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Author

Topic: Operation Rolling Fire Mission #29

**BeachAV8R**

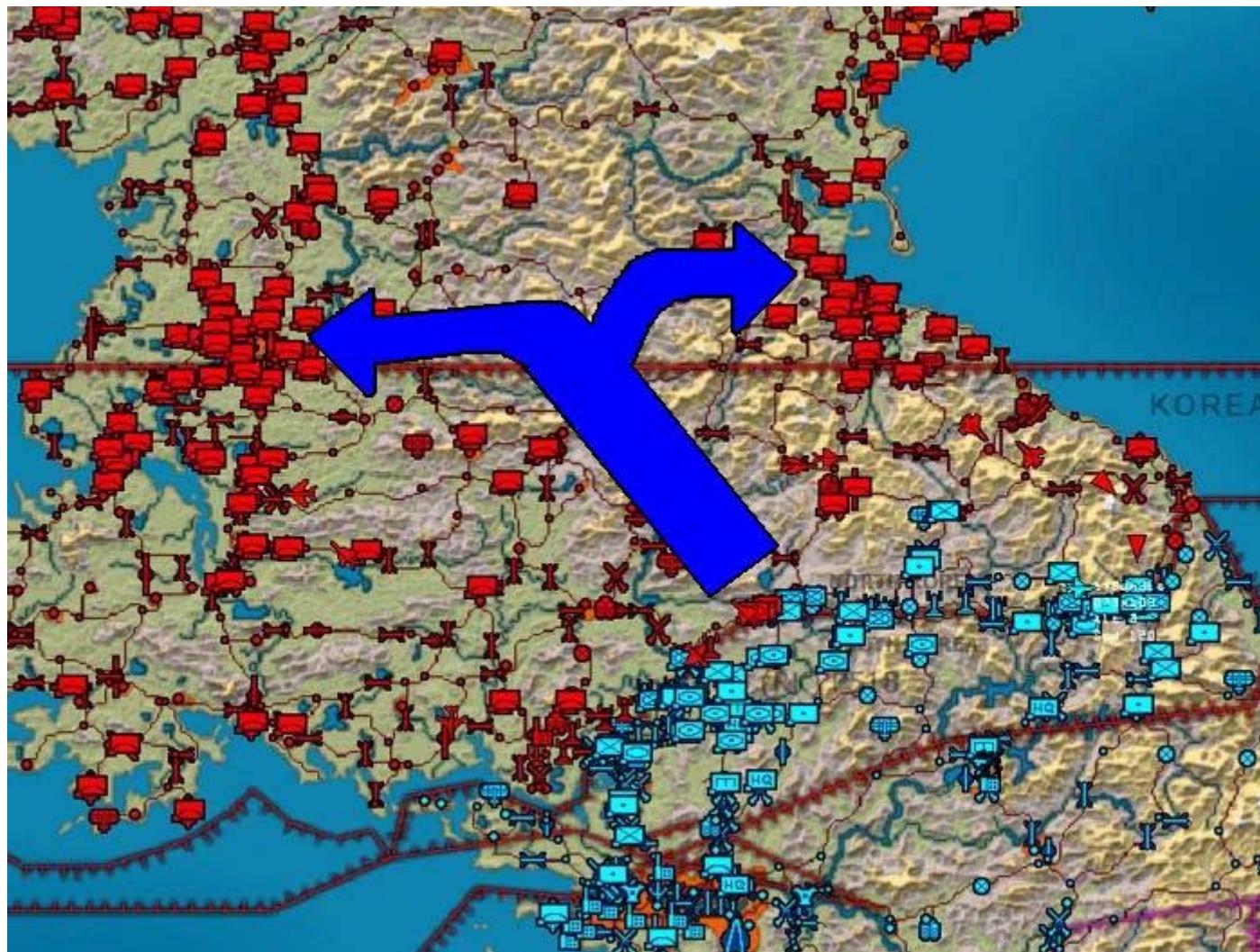
Member  
Member # 3055

posted 01-26-2004 02:48 [File](#) [User](#) [Home](#) [Email](#) [Print](#) [Edit](#)

01/26/04  
Falcon 4.0/SP3 Campaign Mission Report #29  
OPERATION ROLLING FIRE  
DAY 3 – 1515 HOURS

Campaign Status:

US/ROK continue with a strong theater-wide offensive, with large gains being made particularly through the central portion of North Korea. It is hoped that the deep driving wedge will isolate the east coast of North Korea although care must be taken to secure the flanks of the penetration. Ultimately the central attack will be split into a two-prong advance with forces moving west toward P'Yongyang while other forces race toward Wonsan on the east coast:



We have changed our PAK preferences to reflect our desire to heavily attrite forces west of a line running roughly from Kaesong through Sariwon to P'Yongyang:



#### Objective:

Our objective for this mission is a SEAD flight against targets at the Pupo-ri naval facility. It is important to destroy these air-defense sites as they represent a continuing threat to US/ROK strike aircraft attempting to strike war production targets along the coast.

**BRIEFING** **PRINT**

**MISSION:** Strike enemy air defense assets  
**YOUR TASK:** SEAD Strike  
 Time on Target: 15:45:00

**SITUATION:**  
 Be advised: Starting at 06:00:00, our ground forces will be making a major push towards PYongyang.  
 In an effort to obtain air superiority, air command has initiated an Offensive Counter Air operation targeted at the area around Haeju. As part of this effort, air command needs you to destroy or suppress the enemy's air defenses in an attempt to clear the way for additional strikes. Your target is the DPRK 225th AAA Battalion, located 4 nm southeast of Unho-ri, which consists of several KS-19 anti-aircraft guns.

**PACKAGE ELEMENTS:**  
 Glass1 (SEAD Strike)    2 F-16CJ    Suppress or destroy enemy air defense assets

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.  
 Known or suspected enemy air defenses along your flight path include:  
 KS-19 anti-aircraft guns 4 nm southeast of Unho-ri  
 SA-4 missile launchers 7 nm south of Sagon-ni

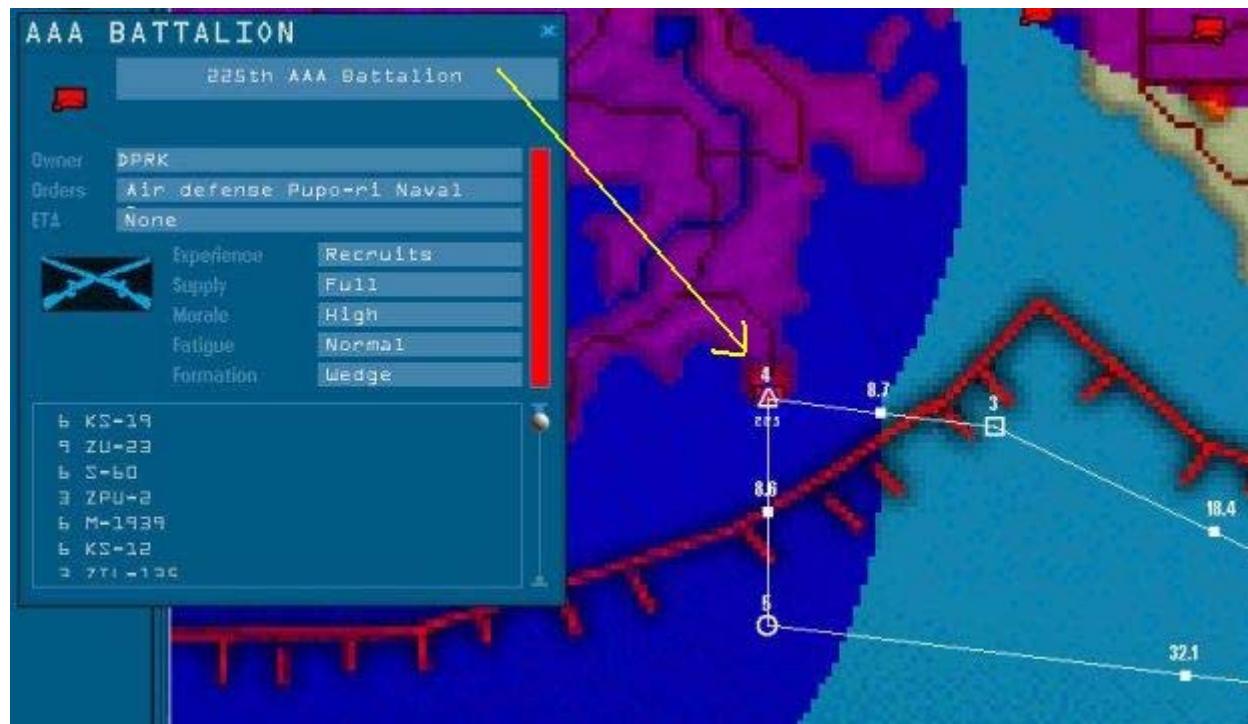
#### Planning/preflight:

We will take off as a 2-ship flight from Seoul and fly west over Kyongii Bay at medium altitude. Enemy air power seems to be tied up over the FEBA attempting to stem the US/ROK advance, so the threat level is estimated to be light over the target area.



Another 2-ship SEAD flight from the same squadron has a time-on-target 3 minutes prior to our arrival, though they are tasked to destroy the SA-4 sites just west of Pupo-ri. This will have both negative and positive effects on our mission in that the enemy air defenses will be at a high state of alert but their attention will be divided between our flight and the preceding flight. The intel map shows threat rings for SAM sites which we will be operating in so anticipate having to use ECM and evasive maneuvers.

The plan is to launch stand-off HARM missiles at any emitters in the target area before proceeding inbound with MK-20s to destroy our target, which is specifically the 225th AAA battalion protecting the naval yard:



Egress will, of course, be toward the south or south-west depending on the threat level.

Debrief:

The skies are crystal clear with only some small fair weather cumulus and higher cirrus at take-off:



Cont...

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

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

### BeachAV8R

Member  
Member # 3055

posted 01-26-2004 02:49 “ ”

Getting on-route I pull the throttle back to 80% to allow my wingman to join on me and pull up my HARM page. I haven't flown the F-16CJ model very much in the campaign and want to refresh my memory on how the HARM is employed:



While I'm at it I set my Rockeyes to come of 2 at a time with 500' interval and 2500' burst altitude:



The F-16CJ HSD is very colorful and mission oriented with SAM and AAA threats and their associated threat rings displayed graphically. Here we can see the SA-4 site that the other SEAD flight is supposed to engage just beyond our objective:



Getting close I reach down and flick on the ECM and make a last call to AWACS to confirm the area is clear of hostile aircraft:



Just as I enter the SA-4 threat ring I get spiked by him and the "4" symbol shows up on my RWR and my HARM page:



Another chirp through the headset broadcasts the presence of a naval radar spiking me:



I turn left 90 degrees to beam the SA-4 site and hold my breath hoping the other SEAD flight

will hit their target:



Cont..

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

### BeachAV8R

Member  
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posted 01-26-2004 02:49 [File](#) [Home](#) [Help](#) [Email](#) [Print](#) [Close](#)

Right on schedule Ghost 1-1 and 1-2 (the other SEAD flight) launch their HARMs and a few seconds later I see the SA-4's red threat circle blink off the HSD!! We're in business!



Turning toward the naval base I designate a "N" naval radar target on the HARM page and wait for the HUD reticule to flash indicating I'm in range:



When the reticule flashes I fire my first HARM and break hard away to the right:



My HARM homes in on the Grisha's radar emissions and scores a direct hit:



I order my wingman to engage and he fires his HARMs:



Cont...

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

**BeachAV8R**

Member  
Member # 3055

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[posted 01-26-2004 02:49](#)

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I'm still showing radar emissions from the Grisha (multiple radars?) so I fire my second (and final) HARM at him scoring another hit:



Next I switch to my Rockeyes and lock up the general area of the port and give my wingman the "Attack my target" command so that he will drop his dumb bombs also:



I can hear the AAA exploding around me as the gunners at the port open up on me but am relieved to see my missile warning light remains dark. Reaching the port I select CCIP and roll in on the AAA guns:



I put my CCIP dot on the white smoke pouring from the firing AAA, hold the pickle button for a second to allow both bombs to come off and pull hard off the target staying above 8-thousand feet:





The AAA chases me skyward as I jink and claw for altitude:



Cont...

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

**BeachAV8R**

Member  
Member # 3055

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posted 01-26-2004 02:49 “ ”

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My Rockeyes fall straight down the chute and the frag pattern works out perfectly across the AAA battalion:



With smoke rising into the air above the port I climb and come back around for my last pass. I order my wingman to return to base so that he doesn't follow me back through the maelstrom of AAA:

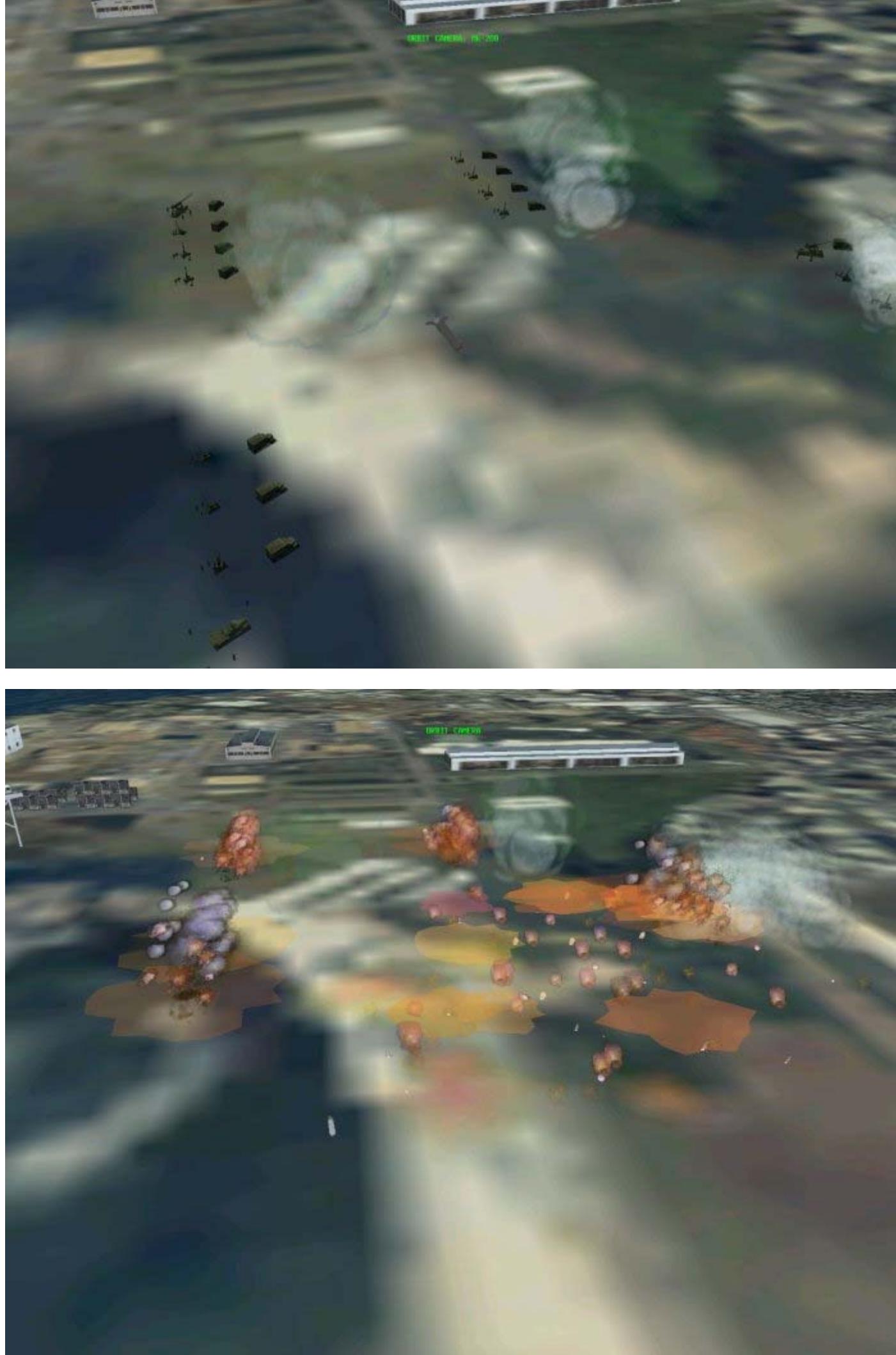


Coming back around wait for the port to fall well under my nose before rolling again for a slightly more shallow delivery:





This delivery was better than I could have hoped for and again the frag pattern encompasses a huge portion of the AAA battalion:



Cont...

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

**BeachAV8R**

Member  
Member # 3055

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posted 01-26-2004 02:52 “ ”

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Pulling off the target for the last time I smile at the well executed attack, silently thank the other SEAD flight for nailing those SA-4s and take up a course for home as the noticeably lighter AAA trails me out of the area:



Safely away from the target area I recall my wingman and turn the lead over to him for the flight home while I brush up on my formation flying:



We query AWACS on the way home, spoiling for a fight with some MiGs, but the skies are relatively quiet and we continue home and land:



Conclusions:

The mission is an unqualified success and we really put a hurting on the 225th AAA battalion. Additionally, we inflicted some minor damage to the Grisha and at least kept their heads down while we accomplished the mission:



```
[2 x AGM-88    2 hits (100%)
AGM-88 released at 15:45:51 hit Grisha - damaged
AGM-88 released at 15:49:25 hit Grisha - damaged
4 x Mk-20D    1 miss, 3 hits (75%)
Mk-20D released at 15:53:17 hit ZU-23 - destroyed
hit KS-12 - damaged
hit ZIL-135 - destroyed
hit M-1939 - damaged
hit ZU-23 - destroyed
hit M-1939 - damaged
hit ZPU-2 - damaged
hit S-60 - damaged
Mk-20D released at 15:53:18 miss
Mk-20D released at 15:55:55 hit KS-19 - damaged
hit KS-12 - damaged
hit ZIL-135 - destroyed
hit KS-12 - damaged
hit KS-12 - damaged
hit M-1939 - damaged
hit ZU-23 - destroyed
hit S-60 - destroyed
hit S-60 - damaged
hit M-1939 - damaged
hit ZPU-2 - destroyed
hit ZPU-2 - destroyed
hit ZU-23 - damaged
hit ZU-23 - damaged
hit S-60 - damaged
hit ZU-23 - destroyed
hit KS-19 - damaged
Mk-20D released at 15:55:55 hit KS-19 - damaged
hit KS-12 - destroyed
hit KS-12 - destroyed
hit M-1939 - destroyed
hit S-60 - damaged
hit M-1939 - destroyed
hit ZU-23 - damaged
hit S-60 - damaged
-----
```

BeachAV8R

Install:

Falcon 4.0  
1.08 Patch  
SP3  
FreeFalcon 2a  
Twaelti's High Tiles  
Aeyes 1600 x 1200 Super Pit  
BMS .99

Running on XP-Home  
P4 2.0 GHz / 512RAM  
1600 x 1200, 32-bit, no-FSAA  
Saitek X45

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

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

**Agent X20**  
Member  
Member # 675

posted 01-26-2004 04:19 “ ”

Great stuff Beach! Even better work on the AAA!

Bit of a less stressful mission that one - must've come as a bit of a relief, and you got some sweet screenshots along the way.

I especially liked the shot of the other flight doing their bit. Nice timing - you obviously made it to your waypoints on time (something I've not managed yet!)

(No reports from me til next month - them last ones have blown out my bandwidth for the month big-time).

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

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

**Cougar\_DK**  
Member  
Member # 15377

posted 01-26-2004 04:50

Another great story from you. The mission went really well this time 😊

What kind of video card do you use?

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From: **Denmark, Farum** | Registered: **Mar 2003** | IP: [Logged](#)

**BeachAV8R**  
Member  
Member # 3055

posted 01-26-2004 04:55

Ah..forgot to add that into the specs at the bottom of my post...I play on a Toshiba Laptop...it has a 64MB GeForce 4-460Go mobility graphics chip in it. Not bad for a laptop..runs a bit hot and I know I could do better with a desktop, but I travel so much I prefer to use the laptop... 😊

BeachAV8R

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

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

**Cougar\_DK**  
Member  
Member # 15377

posted 01-26-2004 16:02

I think it handles the job great. Don't mind the ppl at frugals and all their talk about AA. If you don't have a big Radeon card then AA is nearly always a no-go. I normally play in 1600x1200 too and think it looks great!

[ 01-26-2004, 16:09: Message edited by: Cougar\_DK ]

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From: **Denmark, Farum** | Registered: **Mar 2003** | IP: [Logged](#)

**Stewie**  
Member  
Member # 930

posted 01-26-2004 18:18

Another great report :thumbs:  
WHen a mud moving mission goes well, it's SO satisfying 🎉

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>

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From: **Morecambe, Lancashire, U.K.** | Registered: **Jun 2000** | IP: [Logged](#)

**BeachAV8R**  
Member  
Member # 3055

posted 01-26-2004 21:01

quote:

Originally posted by Stewie:

**Another great report :thumbs:**

**WHen a mud moving mission goes well, it's SO satisfying 🎉**

Lol..in Falcon 4 I'm just happy when I get back to base and shut the engine down...!

BeachAV8R

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

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

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