



Finding a few more targets on the GMT I roll in over an enemy airfield (the runway is cratered) and drop on a few targets moving nearby:



A few more vehicles burst into flame and I'm out of A2G ordnance:



Cont..

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BeachAV8R
Member
Member # 3055

📅 posted 10-25-2003 02:17 🏠 👤 📧 🗑️ “ ”

I check my fuel, note the STORES CONFIG warning and reach over to hit the CAT switch:





Feeling like a real fighter pilot now with relatively clean wings I query AWACS for the picture and put my nose on the nearest inbound strike flight. With 3 AMRAAMs left on my rails I pick out the lead aircraft, lock him up and wait until he's just outside of the no-escape zone before firing:



My missile homes in on a Tu-16 Badger but I only end up damaging him. My other missiles don't have the range and end up falling short:



As I turn for home I see one of my wingman who was damaged earlier in the mission on my HSD; he has gone to the divert airfield and landed:



I grin to myself as I cross the threshold at my home base and feel the mission went pretty well. The down in the dirt guns kill was definitely a high-light!



I taxi into the arming and parking area while an A-10 parks nearby:



Cont...

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BeachAV8R
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📅 posted 10-25-2003 02:17 🏠 👤 📧 🗑️ “ ”

Conclusions:

The mission is rated a success somehow. I definitely did not hit the BMP that I was supposed to hit though. And the fact that the "RESULTS" list the 1st Artillery Brigade as taking 5 losses when they only showed 1 vehicle in the pre-flight intelligence brief leaves me scratching my head:

DEBRIEFING

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

Actual TOT: 11:41:31 (43 seconds early)
 Losses: 1

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Spartan1 (BAI)	4 F-16CG	Mission success. Only light damage was inflicted to enemy.

Event List

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Spartan11	Functional	23 x 20mm M61	21 misses, 2 hits (8%)
		4 x AIM-120C	3 misses, 1 hit (25%)
		8 x CBU-97/105 SFW	4 misses, 4 hits (50%)
Spartan12	Damaged	8 x CBU-97/105 SFW	6 misses, 2 hits (25%)
Spartan13	Functional	4 x AIM-120C	1 miss, 3 hits (75%)
		8 x CBU-97/105 SFW	8 misses (0%)
Spartan14	Destroyed	8 x CBU-97/105 SFW	6 misses, 2 hits (25%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Spartan11	F-16CG	2Lt. Beach	OK	1 (0)	6 (0)	Excellent
Spartan12	F-16CG	Cpt. Min	OK	0	1	Good
Spartan13	F-16CG	Col. Lee	OK	3	0	Excellent
Spartan14	F-16CG	Lt. Soo	KIA	0	3	Average

RESULTS:

The 1st SP Artillery Brigade has taken 5 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

I did end up losing my #4 aircraft. I had ordered the flight to engage a ground column just prior to the MiG-23s showing up and the debrief shows he got picked off by one of them. Another curious item is that in the opening moves I had an AA-12 launched at me, I suspect by a pair of Su-27s that were about 30 miles north of the area for the entire time we were over the target area.

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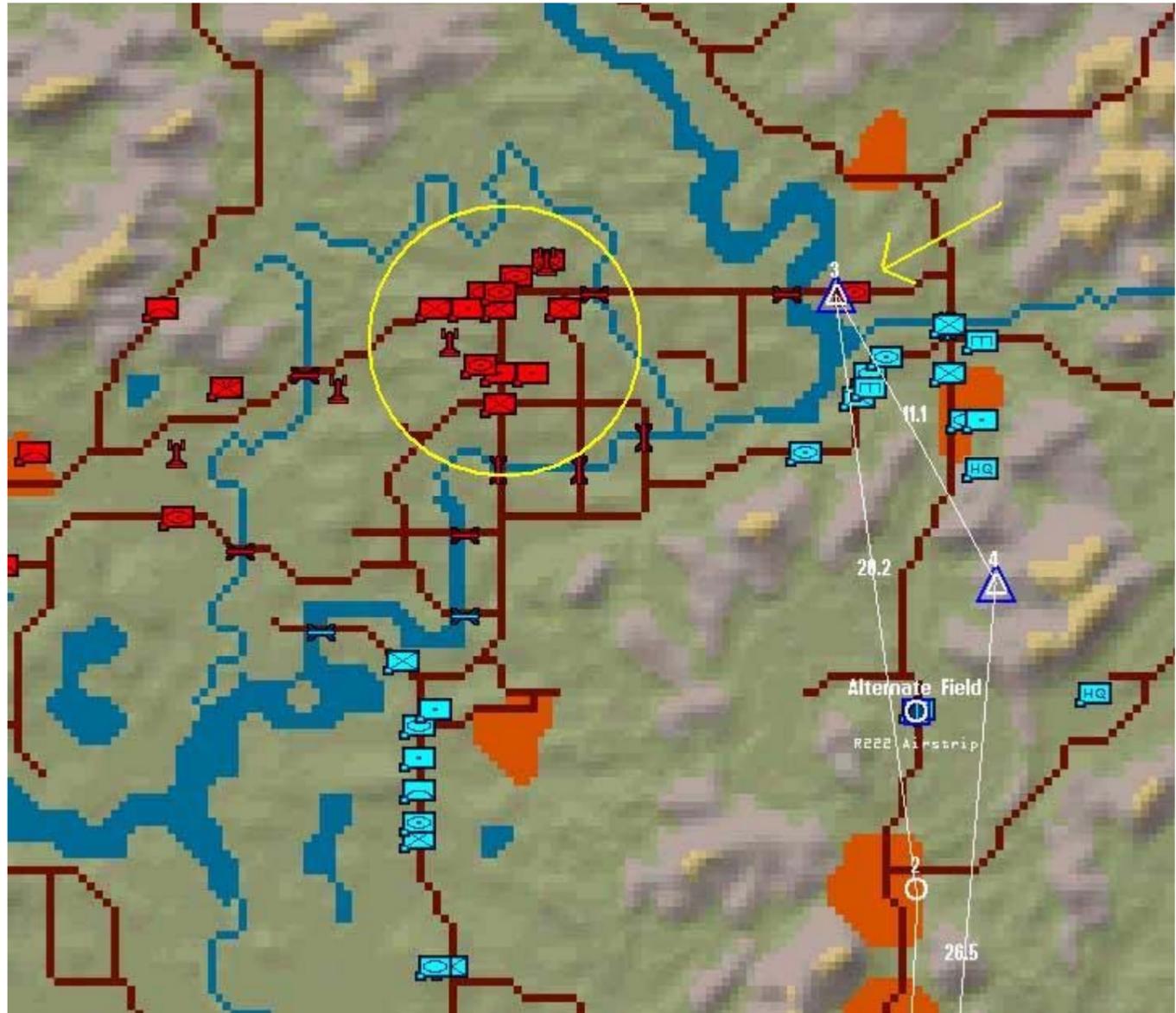
Beach joined as Spartan11 at 11:32:00
AA-12 launched at Beach 11:41:44
DPRK MDK-2-D destroyed by Beach at 11:47:33
DPRK BTR-80 destroyed by Beach at 11:47:33
DPRK MDK-2-D destroyed by Beach at 11:47:34
DPRK D-30 destroyed by Beach at 11:48:25
DPRK D-30 destroyed by Beach at 11:48:25
DPRK AK47 destroyed by Spartan12 at 11:49:28
DPRK SA-7 destroyed by Spartan14 at 11:49:31
DPRK SA-7 destroyed by Spartan14 at 11:49:31
DPRK SA-7 destroyed by Spartan14 at 11:49:31
Spartan14 downed by DPRK MiG-23ML at 11:52:1
DPRK MiG-23ML downed by Beach at 11:54:42
Spartan12 landed at 11:58:41
DPRK VTT-323 destroyed by Beach at 11:58:55
PRC J-11 downed by Spartan13 at 12:05:22
PRC J-11 downed by Spartan13 at 12:05:33
DPRK Tu-16 downed by Spartan13 at 12:06:28
Beach landed at 12:12:49
    
```

In the end analysis it looks like wingman #3 took it upon himself to go clear them out and he was credited with 2 J-11s (Su-27s) and a Tu-16 destroyed!

```

4 x AIM-120C 1 miss, 3 hits (75%)
AIM-120C released at 12:04:43 hit J-11 - destroyed
AIM-120C released at 12:05:04 hit J-11 - destroyed
AIM-120C released at 12:05:17 hit Tu-16 - destroyed
AIM-120C released at 12:05:23 miss
    
```

Immediately after the flight I went back into the planning map to see if the artillery brigade I was slated to hit was still on the map or not and sure enough it was still there (yellow arrow). But more disconcerting was the explosion of enemy troops and vehicles at the crossroads north of the Imjin River that weren't there prior to the mission. Is there a certain "fog of war" variable that doesn't show units until they are actually seen via a mission? In any case, it looks like quite a gaggle of vehicles (targets)!



BeachAV8R

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

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

hansundfranz
Member
Member # 4220

posted 10-25-2003 04:45

quote:

Setting up my CBU's I make a mistake I don't notice until later by having the weapons set to come off as 2 SGL with 2 pulses, which means I'll release 2 bombs without any interval! Have to pay attention to the details in the future!

1. Not quite correct. You used the default value of 175 ft. The number of pulses is set at the ripple count (RP) button. If you set Ripple 4 you can have
 4 Single = 4 bombs released with 175ft spacing
 4 Pair = 4 x 2bombs = 8 bombs released, with the programmed (default 175ft) spacing between the pairs.

2. Fog of war on the planning map exists. The ground unit must have been noticed by friendly unit in teh last few hours to show up on the map. How long they show up and how F4 determines a enemy unit was noticed is unknown to me.

3. If you want to find the specific ground unit you are tasked to attack you can use the AWACS "vector to target" qq2 call.

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

JohnTheLuck
Member
Member # 14723

posted 10-25-2003 07:49

quote:

Originally posted by hansundfranz:
3. If you want to find the specific ground unit you are tasked to attack you can use the AWACS "vector to target" qq2 call.

I prefer to modify the waypoints to have one at the last known position of the ground unit.

JTL

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

hansundfranz
Member
Member # 4220

posted 10-25-2003 14:04   “ ”

With the waypoint you can mark the position where it was. AWACS can tell you where it is.

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

Slick_31
Junior Member
Member # 14946

posted 10-25-2003 22:31   “ ”

What cockpit are you using? Just curious! Looks nice.

From: **DFW** | Registered: **Mar 2003** | IP: [Logged](#)

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