



# SimHQ FORUMS

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

[Previous](#) ▲ [Next](#)

» Hello, mutley [ [log out](#) ]

[SimHQ Forums](#) » [Air Combat Zone](#) » [FALCON 4.0](#) » [Operation Rolling Fire Mission #40](#)

Author

Topic: Operation Rolling Fire Mission #40

**BeachAV8R**

posted 04-25-2004 21:13



Member  
Member # 3055

04/25/04  
Falcon 4.0/SP3 Campaign Mission Report #40  
OPERATION ROLLING FIRE  
DAY 4 - 0640 HOURS

Campaign Status:

Allied progress continues north through the central peninsula with forces reaching the North Korean city of T'osan this morning. Meanwhile US/ROK forces are massing south of Wonsan for an anticipated push north into the city. Significant softening of DPRK triple-A and SAM sites north of Wonsan must occur in order to allow allied air cover during the assault.

Objective:

Our objective for this mission is a short and easy offensive counter-air (OCA) strike against a small airstrip at Ich'on:

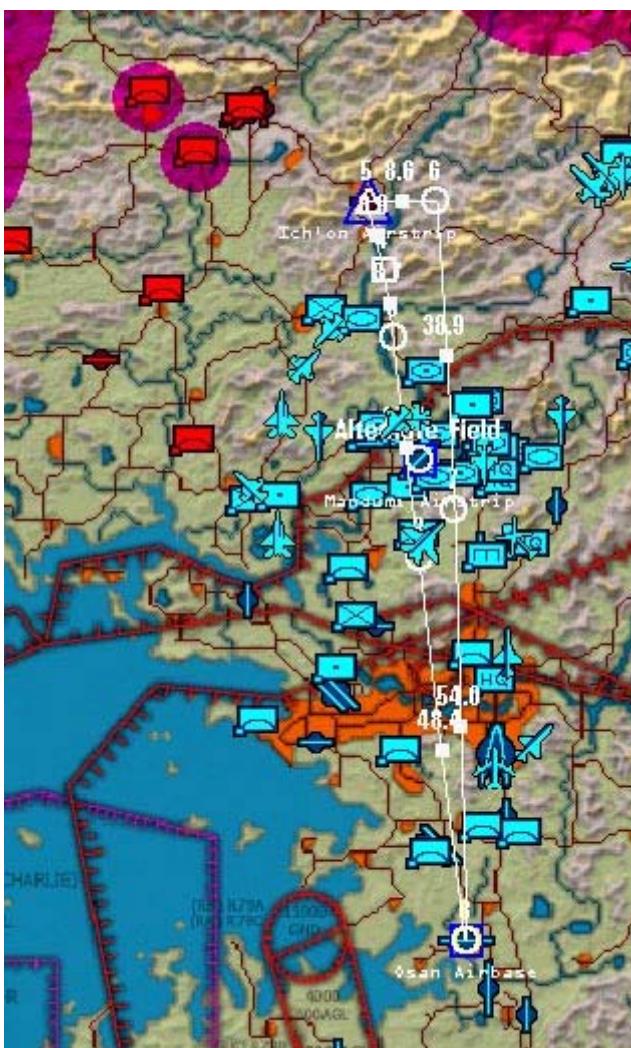
**BRIEFING**

**MISSION:** Strike Ich'on Airstrip  
**YOUR TASK:** OCA Strike  
 Time on Target: 07:00:00

**SITUATION:**  
 Be advised: Starting at 21:00:00, our ground forces will be making a major push towards P'Yongyang.  
 In an effort to obtain air superiority, air command has initiated an Offensive Counter Air operation targeted at the area around P'Yongyang. If everything goes as planned, earlier SEAD strikes and fighter sweeps will have suppressed or cleared most of the air defenses in the region allowing us to strike several airbases, search radars and command facilities including your target, Ich'on Airstrip.  
 Intelligence reports the highest impact targets are:  
 Runway  
 Radar  
 Control Tower

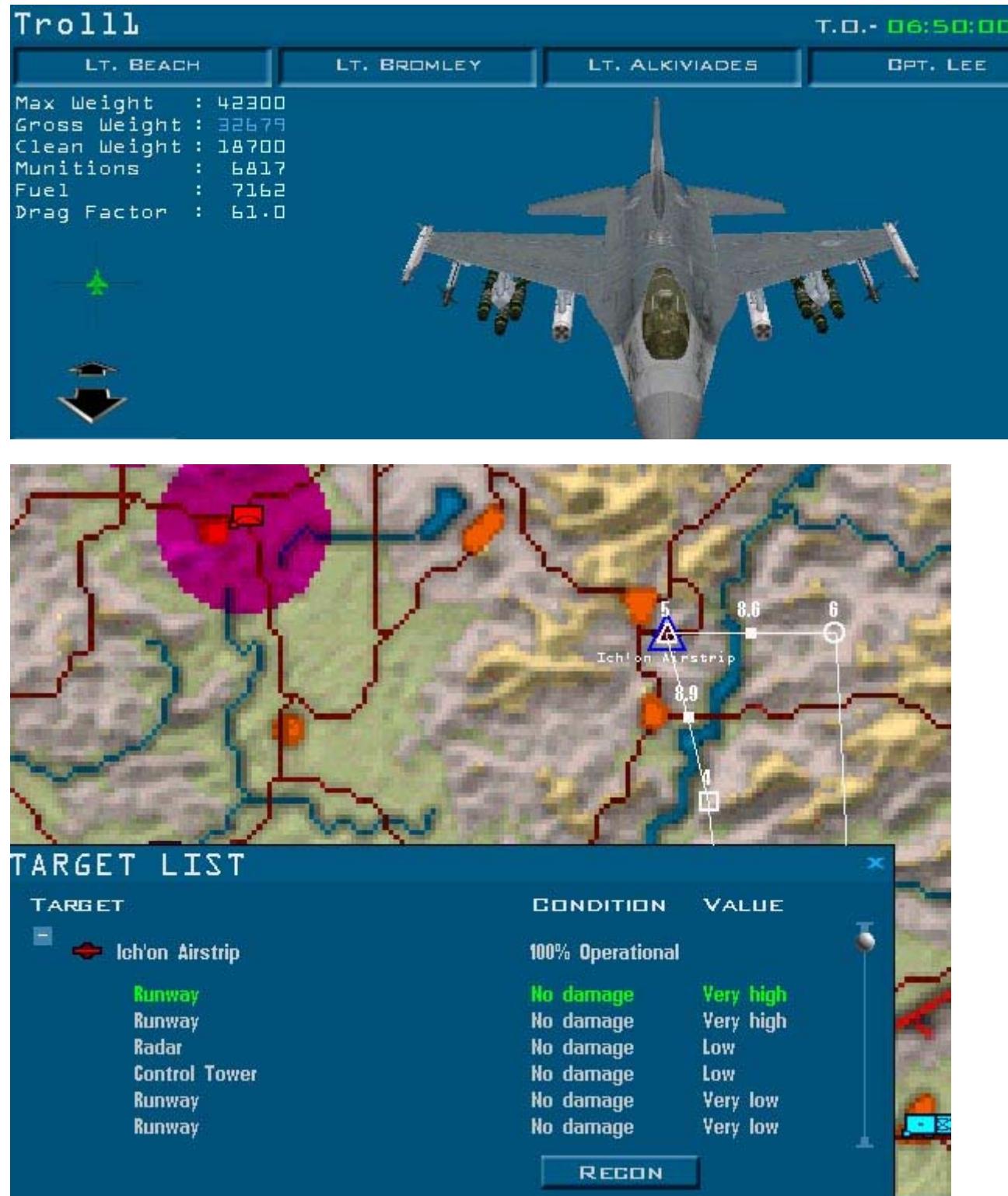
**PACKAGE ELEMENTS:**  
 Trollt (OCA Strike) 4 F-16CG Destroy Runway or other facilities at target site  
 Vandal1 (Escort) 4 F-16CG Protect package elements from enemy aircraft

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.

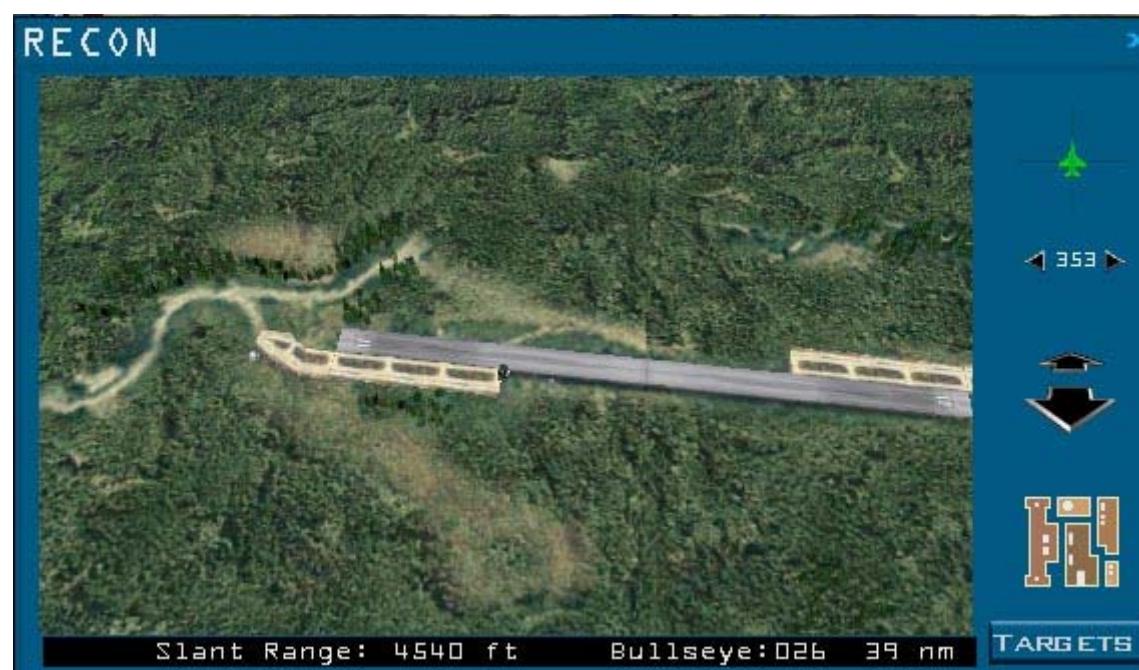


## Planning/preflight:

Our flight of four F-16CGs will depart Osan and be accompanied on the strike by four other CGs from the our squadron providing CAP. Since the runway at Ich'on is so short, only the lead aircraft will carry runway cratering munitions in the form of BLU-107/B Durandals. In addition the ordnance officer asked that we try to carry an LAU-3/A rocket pod since our inventory is heavy with them. All wingmen will carry a mix of CBU and Mk-84 bombs to destroy the secondary airfield targets including the radar and control tower:



I've adjusted steerpoint #4 to give us a straight run in down the axis of the runway for the Durandal pass:





Debrief:

At takeoff time we roll down the runway to start the mission. Initially I do a double-take when I see no rocket pods on my airframe before I remember that due to a graphics anomaly of some sort the rocket pods do not appear externally on the airframes:



Although it always makes me late for my strike TOT, I always circle the airfield once to pick up my wingmen so that they don't have to use full burner to catch up to me. I've found this expedites the form up and save them gas. On the EXP1 view of the HSD I can see the element (#3/#4) just departing the runway and entering the turn to rendezvous:



Cont...

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

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

### BeachAV8R

Member  
Member # 3055

[posted 04-25-2004 21:13](#)

Pulling up the A2G stores I select the BLU-107s and set them to release singly at an 800 foot interval:



Enroute to the FLOT I can see there is a heavy allied presence in the area today with a screen of friendly aircraft (including our CAP flight in the center) providing cover:



My wingman carrying a deadly mix of CBU-58 and Mk-84s:



Cutting the corner of steer-point 3 to give me a better angle for the turn in at the IP I order my wingmen into trail formation for the attack and I note the ominous presence of the SA-2 site way up near Wonsan on the RWR. That's the site that nailed me on my last mission!



At the IP I make a hard descending right turn, make some small corrections and line up on the center line of the airfield runway:



As my CCIP dot crosses the threshold I press and hold the pickle button and listen to the bombs

"thunk" off the airframe at the pre-set interval. As the last bomb drops I break hard back to the south even though no AAA has been fired at me:



Cont...

---

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

---

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

### **BeachAV8R**

Member  
Member # 3055

posted 04-25-2004 21:13

---

Looking over my shoulder I see 5 smoking craters on the runway but the 6th bomb fell a bit long. I miscalculated the length of the runway and the 800 foot interval was a bit too high leading to a miss on the last bomb in the stick:



My wingman, in the trail position, comes upon the smoking holes from my bombs:



I query AWACS and the nearest bogey is 50 miles distant. With no immediate air threat, and no enemy ground fire, I keep a leash on the wingmen and come back around hard to the right and line up to try out a rocket attack for the first time in this campaign. I have to admit I'm surprised at how accurate and devastating the rocket fire is at it blows the control tower and antenna away:





Pulling off from the target this time I must have woken up the local AAA battalion as the first few black puffs start appearing in the sky south-east of the airfield:



Coming around for a final pass I'm out of ordnance so I padlock the radar facility on the airfield and order my flight to attack it. As I orbit with the target padlocked I see the flash of an F-16 fly by followed shortly by a CBU burst which flattens the facility. I kind of like the role of being a "fast-FAC"!



With 3 wingmen still carrying ordnance I come around to the AAA battalion that has been hassling us, padlock some of the guns and give my wingmen the go ahead to attack. Soon there are Mk-84 bombs exploding among the guns although we didn't do much damage:





Cont...

---

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

---

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

### **BeachAV8R**

Member  
Member # 3055

[posted](#) 04-25-2004 21:14

---

With the mission completed I order my wingmen to form up and with plenty of gas to burn we troll up and down the FLOT hoping for some air-to-air action, but the CAP flights are aggressively meeting the relatively sparse enemy activity, leaving us no option but to head for home.

A couple of cats on the prowl:



A two-seat F/A-18 with a JDAM load-out works his way inland on a strike:



Turning final I settle her down for a relatively calm and successful mission:



Taxiing in (oops..forget to retract my speed-brakes..I'm going to have to buy a round at the club tonight!) I pass a squadron-mate heading out on a sweep sortie:



I pop the canopy and am already thinking ahead and looking forward to the next mission!



The mission is rated a success with almost the entire airfield being destroyed rendering it 0% operational (not that any operations were occurring anyway!). The debrief actually states that only 4 of my 6 bombs hit the runway despite my visual confirmation of 5 of 6. Strangely enough the rocket pass isn't credited as having destroyed the control tower but it IS listed as destroyed by the intel screen, I'm not sure how that works. The target of opportunity strike on the AAA battalion wasn't worth the effort with only one vehicle destroyed:

**DEBRIEFING**

**MISSION:** Success (Strike Ich'on Airstrip)  
**YOUR TASK:** Success (Destroy Runway or other facilities at target site)  
**PILOT RATING:** Excellent

Actual TOT: 07:04:48 (288 seconds late)  
Losses: 0

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Troll1 (OCA Strike)	4 F-16CG	Mission success: Significant damage to target site. <a href="#">Event List</a>
Vandal1 (Escort)	4 F-16CG	Mission success: No losses to enemy AD.

**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Troll11	Functional	1 x 20mm M61 6 x BLU-107/B	1 miss (0%) 2 misses, 4 hits (66%)
Troll12	Functional	4 x CBU-58A/B	4 hits (100%)
Troll13	Functional	2 x Mk-84 4 x CBU-58A/B	2 hits (100%) 4 hits (100%)
Troll14	Functional	2 x Mk-84 4 x CBU-58A/B	2 misses (0%) 4 hits (100%)

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Troll11	F-16CG	Lt. Beach	OK	0 (0)	2 (0)	Excellent
Troll12	F-16CG	Lt. Bromley	OK	0	2	Excellent
Troll13	F-16CG	Lt. Alkiviades	OK	0	0	Excellent
Troll14	F-16CG	Cpt. Lee	OK	0	0	Excellent
Vandal11	F-16CG	Cpt. Broughton	OK	0	0	Excellent
Vandal12	F-16CG	Lt. Dixon	OK	0	0	Excellent
Vandal13	F-16CG	Lt. Summers	OK	0	0	Excellent
Vandal14	F-16CG	Cpt. Byun	OK	0	0	Excellent

**Event List**

Beach joined as Troll11 at 06:50:00  
DPRK Runway destroyed by Beach at 07:05:0  
DPRK Runway destroyed by Beach at 07:05:0  
DPRK Radar destroyed by Troll12 at 07:09:25  
DPRK M-1939 destroyed by Troll12 at 07:12:15  
Beach landed at 07:30:06

**TARGET LIST**

TARGET	CONDITION	VALUE
Ich'on Airstrip	0% Operational	
Runway	Damaged	Very high
Runway	Destroyed	Very high
Radar	Destroyed	Low
Control Tower	Destroyed	Low
Runway	No damage	Very low
Runway	Destroyed	Very low

**RECON**

Overall a well run mission with no friendly casualties and a mission success. I would have liked to have done more damage to the AAA battalion but I wasted my elements CBUs on the radar tower when I ordered them to attack; I should have just ordered my wingman (#2) to do that and saved the elements CBUs for the AAA.

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)

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

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

**Agent X20**  
Member  
Member # 675

posted 04-25-2004 21:31  « »

Good stuff Beach!

Gotta feel good when a mission goes that smoothly. I think you might just have those NK's on the run a little there.

I'm pretty sure I'm going to have to swap squadrons to a CG from my current CJ to get any decent mud moving action. All I ever get is SEAD stuff over and over. What I'd give for a bit of runway busting!!

Nice shots there too - you captured all the important bits and that ain't easy. Of course the

complete absence of the bad guys probably made that a bit easier than normal. 😊

---

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

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

posted 04-25-2004 22:01 

**JohnTheLuck**  
Member  
Member # 14723

Great as usual.

A question for you Beach; are you taking the time prior every mission to direct ground troops, or leave that to the AI? I ask you this, since in a previous campaign, I spent a lot of time trying to force ground troops farther in front to try capture bridges before they are destroyed. As soon as an enemy chopper or aircraft showed up, my troops turned back are ran like chickens!!! Are you experiencing the same?

JTL

---

From: **Montreal, Canada** | Registered: **Feb 2003** | IP: [Logged](#)

posted 04-25-2004 23:14 

**20mm**  
Administrator  
Member # 2515

Beach,  
Another good one!

Hey, dumb question, but I have had several occasions wherein I cannot get the Durandals to come off the racks. I figured at first my dive angle was too steep, but the last time it was under 5 degrees.

I love the attention to detail on the AI planes, really super.

---

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](#)

posted 04-26-2004 00:10 

**BeachAV8R**  
Member  
Member # 3055

Agent - Yeah..the F-16CG squadron out of Osan seems to fly some pretty diverse missions..sweeps, BAI, OCA and strike..keeps things interesting. I think the F-16CJs out of Kangnung fly a TON of SEAD and HAVCAPS...but I bounce around from squadron to squadron just to keep a little variety 😊

JTL - I haven't touched the campaign engine since the start of the campaign...other than occasionally tweaking the PAKs and selecting different mission preferences. I invariably end up setting it back to "Let HQ Assign Mission" or whatever it is because I think me messing with those things often ends up make a squadron less productive. All the ground units have been tasked by the campaign engine only..I've not been altering any of their waypoints. They seem to be making steady, but slow progress north..I'm sure I could speed it up if I tweaked around with it, but I just can't be bothered 😊

I've heard some people say a typical campaign is about 4-5 days long..I think mine is going to be much longer than that..which I guess is a good thing..I'm in no hurry 🚧

20mm..I've not had any problems with Durandals not releasing..I think they are designed ideally for a low-level or shallow dive delivery. Since they are retarded if you were at a high altitude the CCIP "pipper" would be way, way under the nose and you might not ever reach the theoretical release point..just a guess though 😊 Edit..were you using CCRP or CCIP? I always use CCIP for Durandals...never tried CCRP so maybe that has something to do with it??

BeachAV8R

[ 04-26-2004, 00:11: Message edited by: BeachAV8R ]

---

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

---

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

posted 04-26-2004 10:29 

**20mm**  
Administrator  
Member # 2515

Beach,  
I always use CCIP as well.

I think it is my dive angle, and there seems to be a bit of a pause from mashing the pickle button to bomb release. I flew an airstrip mission last night and everything came off fine, except I waited too long and the stick went off the far end of the runway, sorta like yours!

I had a good mission, right up until the CTD!

[ 04-26-2004, 12:21: Message edited by: 20mm ]

---

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](#)

**Deacon211**  
 Member  
 Member # 13209

posted 04-26-2004 11:06

Hey 20mm,

I've had to do a bit of fiddleing to get the durandals to come off at times too.

Just off the top of my head I'd ask if you were possibly getting the reflected cue from the CCIP? I'm not sure how this works in F4, but in Boeing products, if the CCIP is below the HUD FOV, the Cross and BFL will be dashed with a horizontal bar as far down the BFL from the VV as the CCIP is below the bar.

If you are just a little too shallow or too high or both, the CCIP will not be indicative of where the bombs will hit and pressing the release button, will actually designate the point under the CCIP and bring up the CCRP symbology.

If you are right outside of the CCIP being on the HUD, this can really surprise you, when the bombs come off at the wrong time!

Need to go back and read how this is implemented in F4, but I know the functionality is similar.

Deacon

---

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

**20mm**  
 Administrator  
 Member # 2515

posted 04-26-2004 12:24

Deacon, I think you're onto something there, sounds like what's going on. I'll do some research, maybe bomb another air strip tonight since last night's mission was lost in computer neverworld.

Thanks!

-----  
 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](#)

**AlexC**  
 Member  
 Member # 18772

posted 04-26-2004 12:56

quote:

---

Originally posted by Deacon211:

**I'm not sure how this works in F4, but in Boeing products, if the CCIP is below the HUD FOV, the Cross and BFL will be dashed with a horizontal bar as far down the BFL from the VV as the CCIP is below the bar.**

That's how it is modeled in F4 as well. You get a horizontal bar on the BFL and when you hit the pickle you'll be in CCRP mode waiting for the countdown timer to hit zero.

---

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

**BeachAV8R**  
 Member  
 Member # 3055

posted 04-26-2004 13:59

I think Deacon and Alex hit the nail on the head. CCIP is really nothing more than "instant CCRP" from what I recall..you are still designating a point and the computer is kicking off the bombs..just hitting the button doesn't send a signal to the bomb racks..it gets processed first.

You getting CTD's with BMS 1.03? How often is that happening? I was getting them in about 1 out of 4 missions..with BMS .99 I've flown all 40 missions so far without a single CTD..actually I take that back, I CTD'd one mission because halfway through the mission my Norton Cleansweep which was scheduled to come on Friday at 2 in the morning kicked in..and apparently F4 didn't dig all that action going on the background..hehe..not BMSs fault..mine for not remembering to turn it off.. 😊

BeachAV8R

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

---

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

**E-Man**  
 Member  
 Member # 17814

posted 04-26-2004 20:36

quote:

---

Ah, a forum all to myself!

Beach,  
I laughed my %ss off thru that whole forum  
exchange! Brings hard laughter just to THINK  
about it!

Oh yea! Report is excellent, as usual!  
E-Man

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

posted 04-26-2004 22:02 “ ”

**JohnTheLuck**  
Member  
Member # 14723

quote:

Originally posted by BeachAV8R:  
**I was getting them in about 1 out of 4 missions..with BMS .99 I've flown all 40 missions so far without a single CTD...**

**BeachAV8R**

Hum, I am not shure I understand correctly. You said you had 1 out of 4 CTD with BMS .99  
Now you have flown 40 missions with which version (the training report says BMS 0.99) ?

JTL

From: **Montreal, Canada** | Registered: **Feb 2003** | IP: [Logged](#)

posted 04-27-2004 03:52 “ ”

**BeachAV8R**  
Member  
Member # 3055

quote:

Originally posted by JohnTheLuck:

quote:

Originally posted by BeachAV8R:  
**I was getting them in about 1 out of 4 missions..with BMS .99 I've flown all 40 missions so far without a single CTD...**

**BeachAV8R**

**Hum, I am not shure I understand correctly. You said you had 1 out of 4 CTD with BMS .99 Now you have flown 40 missions with which version (the training report says BMS 0.99) ?**

JTL

Sorry..I typed that in a fashion where it can be mis-read..

I've been using BMS .99 and had no CTD's with it.

When using 1.03 I was getting CTD's about 25% of the time...I couldn't correlate it to anything..just random CTDs, sometimes mid-mission and sometimes when I ended the mission...



BeachAV8R

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

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

posted 04-29-2004 21:02 “ ”

**20mm**  
Administrator  
Member # 2515

I was getting CTD's maybe 20% of the time, then that has slowed to about 1 out of ten, not too bad. I caused the one I mentioned above with a series of fairly rapid external view changes, aircraft to aircraft, then enemy aircraft, close up, etc. It was just too much and boink!

-----  
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](#)

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:** [FALCON 4.0](#) [Go](#)[Contact Us](#) | [SimHQ.com](#) | [Privacy Statement](#)

Copyright 2004 SimHQ.com. All Rights Reserved.

Powered by INFOPOP ©2002  
UBB.classic™ 6.4.0.1