



[my profile](#) | [search](#) | [faq](#) | [forum home](#)

[Previous](#) < > [Next](#)

>> [Hello, mutley](#) [[log out](#)]

[SimHQ Forums](#) > [Air Combat Zone](#) > [FALCON 4.0](#) > **Operation Rolling Fire Mission #37**

Author Topic: **Operation Rolling Fire Mission #37**

BeachAV8R

Member
Member # 3055

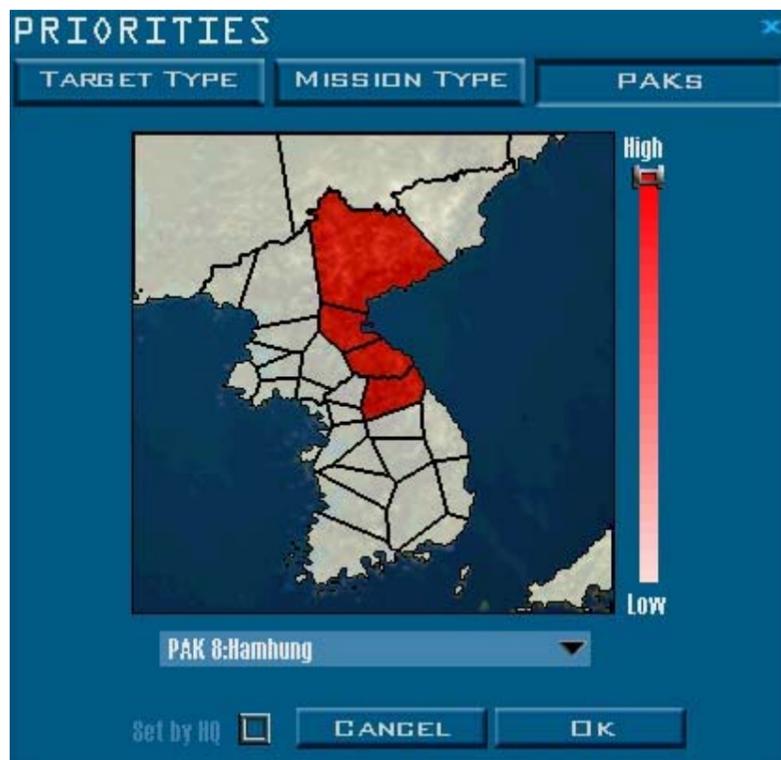
posted 04-20-2004 23:01

04/20/04
 Falcon 4.0/SP3 Campaign Mission Report #37
 OPERATION ROLLING FIRE
 DAY 4 - 0240 HOURS

Campaign Status:

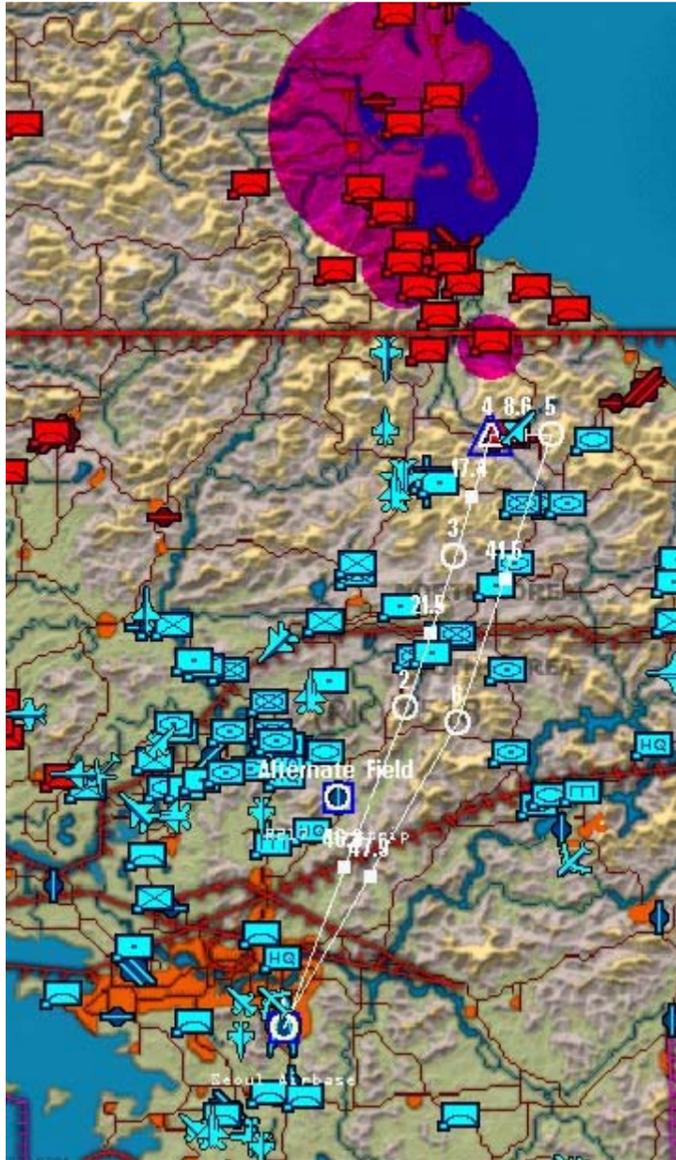
Things are strangely quiet in the early morning hours of Day 4. Historically, the area immediately over the FLOT has been hotly contested by DPRK/PRC forces. Most notably absent during the past two missions has been the high-performance CAP aircraft that can wreak havoc with allied strike forces (ie: the J-11 and MiG-29).

In an effort to gain decisive control of the eastern half of the peninsula I have decided to adjust my PAK priorities to strike heavily the Wonsan area since the offensive on that front seems to be going exceedingly well:



Objective:

The objective for this hop will be a follow up strike to the previous mission which eliminated several SA-2 threats on the southern approach to Wonsan. In an attempt to further weaken enemy air defenses our follow on strike will attempt to eliminate some of the shorter range threats in the immediate strike area. Another flight will be flying a strike in the area and we are to provide SEAD, which conveniently dove-tails with our own agenda of softening up the southern approaches to Wonsan:



Planning/preflight:

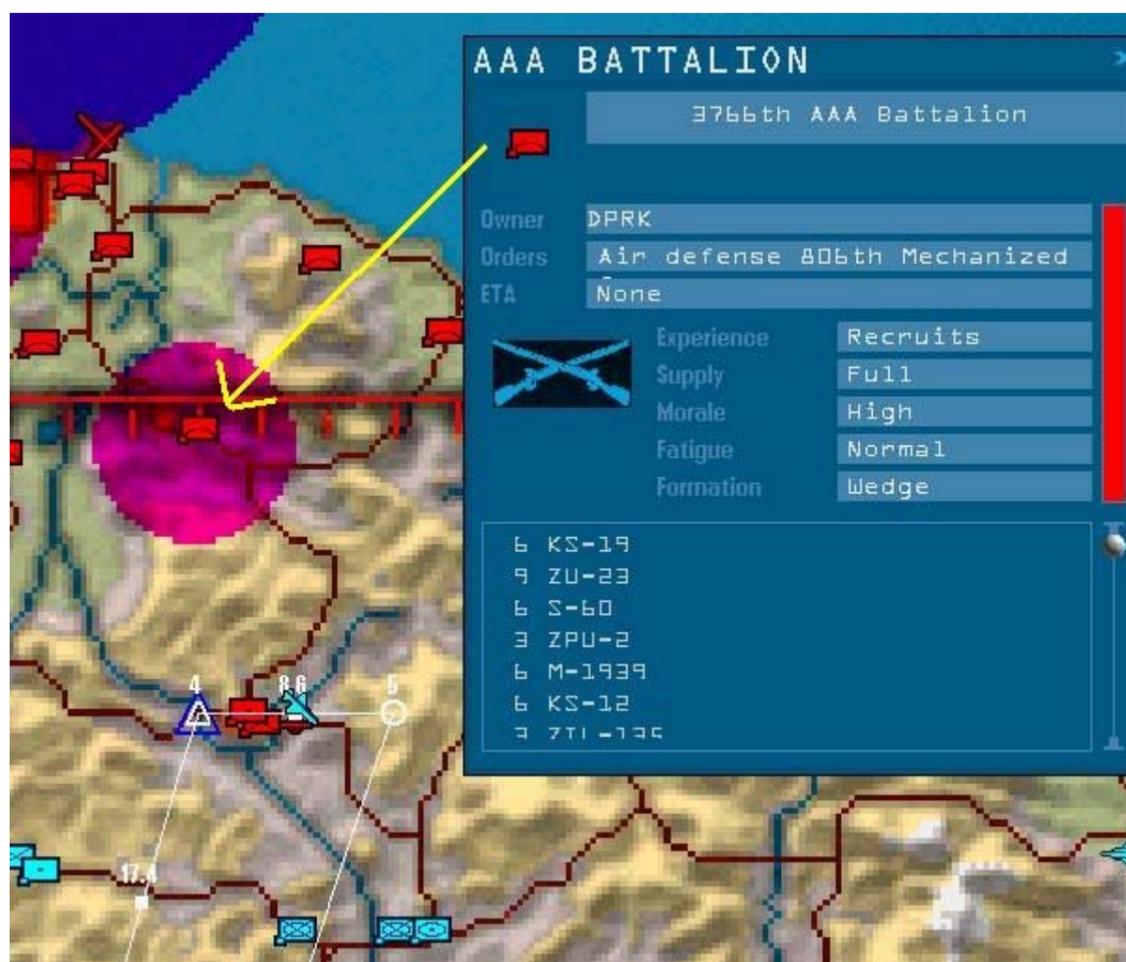
Since the last mission was so successful we will stick with the same load-out of 2 HARMs, 4 CBU-58A/B, and 4 Sidewinders. The Sidewinders are still a sore point since we really need AMRAAMs, but the supply situation at Seoul is hopeless (and TacEdit doesn't work with BMS apparently!):



At the strike waypoint for which we will be flying SEAD, there are two main threats. The first threat to the strikers are the embedded ZSU-23-4 AAA guns of the 2nd Motor Rifle Battalion:



Additionally, just north of the strike area is the 3766th AAA Battalion which has been sent in to fill the gap with the missing SA-2 sites; it would be beneficial to destroy these units as well:



Debrief:

Our 4-ship flight takes the runway as our take-off time rolls around:



Going through the normal routine I turn the nav and strobe lights off, set-up my CBU's, and as I approach the target area, turn on my ECM gear:



Cont...

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

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

BeachAV8R

Member
 Member # 3055

posted 04-20-2004 23:01

The HSD clearly shows the yellow threat ring from the aforementioned AAA battalion north of the strike area while the RWR shows the Navy is keeping the pressure on with continuous CAP flights over the FEBA:



An F-14 cleans up some stragglers north of the FEBA and AWACS calls out a relatively clean picture with the nearest threats being a 2-ship J-8 flight 50 miles distant:



Powering up the HTS I can see several potential targets but the one that gets my attention is the AAA battalion that has a cycling S/A symbol. I also notice the SA-3 symbol slightly further to the north; a site I had seen on my last mission as well. Adding to the mix is a spike from a naval radar (N) on the RWR:



I slew my cursors over the AAA battalion emitter and peer through the HUD and see that I'm in range for the shot as the carat falls down the range bar:



With the target designated, I hand the shot off to my wingman who engages the emitter with a HARM shot which I watch as it passes off my left wing enroute to the target:



Cont...

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

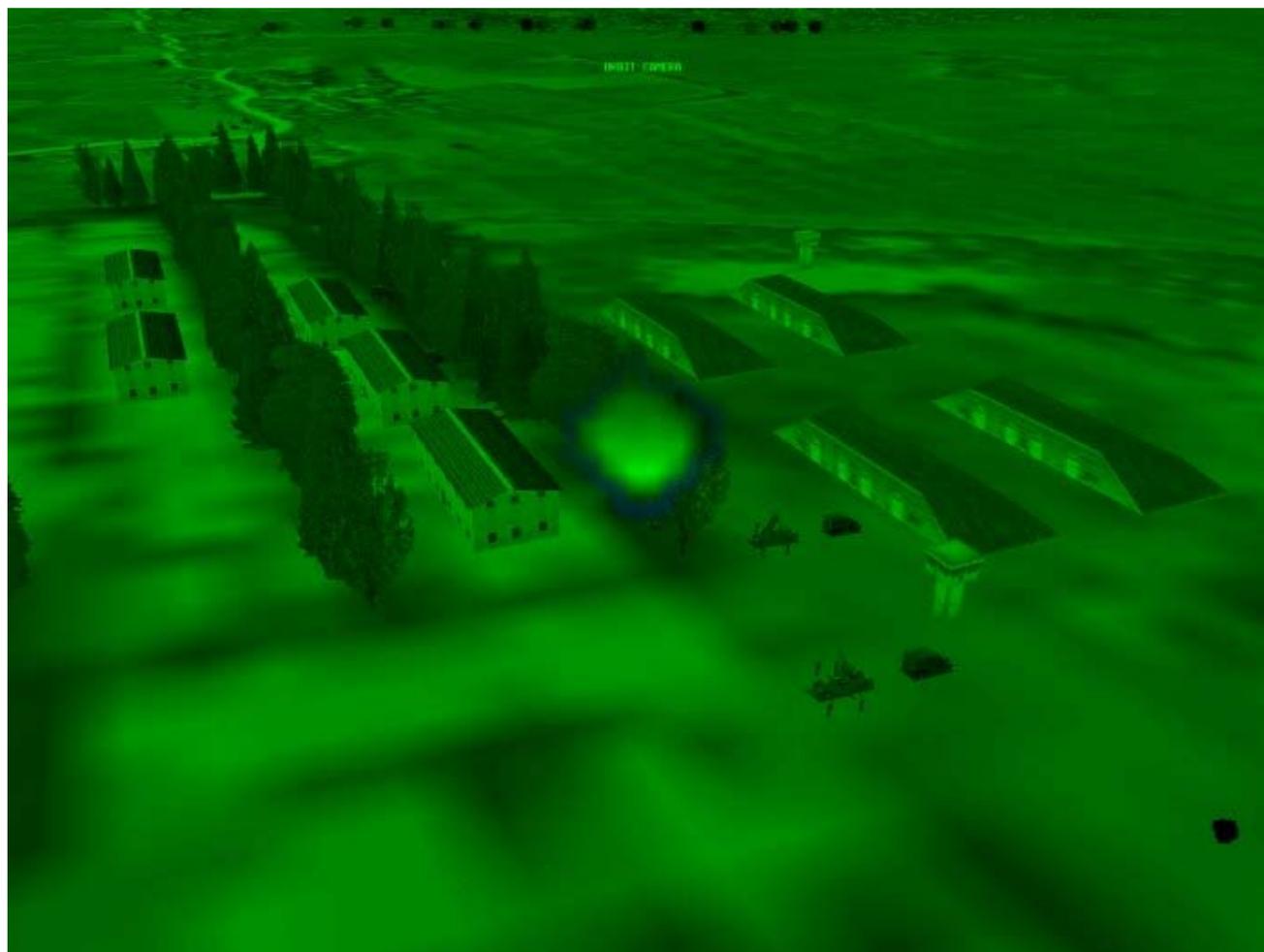
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

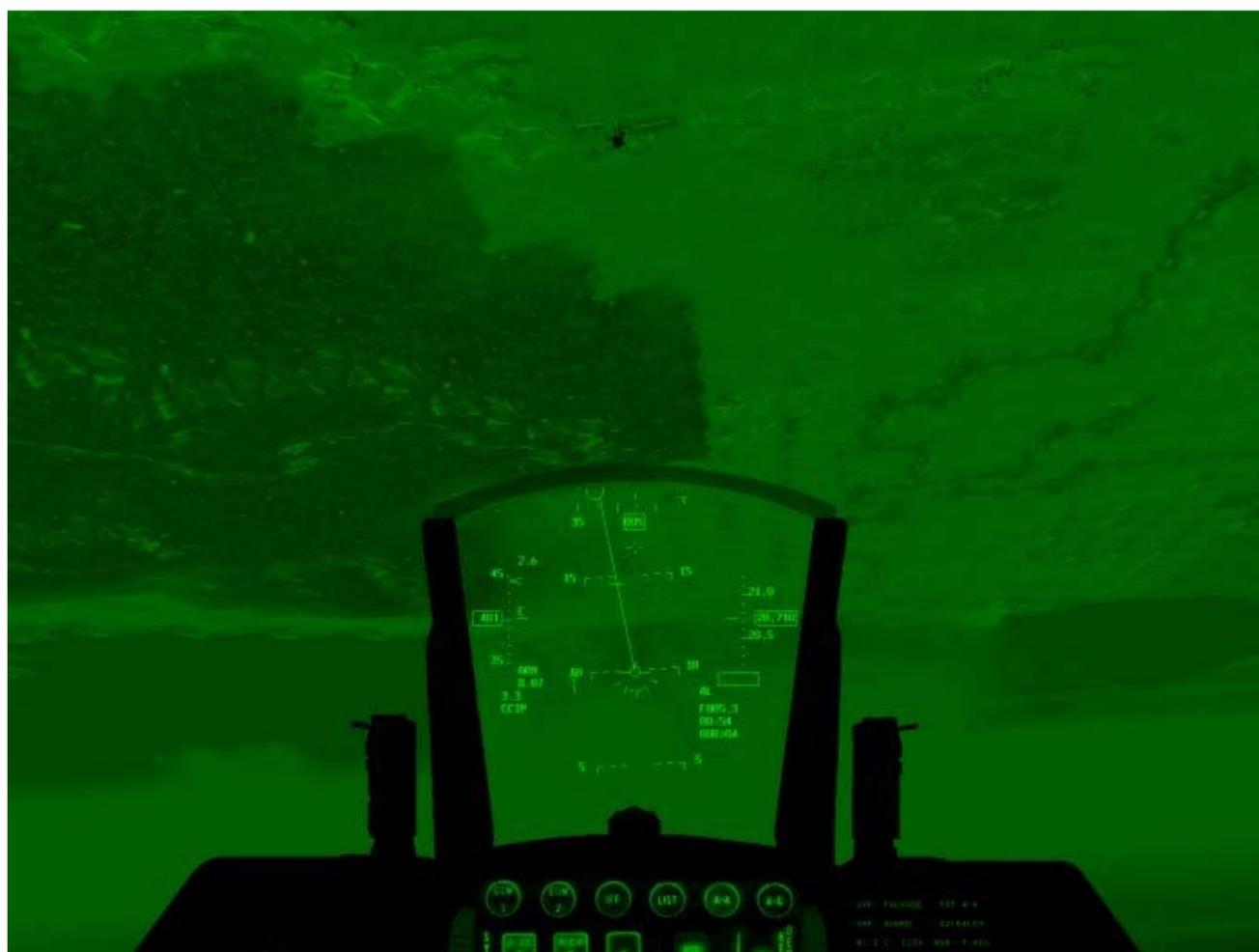
Member
Member # 3055

📅 posted 04-20-2004 23:02 🏠 👤 📧 🗒️ “ ”

His HARM tracks in on the radar and puts it out of commission:



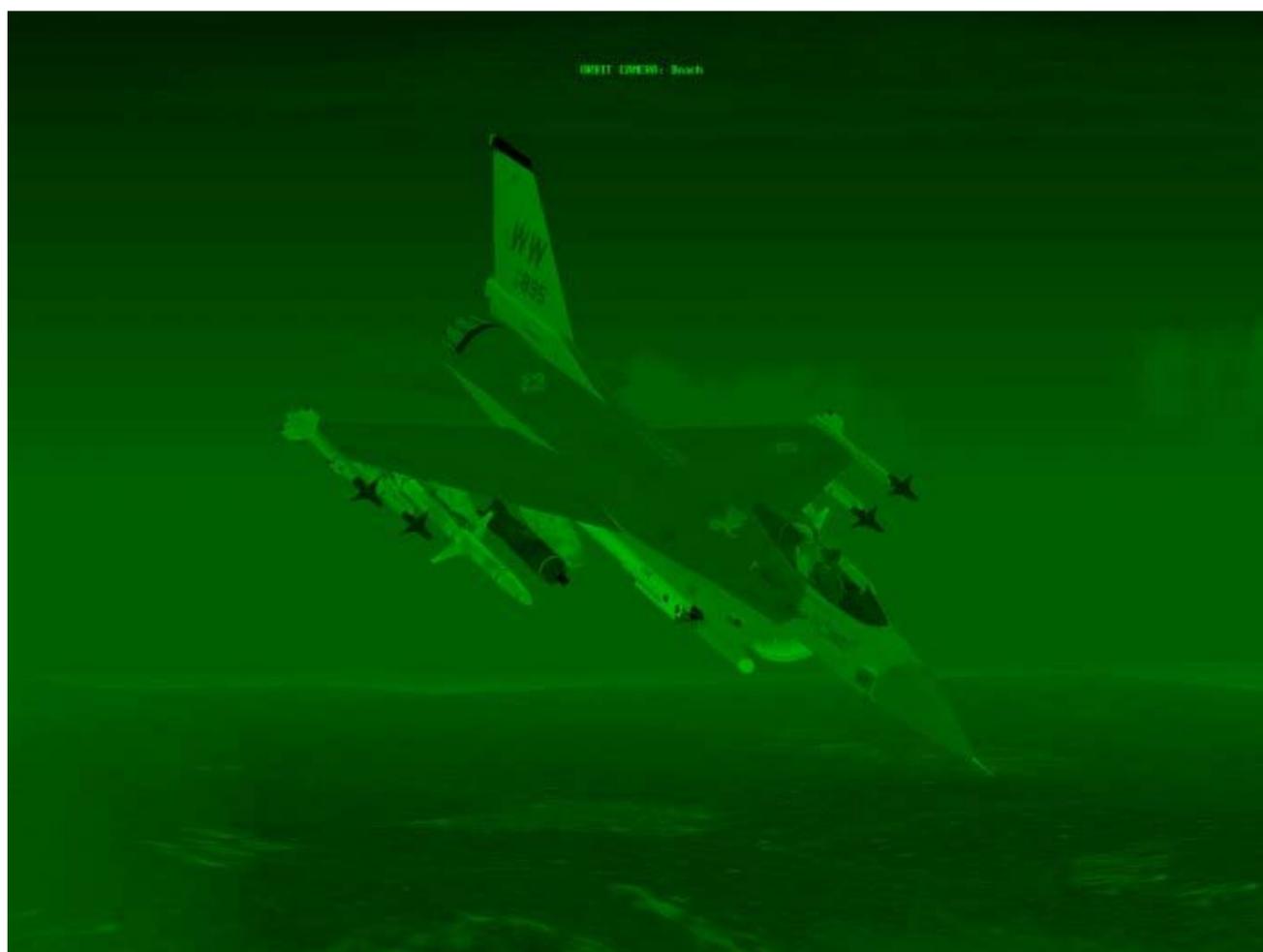
Sensing an opportunity, I roll inverted and watch for my wingman's HARM to explode down below. Once I see the smoke rising from the destroyed radar van I pull up my CBU's and roll in on the blinded site. My wingman knocked out the eyes, now I was going to take out the teeth:

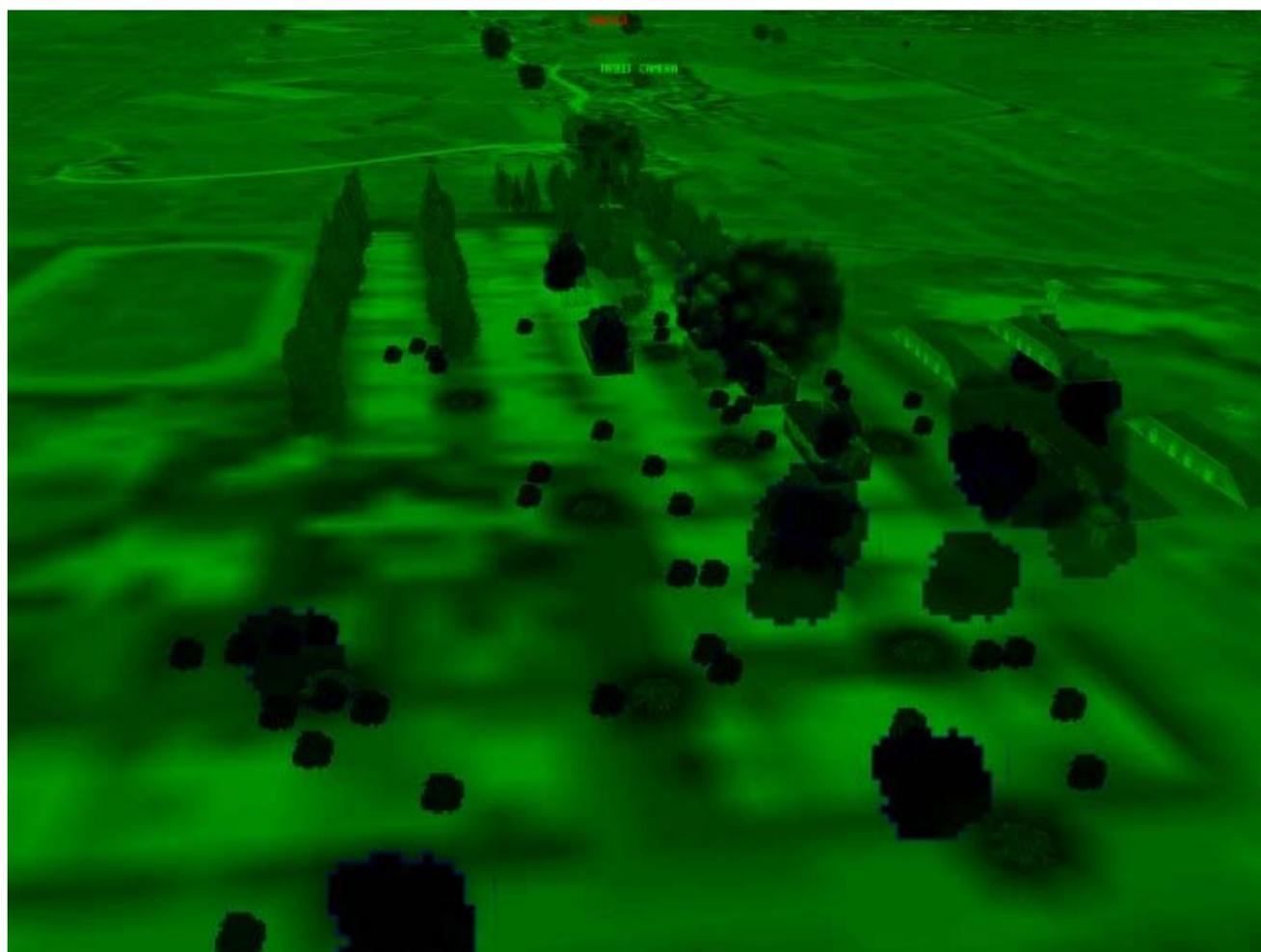


Coming down the chute I spot an enemy column moving just to the west of the AAA site and I make a mental note of it:



I release my bombs well above 10,000 feet and start a moderate G turn away from the site so that I don't bend any metal on my jet. As I pass through the bottom of my run the AAA site starts opening up on me and I claw back above it's ceiling without taking any hits and my CBU pattern quiets some of the guns:





With 3 other ships on my wing I'm feeling a little uncomfortable at managing them. With all of my recent time off I'm reaching my saturation point just trying to keep track of the HTS display, my position over the battlefield, and the targets I'm engaging. I felt much more comfortable with just a single wingman on my previous mission and the added element weighs on my mind as I know I'm not using all of the planes in my flight effectively.

I make a quick AWACS call, determine the area is still free of bandits, and come back around for another visual bombing pass. Keying on the smoke from my last pass I adjust to the east hoping to catch the previously spotted convoy in a good formation:



Down the chute once more and I release high, but don't lead the convoy nearly enough and my CBU's hit long and do nothing but kick up some dust:



Cont...

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

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

BeachAV8R

Member
 Member # 3055

📅 posted 04-20-2004 23:02 🏠 👤 📧 🗑️ “ ”

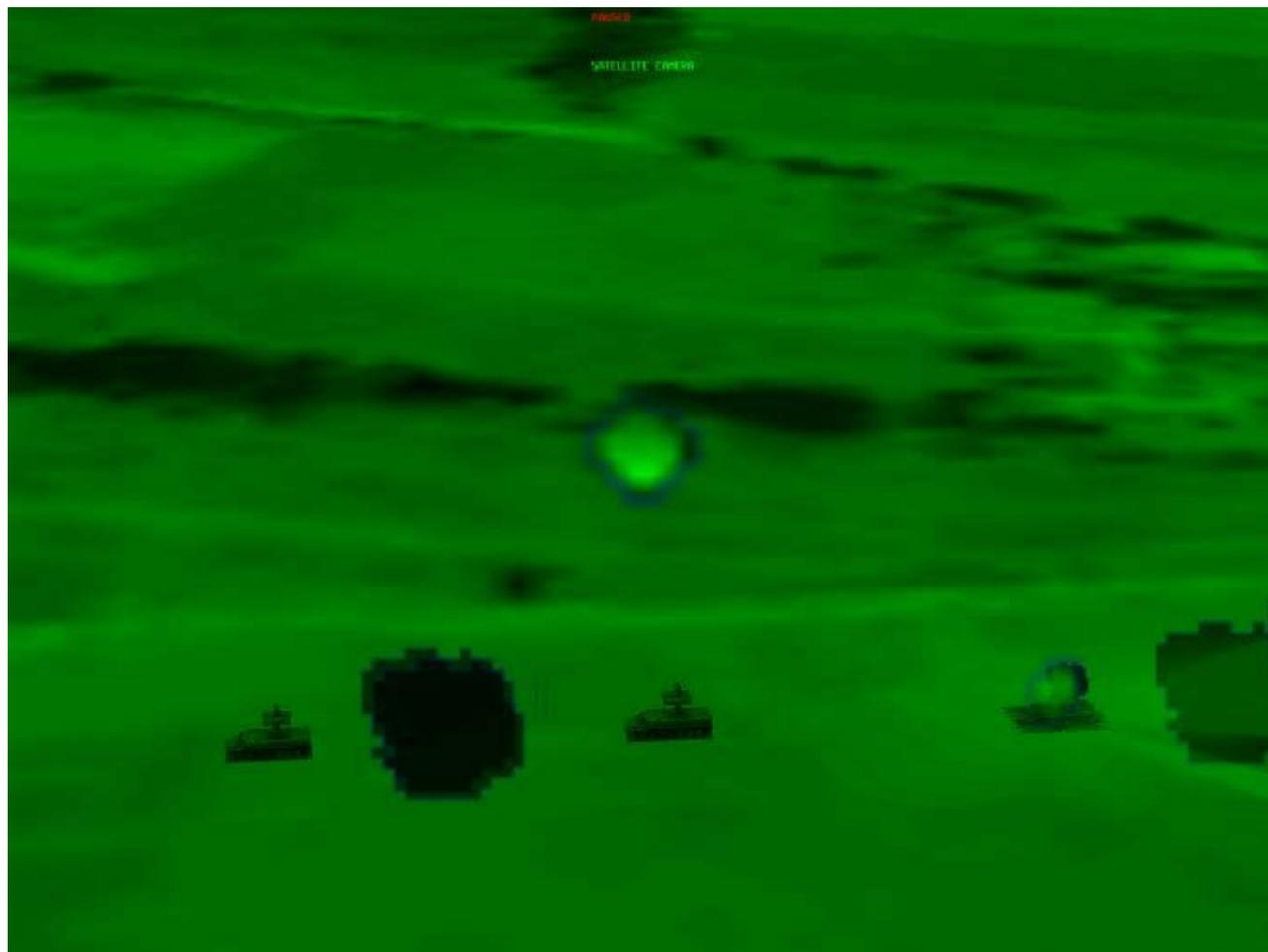
Turning back to the south a bit I give myself some breathing room and with my CBU's expended I turn to my HARMs. I notice an SA-13 symbol just to the north-west of the strike area and decide to attack that vehicle:



I designate the SA-13 and quickly fire of a HARM:



My missile hits the vehicle but in watching it I realize it is actually a column of vehicles with SAM tracks embedded. It would have made a better CBU target, but I'm out:



I designate another of the SA-13s and launch my second HARM scoring a second kill:



Backing off to the south I begin the most frustrating 11 minutes of my Falcon campaign I think. I steer south then reverse to the north. Since I'm out of A2G weapons, my intent is to start doling out the firepower of my wingmen. Unfortunately, I can't figure out how to get into A2G radar mode because of my ineptitude.

You see, my CBU's were dropped in CCIP mode, which is a non-radar mode that "suspends" the A2G radar. When the last CBU dropped off I was then only allowed to pick HARM targets using the HTS or select the gun. Neither of those modes uses the ground radar, and when the AGM-88 is selected the A2G radar becomes "NON SOI" or not the sensor-of-interest, so I couldn't active and target ground targets using the radar!!

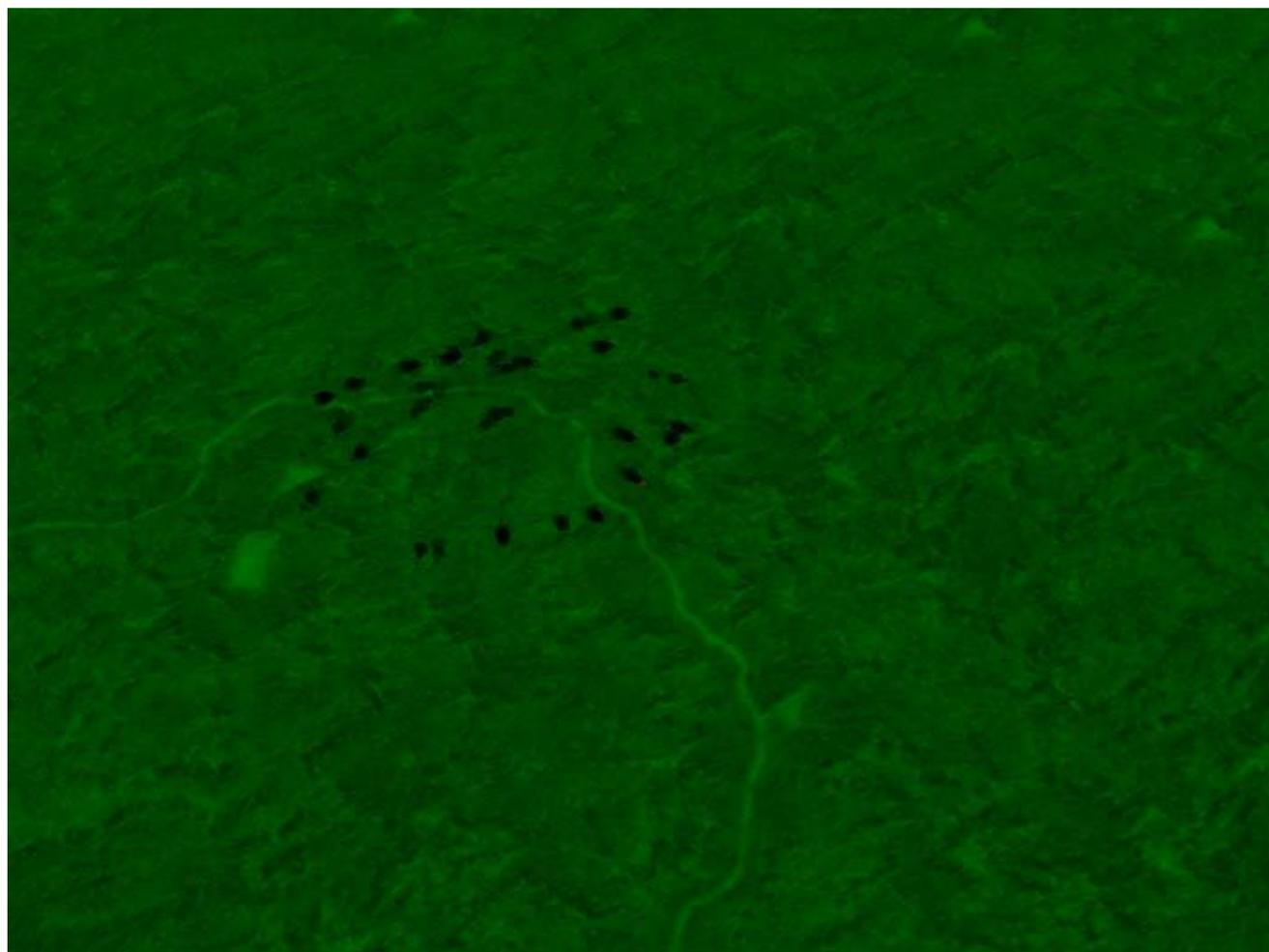
I tried every possible combination of buttons trying to get back my A2G radar mode, to no avail. I spent 11 minutes flying circles south of the FEBA flipping through my SP3 guide and keycard, but I failed to find out how to get back what I had lost.

I posted the question and Frugal's and I received several answers back, none of which I've tested yet. Apparently you can hit the F2 key to change to A2G radar mode independent of your Master Mode. Also someone suggested I try Shift Num-2 to switch the SOI to the other MFD (away from HTS to the radar page). I don't know if these would have worked, but I'm going to take a test flight later and check it

out.

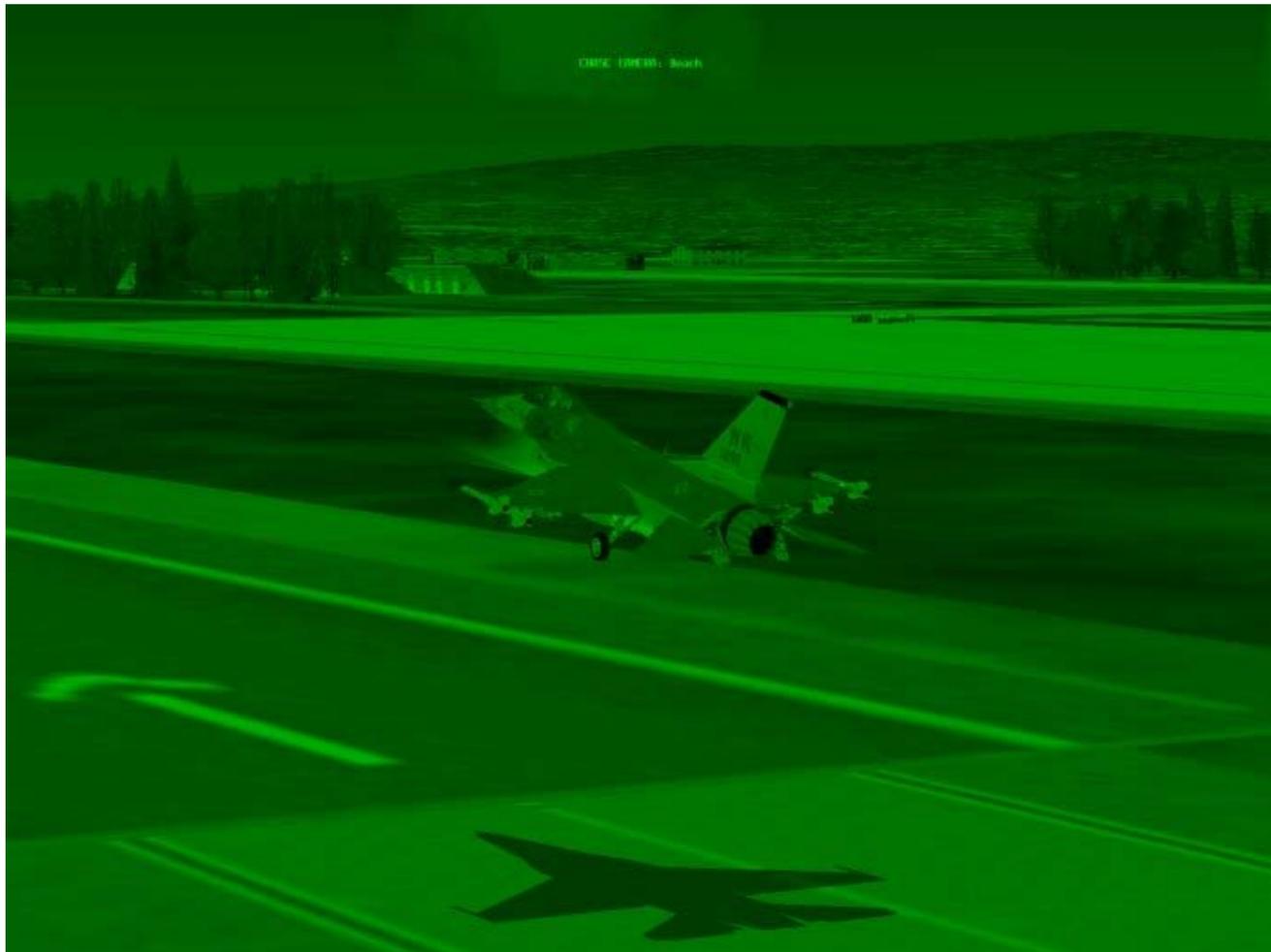
Nevertheless, I didn't know any of this at the time. I tried designated targets on the HTS and handing them off to the wingmen, but if you don't have a HARM loaded, you cannot give the "ATTACK MY TARGET" command to your wingmen.

So I went with the low-tech method, rolled in on the convoy, padlocked a target and gave the "ATTACK MY TARGET" command using that method:



Wingman #3 only hit one target with his CBU pass and I decided (ok, I was CONVINCED, by every AAA gun in the area) to forego any further visual ID target designating and call it a draw and return to base.

Coming in for a landing I was frustrated that I had been stymied by a cockpit system:



Cont...

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

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

BeachAV8R

Member
Member # 3055

📅 posted 04-20-2004 23:02 🏠 👤 📧 🗑️ “ ”

Cracking the canopy open though I realized that I have so much more to learn about the F-16 that I'll probably never fully realize the maximum fighting potential of this awesome machine:



Conclusions:

The strike mission I was flying SEAD for was rated a success, although my SEAD portion was rated a fail, I think because I was late to the SEAD point and might not have crossed both strike waypoints. Our flight combined did fair with 20 ground targets destroyed with no losses, which I always consider a mission success!

DEBRIEFING

MISSION: Success (Strike Hoeyang Bridge)
YOUR TASK: Failed (Protect package from enemy air defenses)
PILOT RATING: Good

Actual TOT: 02:52:52 (87 seconds late)
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Stallion1 (Strike)	2 F-16CG	Mission success: Significant damage to target site. Event List
Stingray1 (SEAD Escort)	4 F-16CJ	Mission failed: 0 loss to enemy AD. Event List

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Stingray11	Functional	2 x AGM-88 2 hits (100%) 4 x CBU-58A/B 2 misses, 2 hits (50%)	
Stingray12	Functional	2 x AGM-88 1 miss, 1 hit (50%) 4 x CBU-58A/B 4 hits (100%)	
Stingray13	Functional	2 x AGM-88 1 miss, 1 hit (50%) 4 x CBU-58A/B 2 misses, 2 hits (50%)	
Stingray14	Functional	2 x AGM-88 1 miss, 1 hit (50%) 4 x CBU-58A/B 4 hits (100%)	

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Stallion11	F-16CG	Cpt. Emery	OK	0	1	Excellent
Stallion12	F-16CG	Lt. Atley	OK	0	0	Excellent
Stingray11	F-16CJ	Lt. Beach	OK	0 (0)	7 (0)	Good
Stingray12	F-16CJ	Lt. Kerr	OK	0	10	Good
Stingray13	F-16CJ	Lt. Goodlett	OK	0	2	Average
Stingray14	F-16CJ	Lt. Kwon	OK	0	1	Average

```

Beach joined as Stingray11 at 02:42:00
DPRK KS-19 destroyed by Stingray12 at 02:53:57
DPRK KS-19 destroyed by Beach at 02:54:36
DPRK KS-19 destroyed by Beach at 02:54:36
DPRK S-60 destroyed by Stingray14 at 02:55:18
DPRK S-60 destroyed by Stingray13 at 02:55:27
DPRK Helipad destroyed by Stingray12 at 02:55:3
DPRK Helipad destroyed by Stingray12 at 02:55:3
DPRK ZU-23 destroyed by Stingray12 at 02:55:33
DPRK Depot destroyed by Stingray12 at 02:55:33
DPRK ZU-23 destroyed by Stingray12 at 02:55:33
DPRK SA-13 destroyed by Beach at 03:02:06
DPRK SA-13 destroyed by Beach at 03:03:00
DPRK 2S19 destroyed by Stingray13 at 03:14:32
SA3 launched at Beach 03:15:27
Beach landed at 03:27:57
Beach exited from Stingray11 at 03:30:47
    
```

BeachAV8R

My install:

F4/1.08/SP3
 FreeFalcon 2 (can't remember if it's 2.1 or 2a..sorry..)
 Aeyes 1600 x 1200 super-pit
 Twaelti's original high-tiles (planning on upgrading to the new ones soon!)
 BMS .99 (yes I miss the smoke, but .99 is ROCK, like Prudential ROCK solid)

[04-20-2004, 23:04: Message edited by: BeachAV8R]

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

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

AlexC
 Member
 Member # 18772

posted 04-21-2004 00:13    “ ”

Another one? Sweet!

From: **San Diego, CA** | Registered: **Mar 2004** | IP: [Logged](#)

Alex41
 Member
 Member # 17081

posted 04-21-2004 00:22    “ ”

Nice report!

quote:

I realized that I have so much more to learn about the F-16 that I'll probably never fully realize the maximum fighting potential of this awesome machine:

Oh yeah.. Just like JF-18.. I only know few of true potential of Super Hornet but to push it over the limit, that one I will never figure it out..

I cant wait to try out F4 but I have to wait till it arrive to my mailbox... 😞

From: **Canada** | Registered: **Sep 2003** | IP: [Logged](#)

swampy11
Member
Member # 3396

📄 posted 04-22-2004 13:15    “ ”

Beach-
How did you raise the cockpit in SP3?
`swamp

From: **Houston, TX, USA** | Registered: **Feb 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

📄 posted 04-22-2004 14:46    “ ”

quote:

Originally posted by swampy11:
Beach-
How did you raise the cockpit in SP3?
`swamp

Hmm..if you are talking about the view with the HUD at the bottom of the screen, it is just the view up (numpad 8) view modifier in the standard 2D pit...

BeachAV8R

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

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

Orion
Member
Member # 8755

📄 posted 04-23-2004 12:20    “ ”

Beach I think he meant how did you raise the canopy after your landing.

Orion

Luck is when Preparation meets an opportunity

From: **Everett, WA** | Registered: **Jan 2002** | IP: [Logged](#)

20mm
Administrator
Member # 2515

📄 posted 04-23-2004 14:14    “ ”

Wow, I just read this one. I've had that exact same problem, radar "not SOI" and could not back up to where it would be SOI. I always figured that if you back up the way you came in you have solved the problem, but apparently not here. Kind of like going to dogfight mode, the only way out (that I know) is the "c" key.

And I appreciate the "so much to learn" comment as well. Boy, is there ever! I learn just enough about systems to make certain things happen, without realizing all the capacity that lies beneath the surface. Bombing by latt/long is a perfect example, never done it, and I missed with JDAMs, but didn't know why.

Dang, no wonder pilots are a valuable resource!

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](#)

Nift
Member
Member # 7573

📄 posted 04-24-2004 01:50    “ ”

quote:

Originally posted by swampy11:
Beach-
How did you raise the cockpit in SP3?
`swamp

To raise the cockpit canopy you press either Cntrl-C or Alt-C I'm not sure exactly but a short experiment on your part will solve that. 😊

[04-24-2004, 01:50: Message edited by: Nift]

"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](#)

BeachAV8R
Member
Member # 3055

📄 posted 04-24-2004 12:20

quote:

Originally posted by Nift:

quote:

Originally posted by swampy11:
Beach-
How did you raise the cockpit in SP3?
`swamp

To raise the cockpit canopy you press either Ctrl-C or Alt-C I'm not sure exactly but a short experiment on your part will solve that. 😊

I think it was all three actually...CTRL-ALT-C together raises and lowers it.. 😊

BeachAV8R

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

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

Nift
Member
Member # 7573

📄 posted 04-24-2004 22:38

Actually we are both not quite correct.

Excerpt from the SP3 Manual (p-28):

Ckpit-Open/Close canopy Shift-Ctrl-c

I should have RTFMed before posting 😊🇺🇸

"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](#)

BeachAV8R
Member
Member # 3055

📄 posted 04-24-2004 23:08

quote:

Originally posted by Nift:

I should have RTFMed before posting 😊🇺🇸

Lol..me too! Good thing I didn't tell him CTRL-ALT-DEL..lol..would be just like me to type something stupid like that in.. 😊

BeachAV8R

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

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

All times are Eastern Time Zone

[New Topic](#) [Post a Poll](#) [Post Reply](#)

Close Topic Move Topic Delete Topic

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

[Printer-friendly view of this topic](#)

Hop To:

[Contact Us](#) | [SimHQ.com](#) | [Privacy Statement](#)

Copyright 2004 SimHQ.com. All Rights Reserved.

Powered by  INFOPOP ©2002
UBB.classic™ 6.4.0.1