



[New Topic](#) [Post a Poll](#) [Post Reply](#)  
[login](#) | [register](#) | [search](#) | [faq](#) | [forum home](#)

[Previous](#) [Next](#)

» You are not logged in. [Login](#) or [register](#)    [SimHQ Forums](#) » [Air Combat Zone](#) » [FALCON 4.0](#) » [Operation Rolling Fire Mission #23](#)

Author

Topic: Operation Rolling Fire Mission #23

**BeachAV8R**

Member

Member # 3055

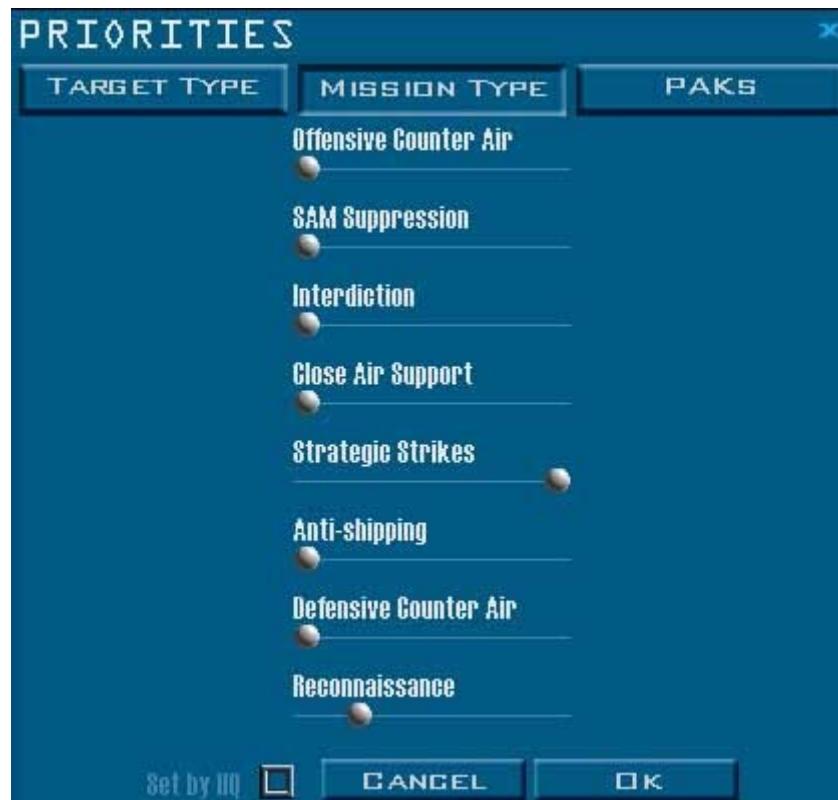
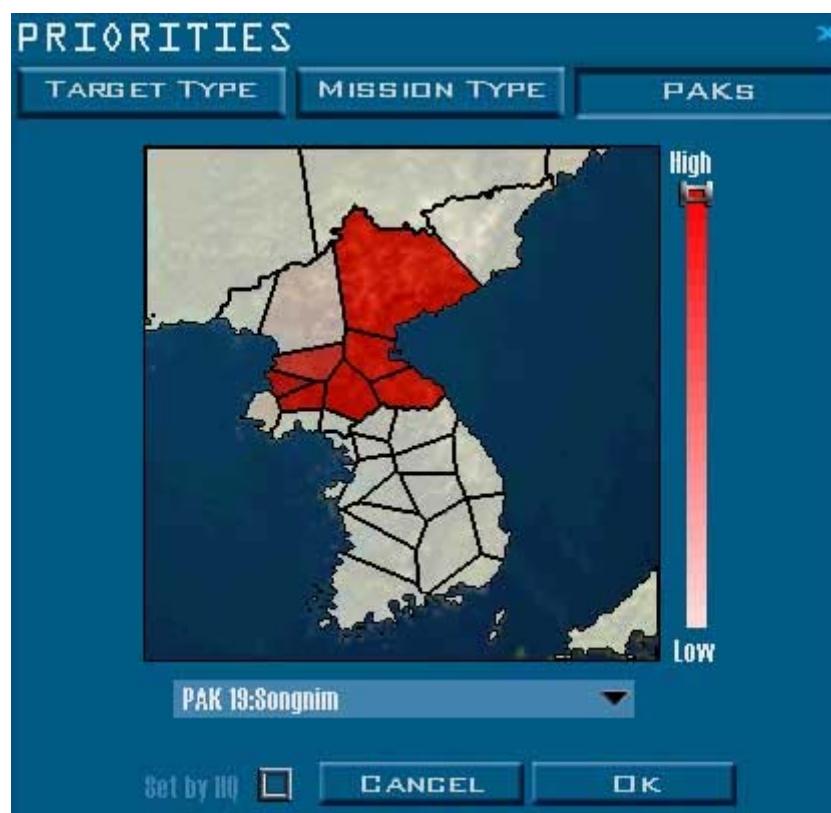
posted 11-26-2003 01:07

11/26/03  
 Falcon 4.0/SP3 Campaign Mission Report #23  
 OPERATION ROLLING FIRE  
 DAY 2 – 1940 HOURS

Campaign Status:

We have handed off control of the Imjin River crossings to our Army and Marine forces. During the daylight hours we flew countless hours to stem the enemy advance and prepped the area for the major Day 2 offensive. Hopefully the ground troops can, at the minimum, hold their ground through the night and perhaps even make significant gains without our close air-support.

As day turns to night we now begin our Night 2 strategic air strikes against enemy infrastructure, political, and war supply targets. In order to receive such missions in the ATO I've adjusted the campaign mission priorities for our squadron to reflect our new role:



**Objective:**

Our objective for tonight is the destruction of the T'osan Bridge in order to prevent the movement of enemy troops slated to reinforce forces north of the Imjin River:

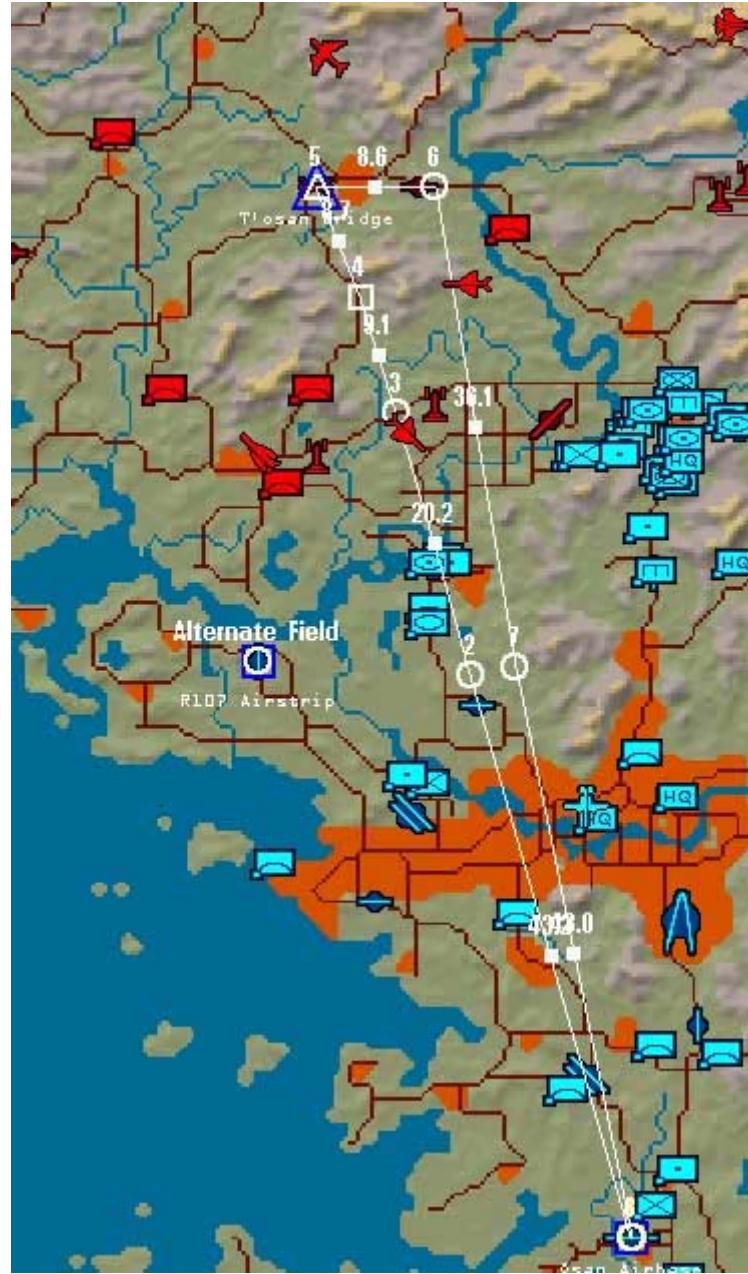
**BRIEFING**

**MISSION:** Strike T'osan Bridge  
**YOUR TASK:** Strike  
 Time on Target: 20:01:51

**SITUATION:**  
 Be advised: Starting at 15:00:00, our ground forces will be making a major push towards PYongyang.  
 Army intelligence reports the DPRK 3rd Corps Arty Battalion is moving towards Kyoam-ni and will need to cross T'osan Bridge. We hope to destroy the bridge before the enemy is able to get across, delaying their movement.  
 Intelligence reports the highest impact targets are:  
 Bridge

**PACKAGE ELEMENTS:**  
 Spartan2 (Strike)      2 F-16CG Destroy Bridge at target site

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.  
 Known or suspected enemy air defenses along your flight path include:  
 S-60 anti-aircraft guns 2 nm southwest of Chommal  
 BMP-CMD missile launchers 4 nm east of Chungsan-dong  
 BMP-CMD missile launchers over T'osan  
 BMP-CMD missile launchers 1 nm northeast of Chommal



Planning/preflight:

We will be flying as a two-ship for this mission carrying two GBU-24 (Paveway III) laser-guided bombs each in addition to 6 A2A missiles (radar and IR):



The target is a small road bridge of iron beam construction so multiple hits will not be required to take down separate spans:



Cont...

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

From: Charlotte, NC USA | Registered: Jan 2001 | IP: Logged

### BeachAV8R

Member  
Member # 3055

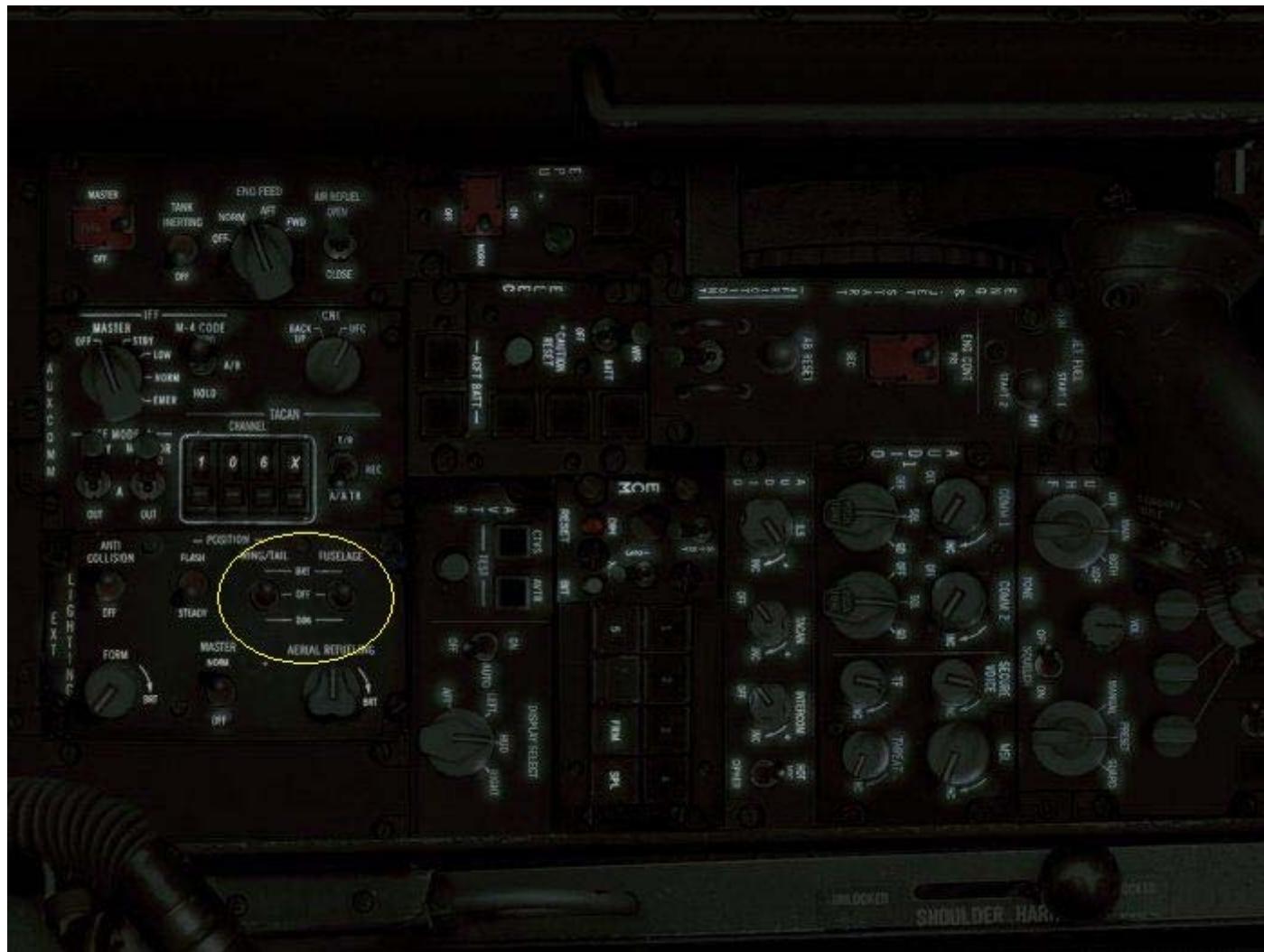
posted 11-26-2003 01:08

Debrief:

My wingman pulls into position as my afterburner glows on takeoff:



During the climb to altitude I go through the usual routine, clicking off the navigation lights:



Next I pull up my A2G weapons to make sure everything is set prior to reaching the target area:



I also make sure both my Master Arm and Laser Arm switches are ARMED. I'm also checking my right MFD to assure that the targeting picture appears to be correct and that the "L" is visible in the MFD confirming the laser is ready to fire:



Now that the A2G weapons are set and ready for immediate use I switch to A2A mode and start querying AWACS for threats enroute to our target area. He immediately comes back with a threat call and I start sorting out the picture. Unfortunately we have a group of J-7s (MiG-21s) left of our course line and another separate group of MiG-21s to the right side of our course:



Cont...

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

From: Charlotte, NC USA | Registered: Jan 2001 | IP: Logged

**BeachAV8R**

posted 11-26-2003 01:08



Member  
Member # 3055

---

Sensing the left (west) targets pose more of a threat I change course to the left and prepare to engage the J-7s:



Locking up one of the J-7s I can see they've turned toward us and our closure is up to 1024 knots. I order my wingman to engage using the "CHAINSAW" command hoping to expend his ordnance first:



Coming in immediately behind the J-7s is a flight of MiG-23s, who launch on us from afar using their AA-2C "Atoll" missiles. My missile warning warbles and the light flashes so I enter a left break turn, dumping the nose and punching chaff and flares as I seek to defeat the inbound missiles:



First one missile sails past:



Sacrificing still more altitude for energy I keep descending while pulling Gs and the second missile just barely can't keep up with the rate and explodes just behind me:



Pressed down to a low altitude I have no choice but select burner and try a desperation escape to the south into friendly territory. With almost full fuel, two LGBs and 6 missiles, I'm extremely draggy and slow and the pursuing J-7 (MiG-21) starts eating me up in a tail-chase. I frantically radio for my wingman to clear my 6 as I dodge two AA-8s that the pursuing J-7 has fired at me. He continues to close and I start jinking left and right hoping to through his cannon aim off. As we fly I can see tracers from friendly air defense units arcing up trying to shoot him down:





Cont...

---

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

---

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

### **BeachAV8R**

Member  
Member # 3055

---

posted 11-26-2003 01:08 [User Profile](#) [Send Message](#) [Report Post](#) “ ”

---

The J-7 has closed into easy gun-kill range and I go vertical just waiting to die:



Suddenly, at the top of my climb the J-7 punches off his external tank and makes a hard break turn to the left and he starts dumping flares:



Boom! My wingman got him!! Not only did my wingman shoot down the two MiG-21s that we spotted earlier, he came to my immediate assistance and saved my bacon as well!



I start breathing again as behind me I see the J-7 spiral down to the ground trailing smoke; looks like I owe someone a case of beer!



Time to get back into the fight. I've been driven far to the south so I order my wingman to rejoin and get pointed back in the right direction. I call AWACS and he calls out a single MiG-23 threat at 325 degrees, 20 miles, 5-thousand feet:



I also notice two warning lights on my right eyebrow panel, damage I incurred when I over-G'd the jet during my evasive maneuvers! Everything seems to be functioning normally though so I continue the mission:



Cont..

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

From: Charlotte, NC USA | Registered: Jan 2001 | IP: Logged

### BeachAV8R

Member  
Member # 3055

posted 11-26-2003 01:09

I lock up the lone MiG-23 and wait for the carat to fall into the no-escape zone of the DLZ. Just as it is about there he launches on me and sends all my bells and whistles off. I wait for about 2 more seconds, fire my AMRAAM and pull very hard in a break turn:





As the enemy AA-10A tracks on me I start dropping a string of flares and chaff and pull a descending turn south trying to use up some of the missiles energy. It works and the missile explodes harmlessly well short:



Meanwhile, thanks to waiting those two extra seconds my missile has enough juice to go the distance and finally catches the MiG-23 as he is fleeing:



Cont..

---

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

---

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

**BeachAV8R**

Member  
Member # 3055

---

posted 11-26-2003 01:09

---

Turning back north once again I'm met with the remains of the MiG-23s flight and I quickly designate and launch on them from outside of the "no-escape" zone. As my missile leaves the rail the contact turns red on the radar:



I've let myself drift down into the flak envelope and the DPRK gunners let me know about it as I cross the FLOT engaging the MiG-23s:





Somewhere between when my wingman shot down the J-7 that was on my ass and my MiG-23 kill he ended up getting shot down. Turns out there was a sneaky pair of MiG-21s blasting up under the MiG-23 flight and soon I've got my hands full as I see a -21 symbol slide down the right side of my threat scope. I immediately enter a hard right turn knowing he will be trying to slide in behind me:





I pull up the missile mode and switch to my AIM-9M and briefly consider dumping my ordnance but I figure by the time I find and hit that switch I'll be dead:



Cont...

---

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

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

### BeachAV8R

Member  
Member # 3055

---

posted 11-26-2003 01:09 [Reply](#) [Edit](#) [Delete](#) [Print](#) [Share](#)

As I pass through 180 degrees of turn the MiG-21 flashes by my canopy as we enter a classic turning duel. After a few turns I'm getting around to his 6 o'clock. He rolls wings level and just as my Sidewinder diamond settles on him and the tone starts to shriek the MiG-21 blows up!! Looks like someone else got a long distance radar shot on him! Damn, that was my kill!



Turning back to the north yet again I see the -29 symbol at the top of my RWR scope and pick the likely target on the radar, lock him up, query AWACS and get a confirmation that I've indeed targeted a MiG-29:



I also notice another set of contacts moving even more rapidly down the radar so I unlock the -29 slew the cursors over the higher rate of movement contact and almost jump out of my skin when my missile launch tone and light start blaring. Another damn Mig-23!! Relentless!



I quickly launch on him getting an immediate kill:



By this time the MiG-29 contact on the RWR scope has slide down my right side so now I know I'm really in trouble engaging in a close range turning battle with a fighter when I'm still in bomber configuration:



I turn hard into him and manage to get him padlocked through the canopy. The only way I can keep my rate up enough to match his is to allow my altitude to steadily unwind. After several turns I've still got him padlocked but have become a bit disoriented. I see the ground rushing up at me and I pull as hard as I can in a panic. I just about scrape the ground and I watch fascinated as the MiG-29 starts pulling hard before he pancakes into the ground behind me!! Hey, I'll take it.



Cont...

---

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

---

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

### **BeachAV8R**

Member  
Member # 3055

posted 11-26-2003 01:10 “ ”

---

Holy cow. Was this a strike mission I was on?? So far I've had probably 4 long range missile exchanges, and 3 short range knife fights. And the ironic thing is that for all this shooting and dogfighting I only have a single MiG-23 kill to my credit!

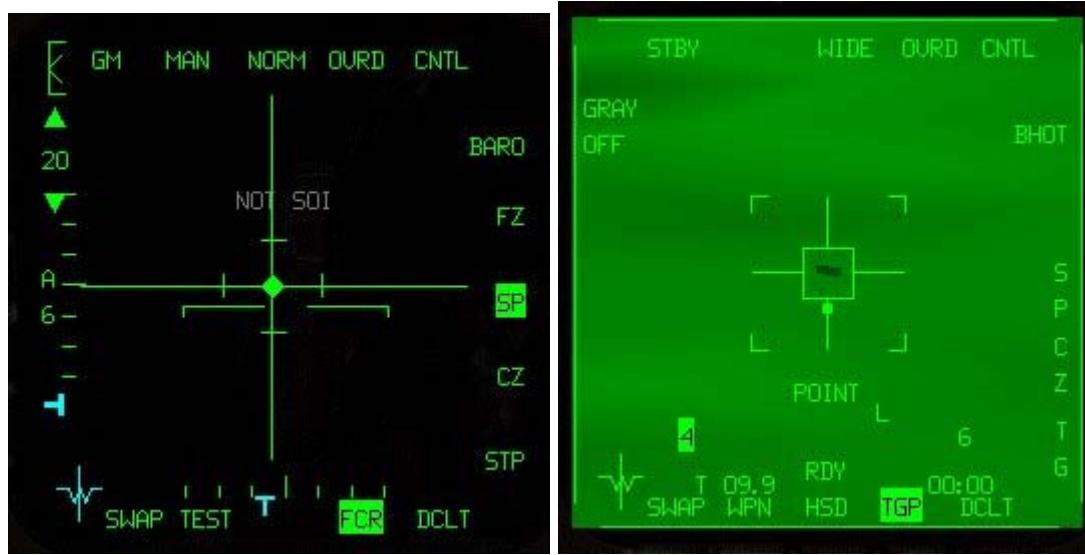
I glance down at my fuel gauge knowing that after all this time in afterburner I'm not going to be happy and the gauge confirms the bad news with a reading of 2600 lbs.:



I'm just about to query AWACS for a steer to the tanker when I decide instead to query for threats. The call back is magic to my ears. "Nearest threat bearing 040, 50 miles MiG-21, two-ship" Did he say 50 miles? I glance quickly at my position on the HSD and see I'm only about 15 miles from my target and I make my decision to make a quick run on the bridge. I cruise climb up to about 16,000 feet and point the nose toward the target waypoint. Soon I pick up the blip on the ground radar that coincides with the target waypoint:



I designate the target and switch to my targeting FLIR image:



Through the HUD the data tells me I'm 7.0 miles slant range from the target and 12 seconds from weapons release:



I hit the EXP button on the targeting FLIR and zoom in tighter on the bridge:



As the counter-down timer approaches zero the bomb release cue (horizontal line) falls down the bomb fall line and when it hits the flight path marker the bomb releases automatically since I have given release consent by continuously holding down my pickle button:



Cont...

---

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

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

### BeachAV8R

Member  
Member # 3055

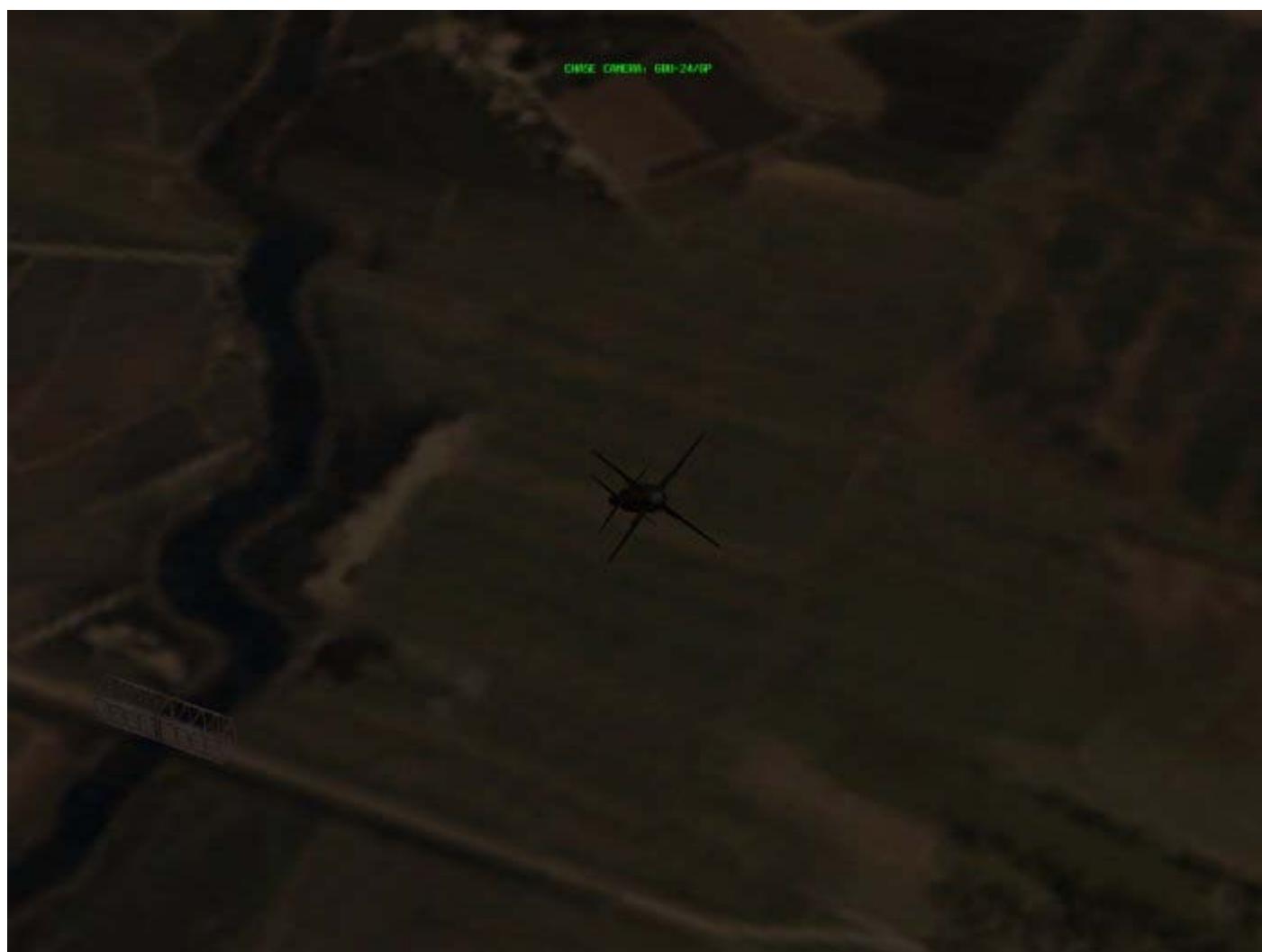
---

posted 11-26-2003 01:10 “ ”

I start a slight left turn and notice several SA-13 symbols on my threat receiver:



The laser starts firing about 8 seconds before impact guiding the bomb into the bridge:



Boom! Direct hit!





Turning back south I push the throttle to military power trying to squeeze as much speed without using burner as I can. I query AWACS and the MiG-21 flight has closed to 25 miles so I elect to jettison my remaining bomb. I simply pull up the Selective Jettison page "S-J" and highlight the station I want to jettison:



Confirming I'm in "JETT" mode on the HUD (so that my bomb doesn't explode and injure any friendly troops!) I hit the pickle button and the selected weapon releases still attached to the pylon:



Taking a glance at my fuel gauge I'm happy to see 2000 lbs., more than enough to make the return trip home:



Cont...

---

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

---

From: Charlotte, NC USA | Registered: Jan 2001 | IP: Logged

**BeachAV8R** posted 11-26-2003 01:11

Member  
Member # 3055

Lining up on final I've turned my navigation lights and landing lights back on:



I taxi off the runway and contemplate one of the most incredible simulation missions I've ever flown:



The mission is rated a success with the bridge suffering 100% destruction:

**DEBRIEFING**

**MISSION:** Success (Strike T'osan Bridge)  
**YOUR TASK:** Success (Destroy Bridge at target site)  
**PILOT RATING:** Excellent

Actual TOT: 20:19:32 (17 minutes late)  
Losses: 1

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Spartan2 (Strike)	2 F-16CG	Mission success: Significant damage to target site Event List

**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Spartan21	Functional	3 x AIM-120C 1 x GBU-24/GP	2 misses, 1 hit (33%) 1 hit (100%)
Spartan22	Destroyed	4 x AIM-120C	4 hits (100%)

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Spartan21	F-16CG	2Lt. Beach	OK	1 (0)	1 (0)	Excellent
Spartan22	F-16CG	Lt. Dabrowski	MIA	3	0	Excellent

**RESULTS:**  
The destruction of T'osan Bridge will hinder the 3rd Corps Arty Battalion's movement towards the front, relieving some pressure on friendly troops.

**TARGET LIST**

TARGET	CONDITION	VALUE
+ T'osan Bridge	0% Operational	

**RECON**

The debriefing indicates that the SA-13 site I saw on the RWR scope over the target area must have taken two missile shots at me since they occurred just 40 seconds or so before the bridge was destroyed. I didn't even know the threat ceiling of the SA-13 so I was extremely lucky (I also didn't have my ECM gear on!). FAS.org lists the maximum range of the SA-13 as 5000 meters (16,404 feet) which happens to be almost the EXACT altitude I bombed from (shudder):

```

Beach joined as Spartan21 at 19:50:00
AA-2C launched at Beach 19:57:45
AA-2C launched at Beach 19:57:52
AA-8 launched at Beach 19:58:07
AA-8 launched at Beach 19:58:13
DPRK MiG-21MF downed by Spartan22 at 19:58:1
DPRK MiG-21MF downed by Spartan22 at 20:00:1
AA-10A launched at Beach 20:01:22
DPRK J-7E downed by Spartan22 at 20:04:47
Spartan22 ejected at 20:06:44
AA-10A launched at Beach 20:13:58
AA-10A launched at Beach 20:14:09
DPRK MiG-23ML downed by Beach at 20:15:06
Missile launched at Beach 20:19:08
Missile launched at Beach 20:19:08
DPRK Bridge destroyed by Beach at 20:19:50
Beach landed at 20:30:12
Beach exited from Spartan21 at 20:32:07

```

A big shout out to my (MIA) wingman who saved my bacon early in the mission and went on to score a perfect 4 for 4 with his AMRAAMs, getting credit for 3 kills and 1 damaged aircraft. I'm going to miss you man! Escape and evade!!

```

4 x AIM-120C 4 hits (100%)
AIM-120C released at 19:57:42 hit MiG-21MF - destroyed
AIM-120C released at 19:59:26 hit MiG-21MF - destroyed
AIM-120C released at 20:03:55 hit J-7E - destroyed
AIM-120C released at 20:03:59 hit J-7E - damaged

```

<S>

BeachAV8R

<http://home.carolina.rr.com/beachav8r>From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)**Deacon211**Member  
Member # 13209 posted 11-26-2003 09:20 

Hey Beach,

Awesome read! It's like reading a good novel.

Just a question and a suggestion for ya':

Does SP3 have the jettison button function modelled so that, either through clicking on the cockpit or through a keypress, you can dump everything except for your missiles? Most jets do and it's usually big and red enough to slap one of your meathooks into it in case of an emergency...like being engaged by several flights of bandits! 😊 Personally, I think that you have B@lls the size of church bells for mixing it up with a couple of iron speed brakes still aboard.

The one gripe I always had about the earlier versions of F4 was that you could never get to your target without getting bounced by somebody and usually somebodies! You either had to dump your eggs every mission or fight with a millstone around your neck. It still seems like you are getting tapped pretty often. I don't know how Falcon now models ground clutter and terrain masking, but have you ever considered a low ingress to either a pop up attack or a cruise climb to a high dive? Certainly less fun but probably a more viable tactic in a high threat environment than wallowing around with two GBUs strapped to your wings like crap from a tall moose! LOL!

Oh, the suggestion (OK second one I guess 😊) . Rather than hauling your nose into the air as a last ditch defensive move, especially when loaded down, I'd keep jinking down on the deck. Unless you have lots of speed and can force the bandit to overshoot, you should keep you energy as much as possible. A wiley bandit is just going to gun you if you park you nose up there.

Rather, when out of altitude, airspeed, and ideas on the deck, try a snake maneuver. Keep you turn in until the bandit pulls lead to shoot, then unload, roll 180 and put the pull back on. When he follows, do it again. Ideally, you will keep him out of synch, at least denying him a tracking solution and potentially, as his maneuvers continue to lag yours, get him to overshoot in close with angles. As you see this coming, if you still have any airspeed, now haul your nose up just enough to stop your downrange travel, then quickly put your turn back in to maximize the overshoot, reversing as he crosses your six.

At best you can get offensive on him, and have the option to shoot him or pass 180 out for the bug. At a minimum, you are severely prolonging his time to kill, eroding his SA, and getting him to enter a flat scissors, which is infinitely better than being on the wrong side of a tracking shot.

God's Speed Beach and win one for the home team! 🏆

Deacon

From: **Alexandria, VA, 22314** | Registered: **Nov 2002** | IP: [Logged](#)

All times are Eastern Time Zone

[New Topic](#) [Post a Poll](#) [Post Reply](#)[!\[\]\(182cfd5ddd569f2ac47d1b1d16a065aa\_img.jpg\) Close Topic](#) [!\[\]\(31fe065a2107cb1675b15ac72246aa08\_img.jpg\) Move Topic](#) [!\[\]\(64c80ecface442a7441e6132bf7ab4ce\_img.jpg\) Delete Topic](#)[Previous](#) [Next](#)[!\[\]\(1db50631f1429fd87a1413d25f36e037\_img.jpg\) Printer-friendly view of this topic](#)**Hop To:** [FALCON 4.0](#)[!\[\]\(db13b44035095bccbea3e85aa40281bb\_img.jpg\) Go](#)[Contact Us](#) | [SimHQ.com](#) | [Privacy Statement](#)

Copyright 2004 SimHQ.com. All Rights Reserved.

Powered by  [INFOPOP](#) ©2002

UBB.classic™ 6.4.0.1