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Author Topic: **Operation Rolling Fire Mission #19**

BeachAV8R

Member
 Member # 3055

posted 11-02-2003 19:47

11/02/03
 Falcon 4.0/SP3 Campaign Mission Report #19
 OPERATION ROLLING FIRE
 DAY 2 - 1510 HOURS

Campaign Status:

As the afternoon continues on the second day of the war the critical bridge crossings north of Seoul remain hotly contested. With the announcement of a major US/ROK offensive the DPRK air force has sortied extremely large numbers of strike aircraft in an attempt to block the advancing offensive. It is important to the campaign for US/ROK to decisively take the bridges over the Imjin. The past few missions have resulted in somewhat of a stand-off with no bridges changing sides. With nightfall looming our role will turn to strategic strikes so it is essential that the bridges be secured before nightfall.

Campaign Map:



Objective:

Our objective is predictable given the tactical situation around the Imjin River. We are again tasked to destroy enemy infantry and armor defending the northern areas of the bridges across the Imjin River:

BRIEFING		PRINT
MISSION:	Interdict enemy vehicles in the area around Yeoncheon.	
YOUR TASK:	Interdiction	
Station Area:	1 nm southeast of Yeoncheon.	
Time on Station:	15:30:00	
Patrol Time:	00:06:38	
SITUATION:	Be advised: Starting at 15:00:00, our ground forces will be making a major push towards P'Yongyang.	
	Army intelligence reports the DPRK 2nd Infantry Brigade is moving towards Ch'angpa-ri. Air command hopes to attrit their forces before they arrive at the front.	
PACKAGE ELEMENTS:	Screwbird1 (Interdiction) 2 F-16CG Search for enemy targets, engage and destroy at will	
THREAT ANALYSIS:	No enemy air response is anticipated.	

Planning/preflight:

Specifically we are tasked to destroy the 2nd Infantry Division so we'll be carrying CBU-57 which should be effective against soft targets:



Debrief:

As I roll down the runway my wingman pulls into position for take-off:



Climbing toward the attack area I set my weapons panel to only release a single CBU for each press of the pickle switch with a burst altitude of 3000 feet:



Air activity over the FLOT is extremely heavy as both allied and enemy forces converge in a meeting of attack and CAP aircraft. The radar shows two sets of targets so I designate the targets on the left (west) and hand one off to my wingman ordering him to engage:



Cont...

[11-02-2003, 19:50: Message edited by: BeachAV8R]

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

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

BeachAV8R
Member
Member # 3055

posted 11-02-2003 19:48

Meanwhile I pick out the targets on the right side of the scope (east) and designate one. The targets are so closely bunched I select TWS mode and then use the EXP mode to discriminate the targets:



With a range carat at the top of the max "no escape" zone I fire my first AMRAAM and turn away from the attackers to maintain my stand-off distance. The missile tracks in for a kill on one of the MiG-23s:





Meanwhile other flights are engaging inbound Tu-16s, blasting them from the sky as well:



Turning back toward the attackers I set up for my second missile shot and quickly find a target, lock him up and fire, again turning away to preserve my distance and avoid getting within missile range of the MiG-23s:



Cont...

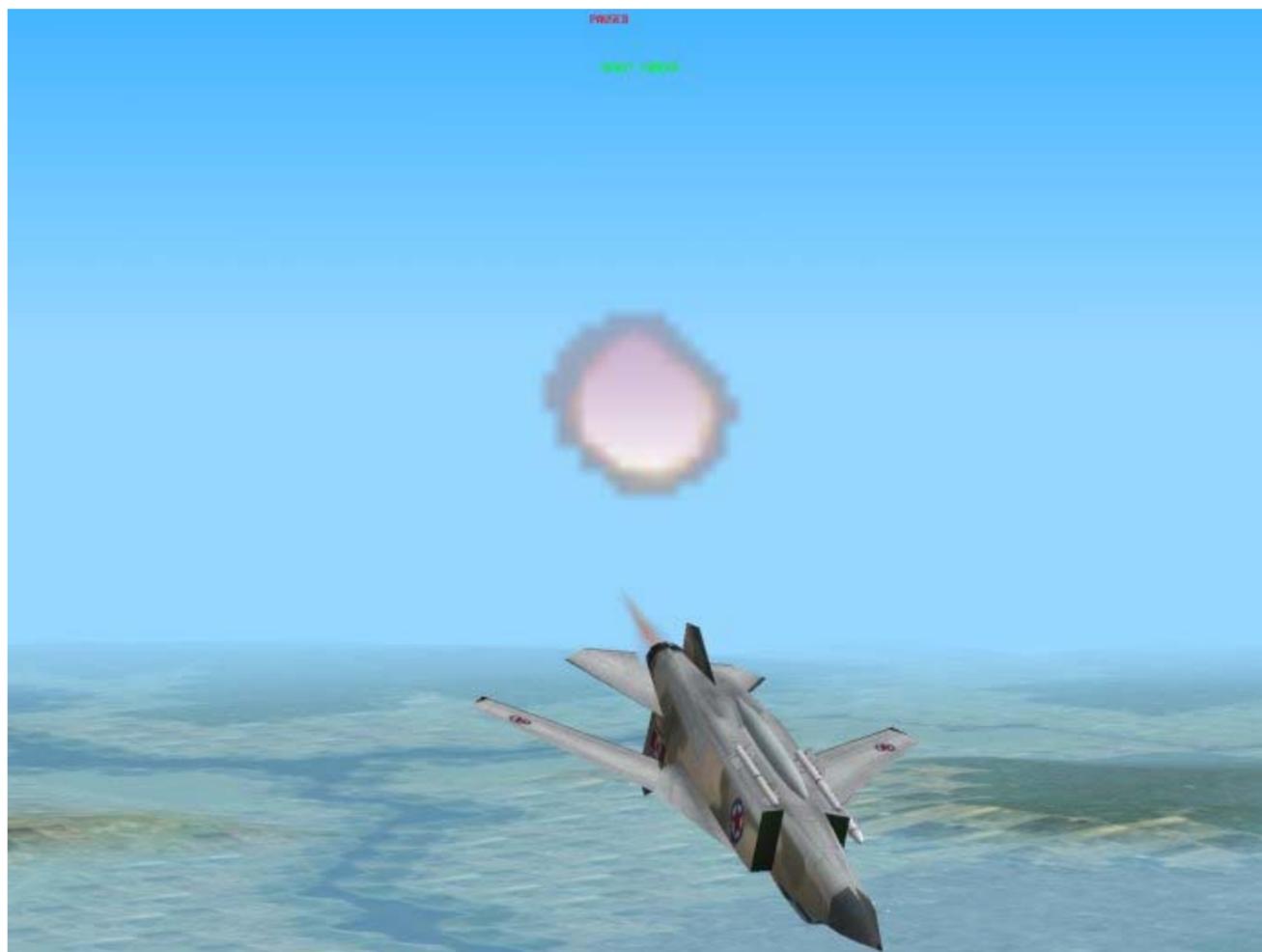
<http://home.carolina.rr.com/beachav8r>

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

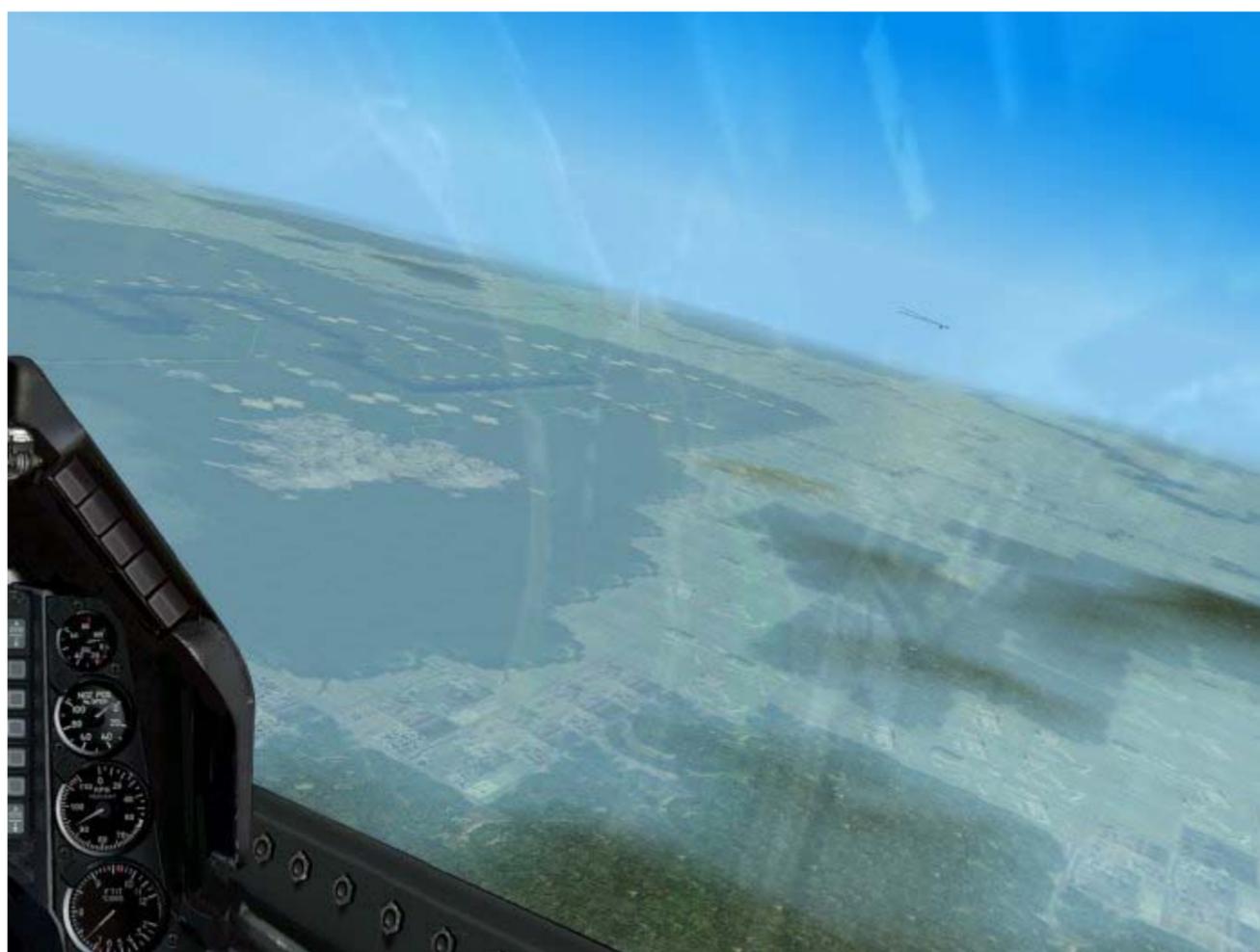
BeachAV8R
 Member
 Member # 3055

📅 posted 11-02-2003 19:48 🏠 👤 📧 🗑️ “ ”

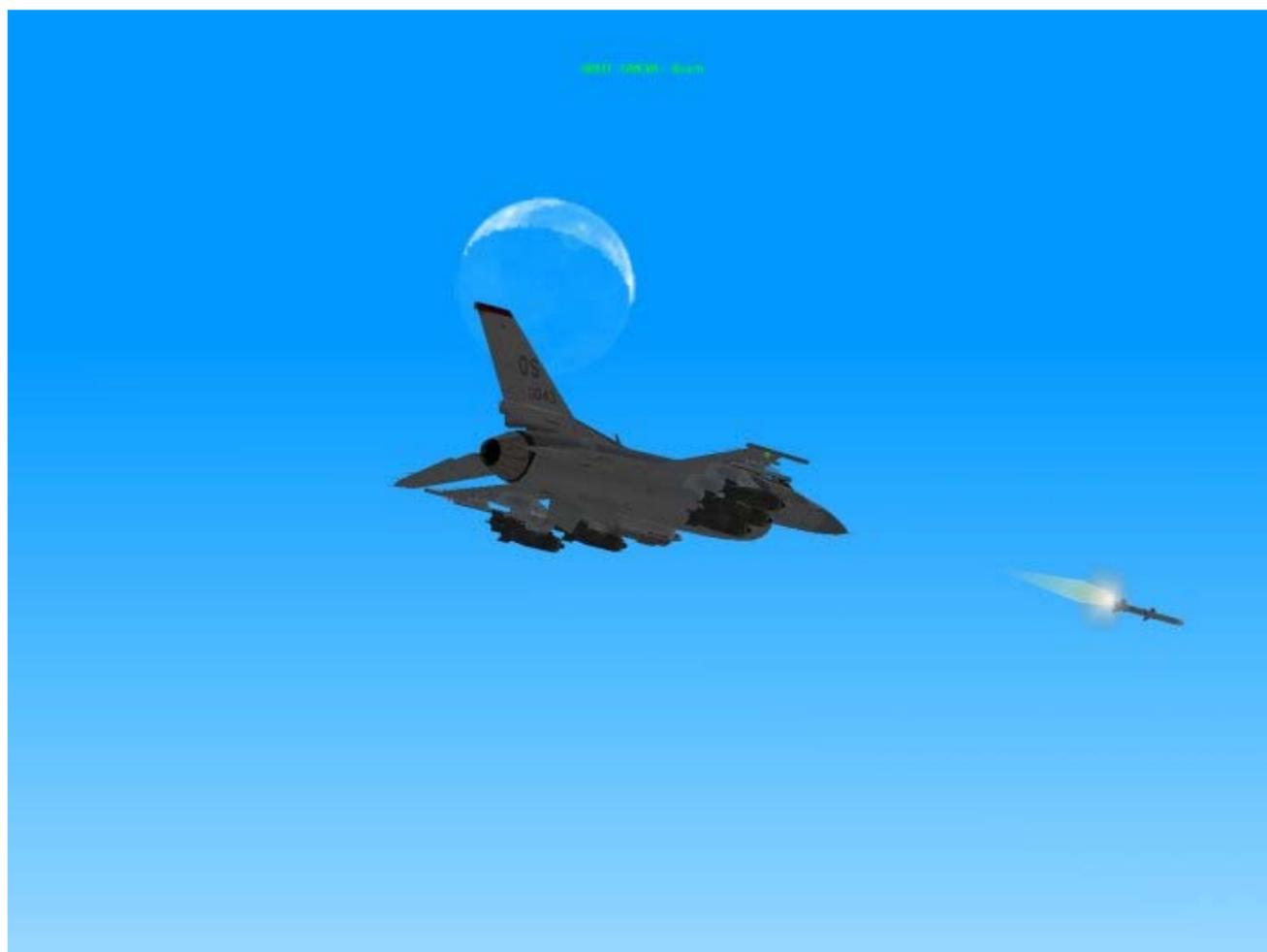




Through the canopy I can see the smoke trails arcing across the blue skies as friend and foe plummet to the ground in flames:



With such a "target rich environment" finding another outlet for my anger is a simple matter of turning north, locking up a blip and checking with AWACS before releasing my weapon:



As each AMRAAM leaves the rail the targeted aircraft symbol on the radar turns red to indicate a missile has already been fired at that contact, preventing me from inadvertently double targeting a contact:



I fire my last missile which appears to miss and I make a break for the relative safety of the skies over Seoul. Despite the best efforts of my wingman and I more enemy strike flights follow on after our brief culling of the herd. As we turn to run south the threat receiver is filled with enemy spikes ranging from MiG-23s, -21s and -29(27)s. With all our bombs still on the racks we aren't exactly blazing a path southward but I bump it up to the aerodynamic max and can hear the wind blasting through the ordnance out on the rails:



Glancing down at the right sub-panel I check the fuel gauge and see I have 4900 pounds of gas left, enough to make a strike if the target area clears out:



I orbit for a couple minutes angry that I can't carry 8 or 12 or 16 AMRAAMs. I feel helpless as I watch several waves of enemy strike flights enter my target area and pound the troops south of the enemy held bridges as I tool around de-fanged and impotent.

After the last of the enemy strikers departs back north-bound I scan the airspace with my radar and query AWACS for the nearest bogey. The nearest threat is 50 miles away and I determine that I can reach my target area, drop on a single pass and egress back south before they could be a threat. As I fly back north I look out the left front of my canopy and you can see the winding Imjin River where several of the key bridges are being contested:



Cont...

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

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

BeachAV8R
Member
Member # 3055

📄 posted 11-02-2003 19:49 🏠 👤 📧 🗑️ “ ”

Pulling up my GMT radar I find some movers and designate them, query AWACS, confirm they are hostile and start setting up for my attack:



As I start to roll in on the target the view through my HUD shows a line of enemy targets and I quickly break off my attack to reorient my attack path to allow my bombs to fall along the long axis of the column. I don't have time to switch my bomb settings to ripple all 8, so I just plan on mashing the pickle button 8 times as I fly down the line of vehicles:

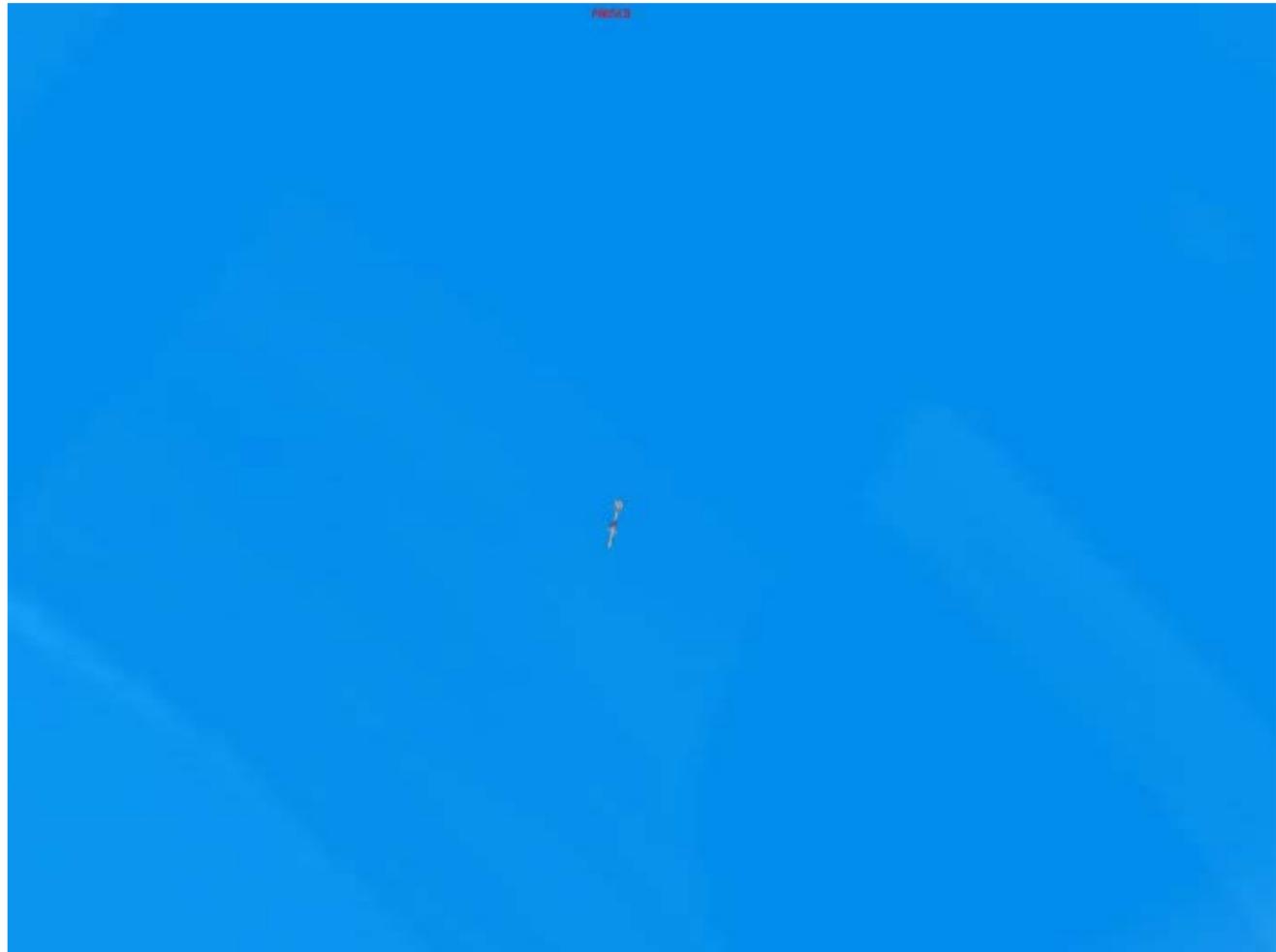




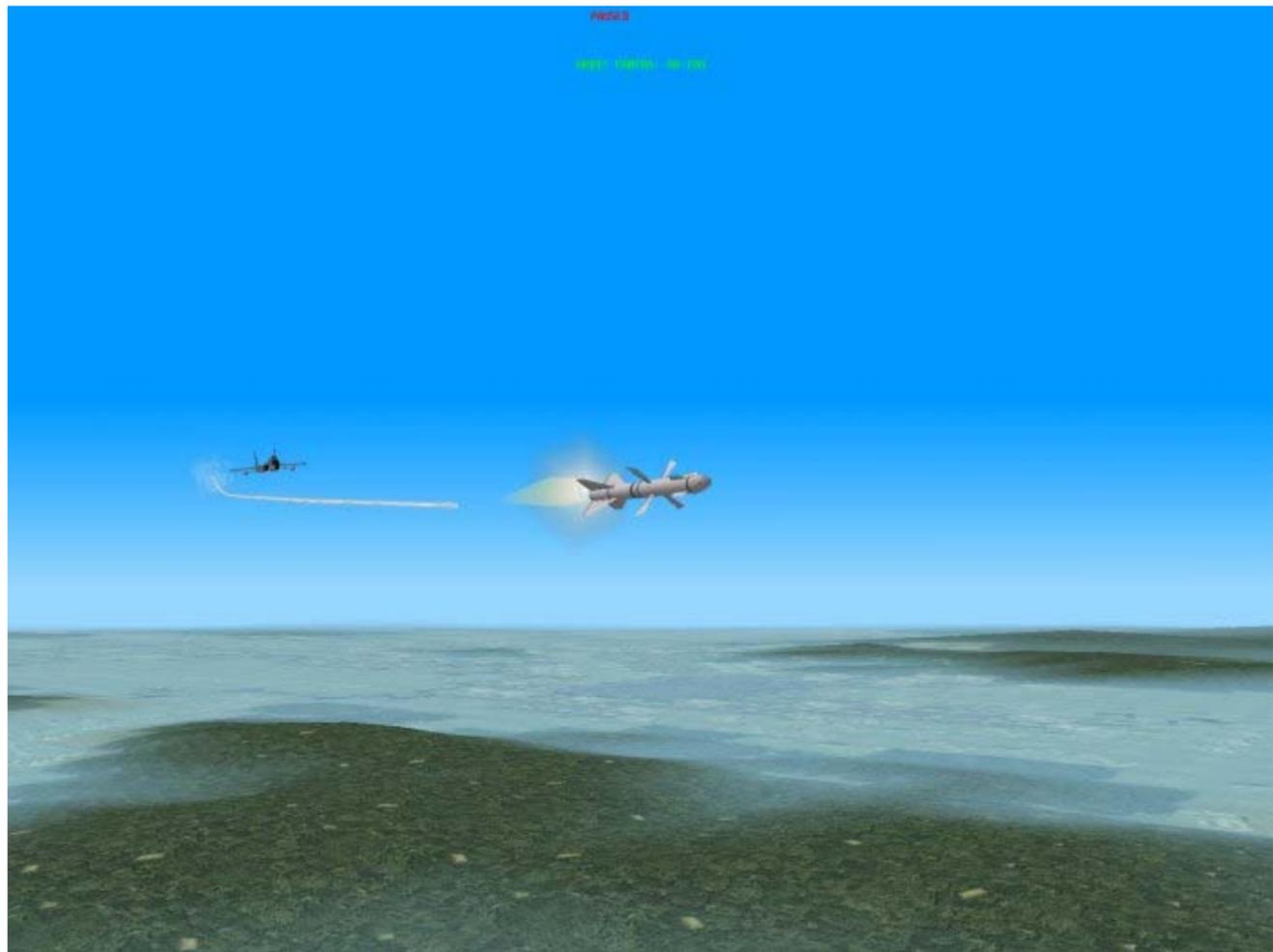
Lined up on the column I push the nose over, switch to CCIP and wait for my CCIP marker to start crossing the lead vehicles. I start releasing bombs as my CCIP marker walks up the line of vehicles. My CBUs explode in a string behind me and I hope for some kills even though I know I'm not carrying the ideal ordnance. My primary target was infantry so I cross my fingers and hope for some kills on soft vehicles:



As I pull off the target my missile warning light starts blaring and I glance at the threat warning receiver and see a dreaded -29 symbol in the inner threat zone and a diamond missile symbol flashing! Shi#. With empty racks I push my throttle to the stop and bunt the nose over screaming toward the ground. Within seconds I've gone super-sonic as I put the -29 symbol on my right 3 o'clock hoping I can beam both his radar and the inbound missile. I slew my view over to the right and hit the threat padlock and watch in horror as a missile gets padlocked and shows no relative motion on the canopy. As it approaches I roll to the right and pull hard into it while dumping chaff and flares and in a flash it passes over the canopy and I survive having evaded the missile!!



Unfortunately my right break turn puts me even closer to the Su-27, which is no doubt doing about 700 knots or more and the next thing I know the missile horn is wailing again as he fires again:



As I try to out maneuver the missile I'm hit by first one, then a second missile just a fraction of a second later:



My plane is rocked by the dual explosions and my aircraft starts an uncontrollable roll to the left. Since I went down on the deck I'm only seconds away from smashing into the ground, but I delay long enough for the airplane to complete one full rotation so that I can eject upward instead of down toward the ground. It seems to take forever for the aircraft to roll past 90 degrees right wing down and as soon as I feel I'll have some upward velocity on my ejection I pull the handles.

My chute deploys and in just a couple seconds I'm on the ground. Mission over.

Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 11-02-2003 19:49

Conclusions:

The mission is rated a success. Again, I wouldn't call it a partial success; I ended up MIA (although I did eject over friendly territory!) but my wingman did survive. I gave him the "RTB" command just prior to my attack on the enemy column.

DEBRIEFING

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

Actual TOT: 15:44:00 (14 minutes late)
 Losses: 1

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Screwbird1 (Interdiction)	2 F-16CG	Mission partial success: Only light damage was inflicted to enemy.

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Screwbird11	Destroyed	4 x AIM-120C	1 miss, 3 hits (75%)
		8 x CBU-58A/B	1 miss, 7 hits (87%)
Screwbird12	Functional	4 x AIM-120C	1 miss, 3 hits (75%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Screwbird11	F-16CG	Lt. Beach	MIA	3 (0)	11 (0)	Excellent
Screwbird12	F-16CG	Lt. Bell	OK	2	0	Excellent

RESULTS:
 The 2nd Infantry Brigade has taken 6 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

We did get a combined 5 air kills and I managed to destroy 11 ground targets (a personal best with dumb-CBU ordnance for me) but an F-16 loss is not worth any amount of ground vehicles destroyed.

Again you can see that when you launch on a MiG-23 it appears to jettison it's bomb-load in an attempt to escape, which is why you see FAB "launches" against me. I'm happy with that since it probably saved a few allied ground troops. I downed two MiG-23s and a J-7 (MiG-21) but fell victim to an AA-10 (actually 2) launched at me from a J-11 (Su-27). It was interesting to see that the J-11 used what appears to be a common Russian tactic of launching 2 missiles at once. Missile #1 (which I

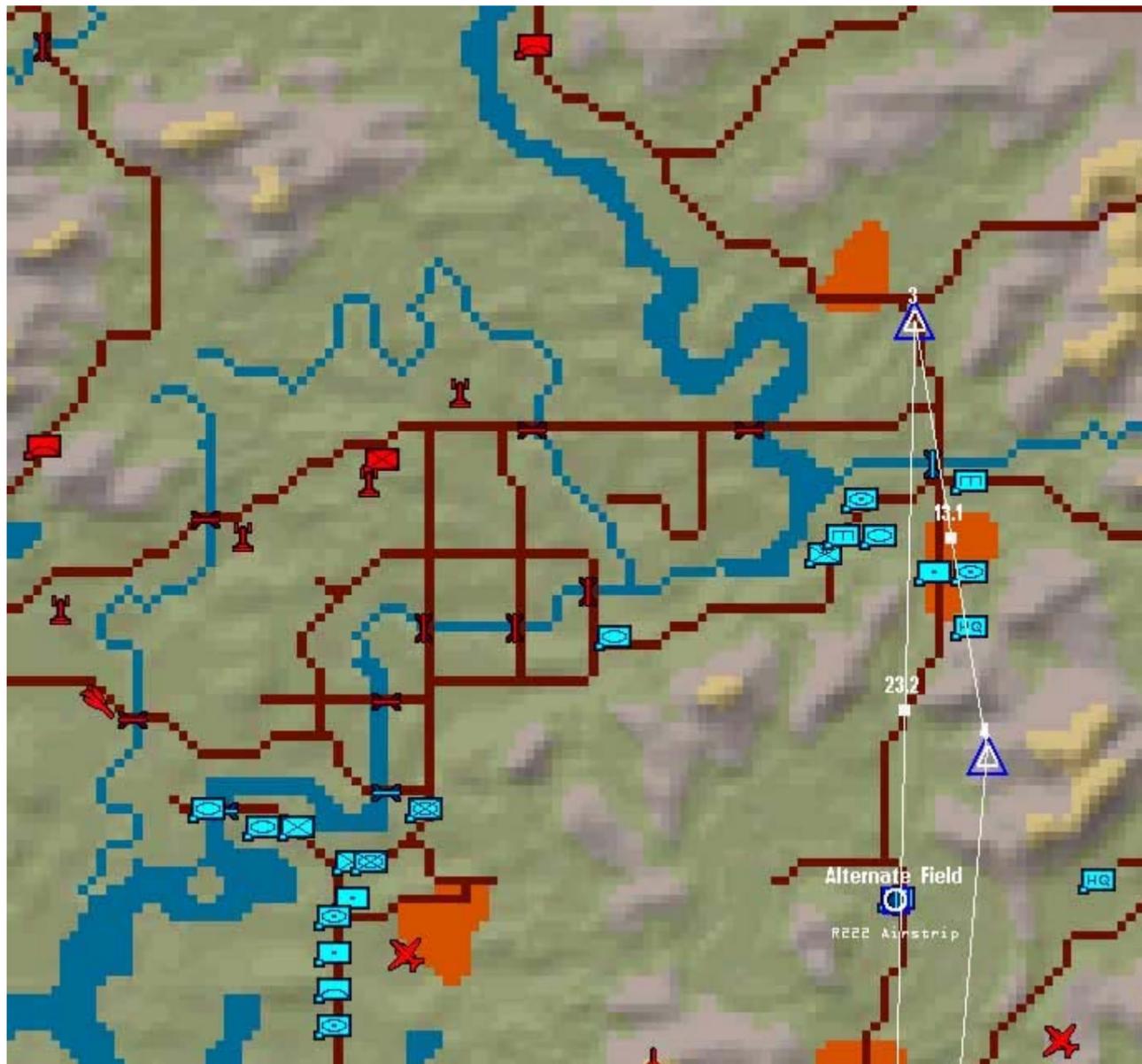
evaded) got my attention and got me to jinking and losing energy while he closed for missile shot #2 and #3...a pretty wily tactic if I do say so myself.

```

Beach joined as Screwbird11 at 15:20:00
DPRK Tu-16 downed by Screwbird12 at 15:24:42
DPRK MiG-23ML downed by Beach at 15:25:26
DPRK MiG-23ML downed by Screwbird12 at 15:29:11
FAB-1000/JKB launched at Beach 15:29:38
FAB-1000/JKB launched at Beach 15:29:38
FAB-1000/JKB launched at Beach 15:29:39
FAB-1000/JKB launched at Beach 15:29:40
FAB-1000/JKB launched at Beach 15:29:40
DPRK MiG-23ML downed by Beach at 15:31:04
DPRK J-7E downed by Beach at 15:32:48
Screwbird12 landed at 15:41:19
DPRK KrAz T 255B destroyed by Beach at 15:49:03
DPRK KrAz T 255B destroyed by Beach at 15:49:03
DPRK KrAz T 255B destroyed by Beach at 15:49:05
DPRK KrAz T 255B destroyed by Beach at 15:49:05
DPRK D-30 destroyed by Beach at 15:49:13
DPRK D-30 destroyed by Beach at 15:49:16
AA-10A launched at Beach 15:49:33
AA-10A launched at Beach 15:50:18
AA-10A launched at Beach 15:50:22
Beach ejected at 15:51:03
Beach exited from Screwbird11 at 15:51:36
    
```

A post-mission look at the intel map, however, shows that during the 31 minutes of campaign time that I was airborne the forces north of the Imjin were really hit hard. Although it appears as though the multiple enemy strike flights also destroyed 2 US/ROK units immediately south of the bridges as well. Compare the before and after maps respectively:





BeachAV8R

NOTE: There will be an approximate 10 day pause in mission reports while I am out of town. Expect mission reports to resume at a much more faster pace after November 12. Sorry about the pause, but real-life is invading for a week or so. Think of it as an intermission in the war and just think that some interesting night strategic bombing missions will be coming up as day passes into night!

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

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

20mm
Administrator
Member # 2515

📅 posted 11-02-2003 21:45 🗺️ 📧 🗒️ “ ”

Beach,
Excellent, as always. I like all your screenshots, but I gotta say that one of the AMRAAM just before impact on the Mig 23, and the one of your missile shot with the moon just over top of a/c's tail, very impressive!

Question: When you had GMT up and designated enemy targets, but then spotted a line of vehicles, and broke off to set up on that line, are those the same ones you had designated? If not, how did you know they were hostile?

Oh, btw, I did one "report" over the LOMAC forum, a comic book approach, but I gotta say, I have a lot better appreciation for all the work you put into these.

It is much appreciated. Have a good week.

Pat Tillman (1976-2004):
4 years Arizona State University, graduated with high honors.
5 seasons National Football League player, Arizona Cardinals.
Forever United States Army Ranger.

From: **tucson, az, usa** | Registered: **Jan 2001** | IP: [Logged](#)

Talon
Member
Member # 287

📅 posted 11-03-2003 08:20 🗺️ 📧 🗒️ “ ”

Hey Beach,

I too am impressed with your War Stories. I can imagine the stuff you'll be putting out when LOMAC comes out. BTW, I'm looking to getting back into the saddle with Falcon. What will I need? I know about SP3, but I've lost track of the other worthwhile add-ons and compatibility. Also, what cockpit are you using? Is that the default SP3? Please advise...

--T

 "In the end it's only just a game."

From: **Tampa, FL USA** | Registered: **Nov 1999** | IP: [Logged](#)

Gyre
 Member
 Member # 2162

📄 posted 11-03-2003 09:05    “ ”

I agree with the other responders Beach. What awesome training your series of written missions are! You're a real asset to this community. Hope you realize the extent to which your contributions are appreciated.

Gyre

<http://angrycandy.org/dubyadoll/>

From: **Northern Calif.** | Registered: **Dec 2000** | IP: [Logged](#)

20mm
 Administrator
 Member # 2515

📄 posted 11-03-2003 12:12    “ ”

Talon,
 I don't presume to respond for Beach, but I know he uses Aeyes' 1600x1200 pit. I know, because after I saw his screenies with it, I said, I gotta have that! Cost \$11 US, but worth it.

Check a few threads down below and you'll find the install procedure for the most part, always one tweak this or that way. Beach had a list of what he'd installed about a month ago.

And I gather SP4 is not too far off. 😊

 Pat Tillman (1976-2004):
 4 years Arizona State University, graduated with high honors.
 5 seasons National Football League player, Arizona Cardinals.
 Forever United States Army Ranger.

From: **tucson, az, usa** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
 Member
 Member # 3055

📄 posted 11-03-2003 16:19    “ ”

Yeah..I'm using the following:

Falcon 4.0
 Patch 1.08
 SP3
 4 for 1 patch
 FreeFalcon 2
 Aeyes 1600 x 1200 Pit
 Twalti's Hi-Tiles

Plus I've done some editing of the falcon.ini file to remove some things like the "star burst" light pattern around missiles and some other recommendations I found over at Frugal's..

I dare say that Falcon 4, with updated 3D models and textures from FF2, looks better to me in many respects than a modern sim such as Strike Fighters...go figure..

Thanks for the interest..

BeachAV8R

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

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

Talon
 Member
 Member # 287

📄 posted 11-05-2003 12:35    “ ”

Thanks 20mm, thanks Beach

Hopefully I can be up and running sometime next week, if RL doesn't keep me too busy.

--T

 "In the end it's only just a game."

From: **Tampa, FL USA** | Registered: **Nov 1999** | IP: [Logged](#)

Tbagz
 Member
 Member # 15389

📄 posted 11-06-2003 06:05    “ ”

Hey beach or anyone can you post a link where I can purchase and dload Aeyes pit for Falcon 4.0? thx

From: **Nashville Tennessee** | Registered: **Apr 2003** | IP: [Logged](#)

Nift
 Member
 Member # 7573

📄 posted 11-06-2003 16:20    “ ”

Try this one:

<http://www.cockpits.net>

 "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](#)

chumley
 Member
 Member # 8221

 posted 11-14-2003 20:31    “ ”

Really nice story.

The wily Su-27 strategy is amazingly well modeled here. Flanker pilots typically carry two R27 ir missile versions, and four R27 semi active radar versions along with their four archer R73 missiles for close in helmet aimed dogfighting. The two versions are rippled fired together with the radar version going first so when the US plane in this case you in your Falcon turn to beam the radar guided missile, the ir guided missile right behind it will have the sideways profile of your tail exhaust to lock onto. Very effective strategy when the R27ir works correctly however in practice, the R27ir has a poor hit rate of about 27%.

The Su-33 version is said to be able to fire two R27 SA versions at one target along with any ir missiles it has on board but there is controversy on the Flanker boards on whether Russia ever really implemented this or not. Personally dont see why not as it would only take an extra missile radio transmitter to fire a second sa missile, and the Flanker is a big plane for room for added avionics.

Great stuff. Enjoying them. More & more impressed with F4s AI.

Major Tom Chumley

"The new pilot was worried the Vietnamese people would not like him so was relieved to see the missile coming up to greet him."

An exerpt from "Still Clueless," the memoirs of Senator John McCain.

Senator McCain in later chapters confides the Hanoi Hilton had the worst service of any hotel he has ever stayed in, and still wonders why they wouldnt let him check out for five years.

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

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