

Planning/preflight:

With the current dire supply situation at Osan we have found ourselves without radar guided air-to-air missiles. Rather than risk sending airframes (and aircrews) into battle with no "long-stick" we are trucking pilots north to fly out of Seoul until our supply train arrives at Osan (scheduled for 1200 hours today). We will be flying with the 13th Fighter Squadron who are flying F-16CJ variant instead of our normal F-16CG. Load-outs will consist of 4 AIM-120C and 2 AIM-9M missiles per airframe. Our first flight will be a 2-ship.

Stingray1 T.O. - 09:53:00

ZLT. BEACH UNASSIGNED

Max Weight : 42300
 Gross Weight : 34544
 Clean Weight : 18917
 Munitions : 3655
 Fuel : 11972
 Drag Factor : 69.0

Loadout	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-120C	MED	4	●	●	●				●	●	●
AIM-9M	HGH	2	●	●	●				●	●	●
ALQ-131	HGH	1					●				
370 Gal. Tank	HGH	2				●	●				

Debrief:

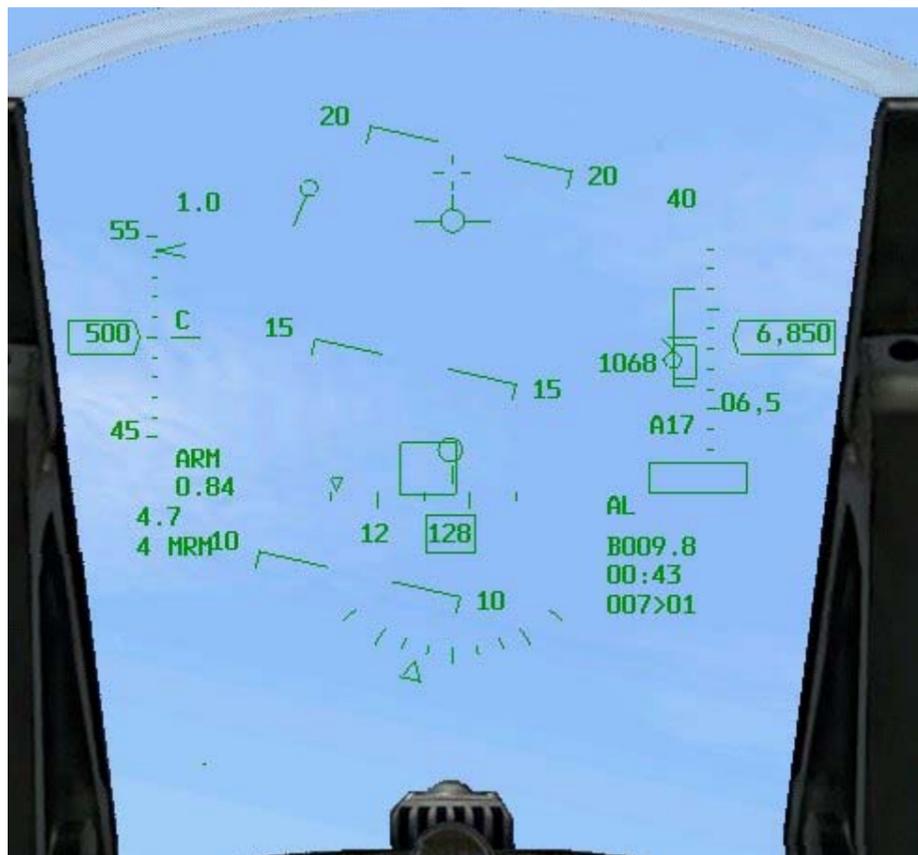
The bustle at Seoul is a bit different than at Osan. They certainly have nicer hangars!



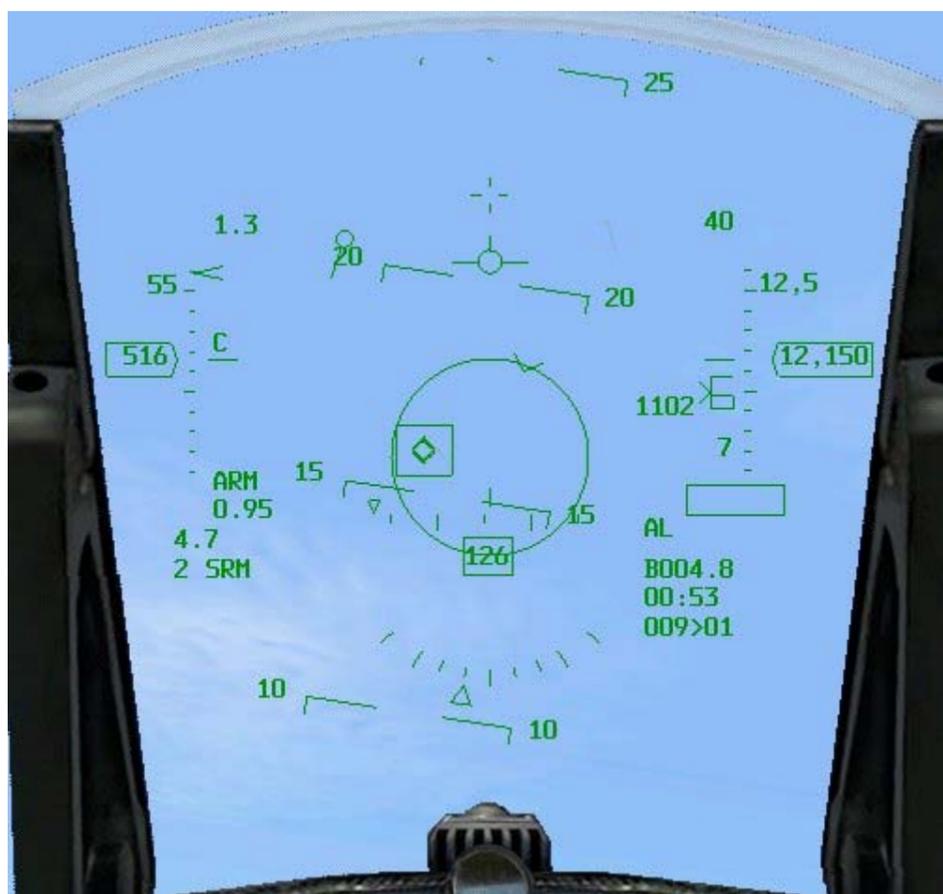
As we are pulling onto the runway we can hear frantic calls over the radio as DPRK planes have penetrated into South Korean airspace and are presently directly over Seoul! I stoke the burner for take-off and leave the nose high during climb out while I adjust the radar scan volume to pick up the raiders high overhead. In a few seconds I have the bandits sorted with 2 distinct contacts, the closest at about 5 and the next at 10 miles still well above me:



I pull up my A2A mode, lock up the far contact and see the range at 9.8 miles with extremely high closure of 1068 knots:



I query AWACS and learn the contact is an II-28, which changes my tactics slightly. Rather than waste a slammer on something as defenseless as an II-28 I switch to an AIM-9M and wait for the range to close:



Cont...

[01-17-2004, 22:42: Message edited by: BeachAV8R]

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

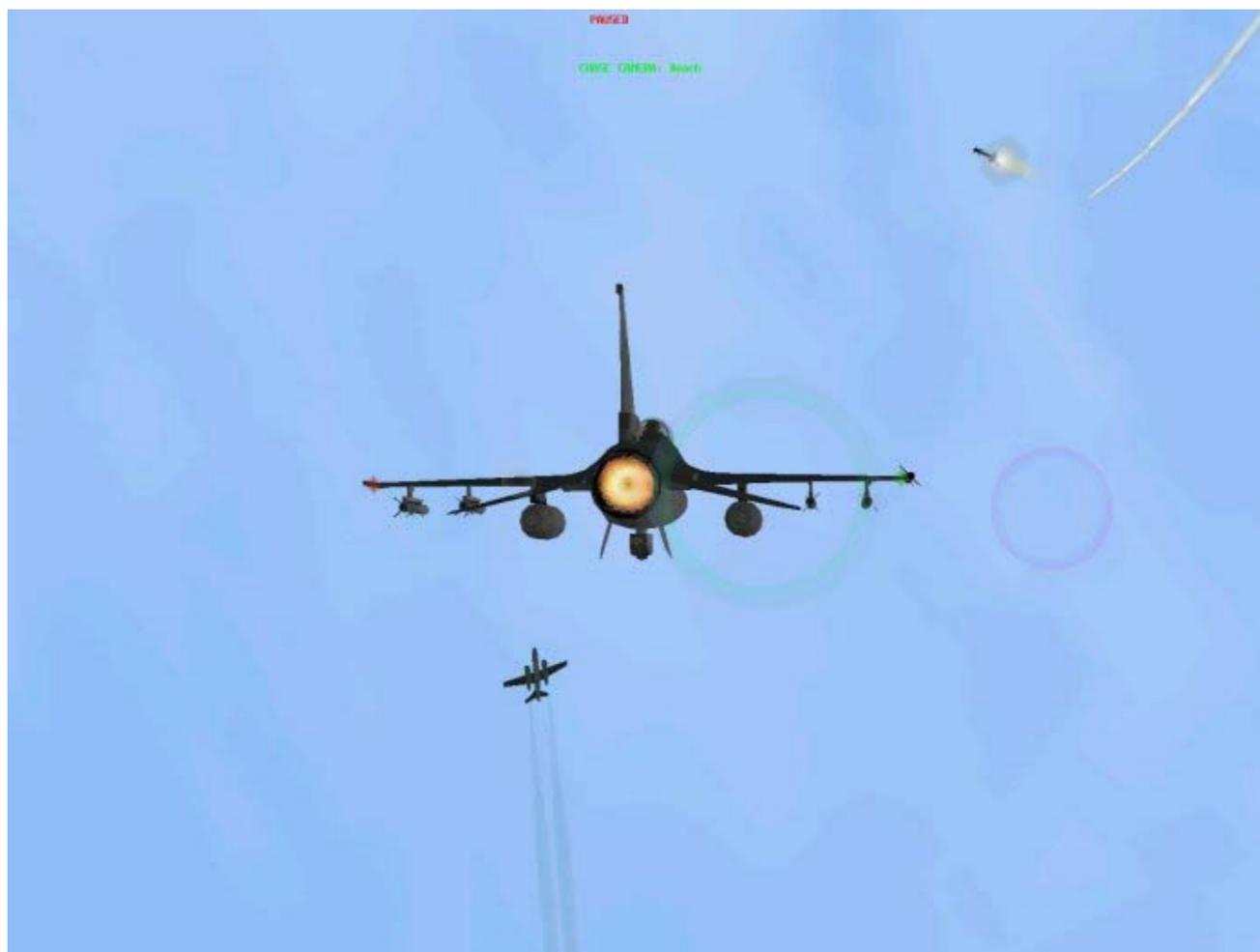
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

posted 01-17-2004 22:38

Still at a high angle of climb I let loose with my AIM-9M and it tracks toward the II-28:



I get a solid hit on the Il-28, but the small Sidewinder is not big enough to bring it down. As I zoom through the Il-28s altitude I roll over and padlock him intending to come around for another Sidewinder shot. I try to snap shot another Sidewinder but I've got a bit too much speed and end up overshooting him and I miss my opportunity as my wingman blasts him from the sky:





I give my wingman the weapons free command and soon he has finished off 2 more Il-28s with a mix of AMRAAMs and heaters.

Turning my attention back toward the north I start sweeping the area with my radar and query AWACS for some idea of where the next inbound wave will be coming from. He calls out a group of likely suspects and I find after adjusting my antenna elevation up to include the called altitude the contacts pop onto the MFD, 40 miles, 32K feet heading roughly south-west:



A few sweeps later I see a trailing group, behind the bugged targets, headed in approximately the same direction:



MiG-23s! A respectable adversary:



Cont...

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

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

BeachAV8R

Member
Member # 3055

posted 01-17-2004 22:38 

Stupidly I give my wingman the "WEAPONS FREE" call and he immediately enters a hard left turn (blue symbol on the HSD) and engages the last (unknown to me) Il-28 that had somehow been trying to sneak out under us:



Meanwhile I bug the lead MiG-23 and wait for the range carat to drop into the "no-escape" zone on both my HUD and radar MFD. Before the "no-escape" parameters can be met I get a MiG-21 spike on my RWR and start putting together a picture of perhaps a 4-ship flight of MiG-23s accompanied by a 2-ship MiG-21 flight. With high-rate of closure I elect to launch outside of the "no-escape" zone (Rne?) and hope for the best:



The bugged target immediately turns red indicating a missile in the air toward him:



I quickly switch to another contact and quickly fire off another AMRAAM hoping to at least even the odds before the enemies are within their missile parameters. The other MiG-23s are feeling no fear as they turn into me and accelerate giving a closure of 1158 knots, quickly eating up the real-estate between us. The nearer contact has me worried though so I un-bug the more distant (20 mile) MiG-23 contact, slew the cursor over the imminent threat which is the MiG-21 2-ship just to my left and near 10 miles:



Just as I lock up the MiG-21 the circus really starts as an SA-5 site pops up on the RWR and a second later he enters the fracas and sends a missile my direction!



Cont...

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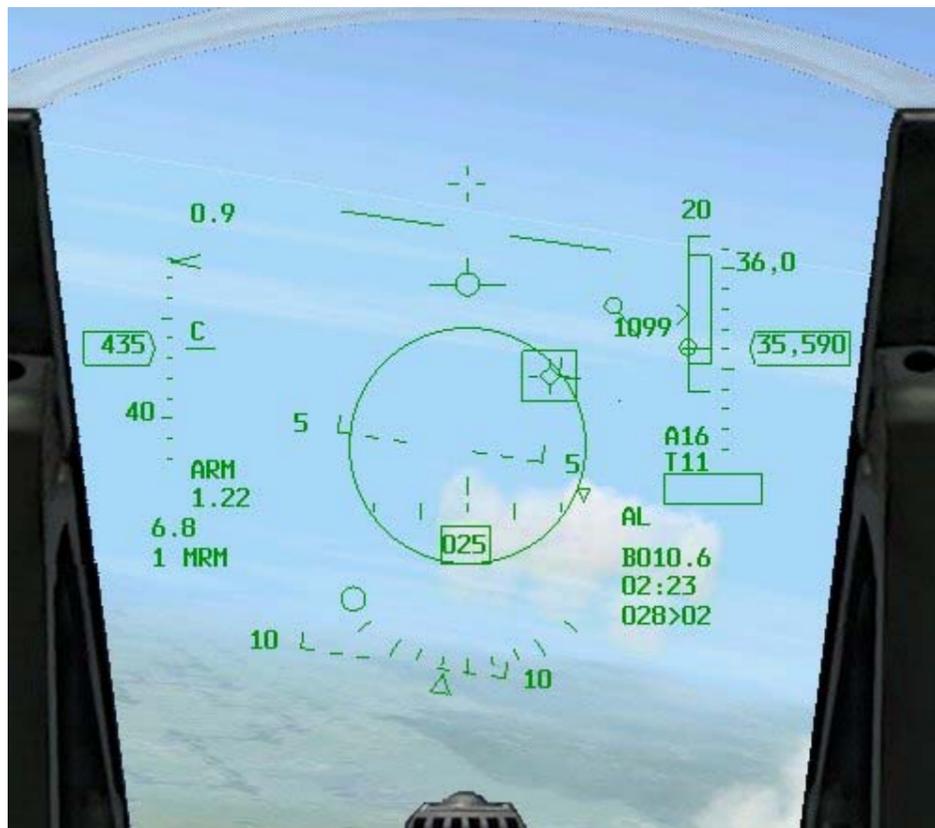
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

posted 01-17-2004 22:38

I decide to go ahead and launch on at least one of the MiG-21s before evading the SA-5 so I send a slammer out a second before rolling inverted and diving for the deck:



Boom! Splash one MiG-21!



Meanwhile I have no idea what the outcome of my first 2 hastily fired AMRAAMs against the MiG-23s were, so I'm thinking I'm still out-numbered at least 5 to 1 because my wingman is out chasing II-28s! Later analysis at the debrief shows both targeted MiG-23s were hit by the AMRAAMs. Additionally it turns out my faithful wingman was out downing two J-7s in addition to the II-28!

In my desperate bid to outmaneuver and outdistance the SA-5 (and the remaining MiG-21) I slightly over-G my airframe (actually the 13th Fighter Squadron's airframe..shhh!) giving me a couple warning lights on the right-side eyebrow panel. With all that excess gas in the externals I keep the burner plugged in and low-level egress back south and eventually the SA-5 runs out of steam behind me:



With most of the gas out of the (now bent) externals I jettison them, order my wingman to rejoin and turn back north and attempt a Sidewinder shot at a lone MiG-23 a few minutes later that sails wide and misses before another flight of F-16 downs him with a long range shot.



Things are relatively quiet for a few minutes when we stumble upon a most unusual sight just north of the FLOT: a lone Su-25 with no wingmen and no fighter cover is making a low-level dash out of the area when we come across him:

I immediately turn into him and so starts another laughable engagement:



I have only one AMRAAM left so I try to close on the Su-25 and make a guns kill and time after time I end up overshooting after his aggressive maneuvers throw me off:



It's a low-speed, low-altitude scissors that has me more worried about flying into the ground than anything. The fight occurs on the DPRK side of the FLOT however and time and time again I see tracers whizzing past the cockpit and occasionally my wingman will shout out "valid launch 5 o'clock" as several SA-7s try to chase me out of the area. I just keep dumping flares and keep up my hilariously ineffective attempts to stay on the Frogfoot's tail:



Cont...

[01-17-2004, 22:47: Message edited by: BeachAV8R]

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

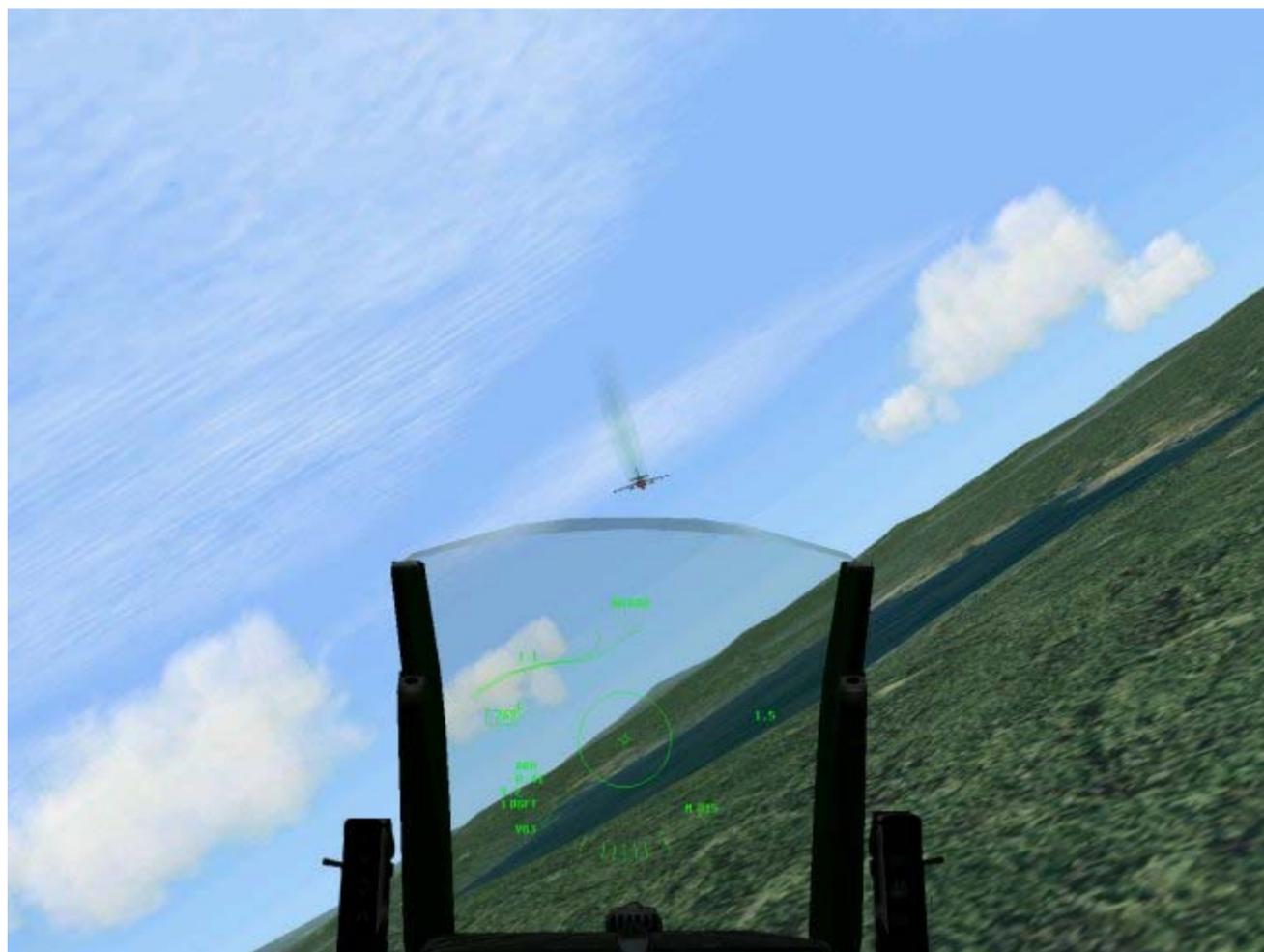
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

📅 posted 01-17-2004 22:38 🏠 👤 📧 🗑️ “ ”

Eventually I waste all my cannon rounds on low probability passing shots and sit frustrated behind the Su-25 as he seems to mock me:



My wingman is screaming "let me at him" so I oblige and let him loose. He zooms by me, hits his speed brakes and then has about as much luck as I did trying to hose the nimble Frogfoot from the sky:



Finally, out of frustration, and a growing awareness that every DPRK gun on the ground within 5 miles is firing at us, I ease back out of the dogfight far enough to get a solid radar lock and outside of Rmin for my AMRAAM and feeling a little guilty about my poor sportsmanship, hit the launch button:



Soon he is just a black smudge and an embarrassing memory:



Totally out of missile and guns I order my wingman into formation and we beat it south, flying over an airfield with a well cratered runway on the way:



Cont...

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

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

BeachAV8R

Member
Member # 3055

posted 01-17-2004 22:39

On final over Seoul I can see the stadium and other sites over the massively sprawling city:





I dumbly land on the cratered runway instead of the operational runway and am lucky to have missed the craters which would have destroyed my aircraft!



Just as we shut down we get spiked by a lone MiG-29 who has wandered over toward Seoul probably looking for the two chicken-sh#t pilots who had to resort to using an AMRAAM to down a defenseless 250 knot Su-25...



Conclusions:

The mission ends, as all of my sweep missions do, with a partial failure because we didn't hit the sweep waypoints at all during the flight. Regardless, between my wingman and I we are credited with 9 kills and I get promoted to 1st Lieutenant!

DEBRIEFING

MISSION: Partial failure (Destroy as many enemy aircraft as possible)
YOUR TASK: Partial failure (Clear sweep area of hostile aircraft)
PILOT RATING: Good

Actual TOT: Never arrived
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Stingray1 (Sweep)	2 F-16CJ	Mission partial failure: Enemy losses inflicted with moderate casualties.

[Event List](#)

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Stingray11	Functional	24 x 20mm M61	24 misses (0%)
		2 x AIM-9M	1 miss, 1 hit (50%)
		4 x AIM-120C	4 hits (100%)
Stingray12	Functional	46 x 20mm M61	45 misses, 1 hit (2%)
		2 x AIM-9M	1 miss, 1 hit (50%)
		4 x AIM-120C	4 hits (100%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Stingray11	F-16CJ	2Lt. Beach	OK	4 (0)	0 (0)	Good
Stingray12	F-16CJ	Lt. Barna	OK	5	0	Good

RESULTS:

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4 x AIM-120C 4 hits (100%)
AIM-120C released at 10:07:51 hit MiG-23ML - destroyed
AIM-120C released at 10:07:57 hit MiG-23ML - destroyed
AIM-120C released at 10:08:37 hit MiG-21MF - destroyed
AIM-120C released at 10:23:56 hit SU-25BM - destroyed

2 x AIM-9M 1 miss, 1 hit (50%)
AIM-9M released at 09:54:53 hit IL-28 - damaged
AIM-9M released at 10:13:13 miss

4 x AIM-120C 4 hits (100%)
AIM-120C released at 09:54:43 hit IL-28 - destroyed
AIM-120C released at 09:56:29 hit IL-28 - destroyed
AIM-120C released at 10:06:28 hit J-7E - destroyed
AIM-120C released at 10:07:22 hit J-7E - destroyed

2 x AIM-9M 1 miss, 1 hit (50%)
AIM-9M released at 09:55:55 hit IL-28 - destroyed
AIM-9M released at 09:55:59 miss

SA5 launched at Beach 10:09:01
DPRK MiG-21MF downed by Beach at 10:09:2
SA14 launched at Beach 10:15:19
SA14 launched at Beach 10:16:13
SA14 launched at Beach 10:17:47
SA14 launched at Beach 10:20:13
SA7 launched at Beach 10:22:21
    
```



This air-to-air stuff is stressful! I'm putting in for more air-to-ground missions...!

BeachAV8R

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

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

Falcon Six Two
Member
Member # 17143

posted 01-17-2004 23:27

I think the opposite is true. I can't stand the thought of bombing friendly forces..... ☹

Military action is important to the nation — it is the ground of death and life, the path of survival and destruction, so it is imperative to examine it.

— Sun Tzu, The Art of War

Raven93- Regret lasts a really long time, and doesn't go down too well with your morning coffee or your evening beer.

20mm- Lots of people will tell you what you want to hear, but those that care about you will tell you what you need to hear. Listen to them.

From: **NJ** | Registered: **Oct 2003** | IP: [Logged](#)

20mm
Administrator
Member # 2515

posted 01-18-2004 00:00

Very fun read! Sorry about the Froggie frustration, been there, done that. And just as the gun goes click, the bogey stops maneuvering, and lines up nicely for your gun cross, waiting for the end. Which doesn't come out of the cannon!

Good thing you had some missiles in reserve, to go through that and leave the guy merrily, well, that's just too over the top ridiculous.

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](#)

Agent X20
Member
Member # 675

posted 01-18-2004 07:39     “ ”

Dontcha just love it when a mission goes to pieces like that and you make it back alive only to think "what was I thinking!?!".

Well done on the multiple slammers - I've read elsewhere that you can't ripple fire them in F4 unlike the real thing. But it seems you can still get away with two.

Oh what a difference some sunshine makes to an AAR!

That tail chase shot with both F16s trying to stay with the 25 is a classic! 😊

[KiwiSim](#) 'Who said Kiwis couldn't fly?!'

From: **Wellington, New Zealand** | Registered: **Apr 2000** | IP: [Logged](#)

Lost Viking
Junior Member
Member # 15145

posted 01-18-2004 17:50    “ ”

quote:

Originally posted by Agent X20:
Well done on the multiple slammers - I've read elsewhere that you can't ripple fire them in F4 unlike the real thing. But it seems you can still get away with two.

It depends on what radar mode you are in. In RWS, you can only fire at one target at a time. If you break lock before the missile goes active, you have a maddog on your hand. With Dual Target Track, you can fire at two targets in RWS, but this is not modeled in F4.

In TWS, however, you can launch at multiple targets, just remember to step the bug between each pickle.

Tom

EDIT: Seems this is not modeled in F4. It's like this in the real jet.

[01-18-2004, 21:04: Message edited by: Lost Viking]

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

hansundfranz
Member
Member # 4220

posted 01-18-2004 18:58   “ ”

LV, for F4 this is bull****.

Your radar can only support one slammer at a time, no matter which radar mode you use. The good thing is that the slammer hits pretty good even without support, when fired from resonable ranges.

[01-18-2004, 19:00: Message edited by: hansundfranz]

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

Lost Viking
Junior Member
Member # 15145

posted 01-18-2004 21:02    “ ”

quote:

Originally posted by hansundfranz:
LV, for F4 this is bull**.**

**Your radar can only support one slammer at a time, no matter which radar mode you use.
The good thing is that the slammer hits pretty good even without support, when fired from resonable ranges.**

That's too bad. I thought F4 had this modeled like the real thing except from the DTT. I stand corrected. If you fire a slammer without support, you better be damn sure there's no friendlies nearby, as it will hunt the first thing it sees on the radar. Maddog...

Tom

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

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