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Author Topic: [Operation Rolling Fire Mission #41](#)

**BeachAV8R**

Member  
Member # 3055

posted 04-29-2004 04:29

04/29/04  
 Falcon 4.0/SP3 Campaign Mission Report #41  
 OPERATION ROLLING FIRE  
 DAY 4 - 0750 HOURS

Campaign Status:

DPRK/PRC aircraft appear to be reinvigorated with the coming of daylight. Additionally there appears to be an upsurge in enemy reserve forces moving south to meet advancing allied troops.

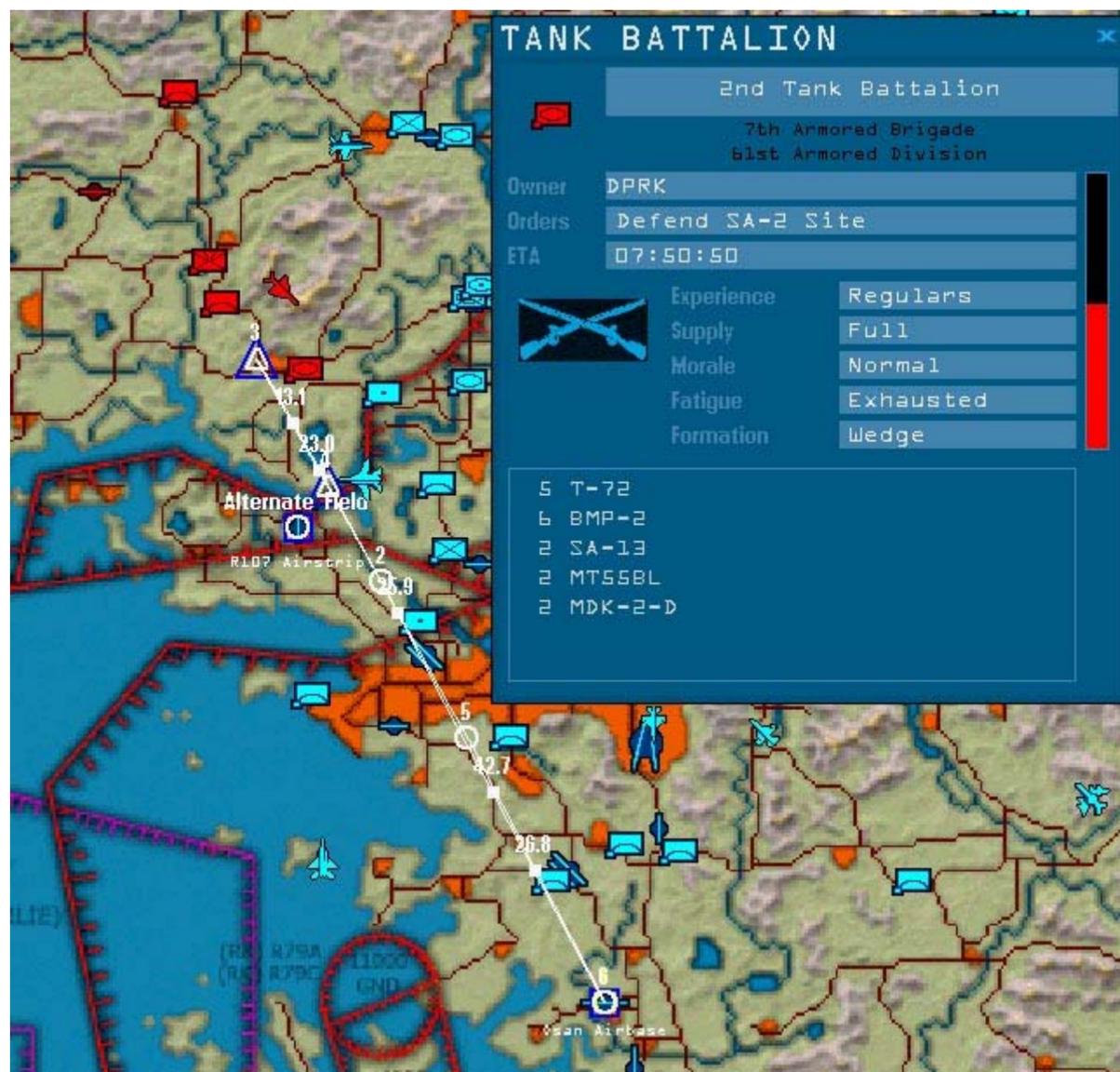
Objective:

The task for this mission is to fly battlefield air-interdiction (BAI) against any enemy forces located in the area around Kaesong. Intelligence indicates units of the 3rd Mechanized Brigade are in the area and would be worthy of our attention:

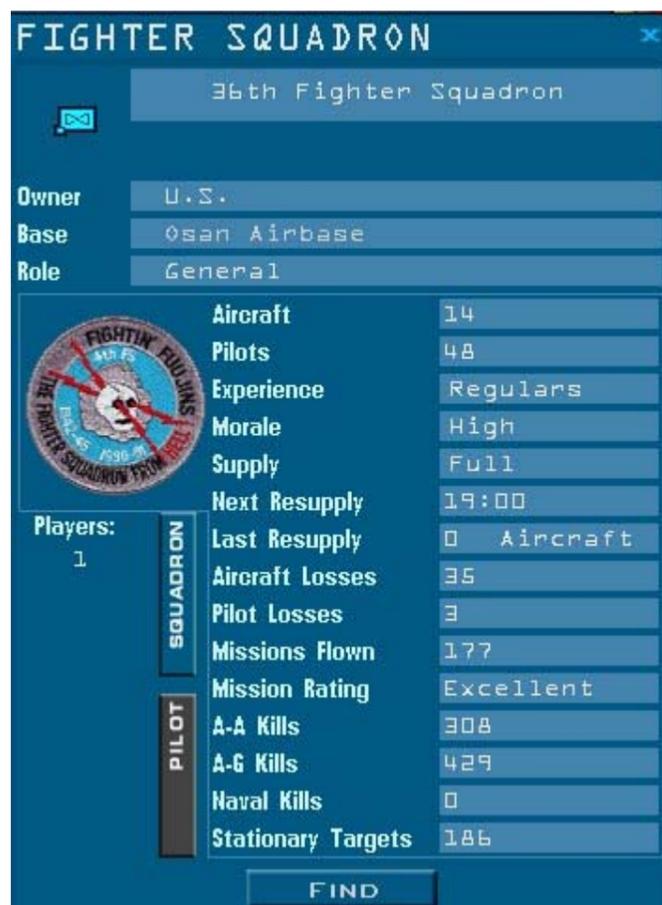
<b>BRIEFING</b>		<b>PRINT</b>
<b>MISSION:</b>	Search for and destroy enemy ground forces in the area around Kaesong.	
<b>YOUR TASK:</b>	BAI	
Station Area:	1 nm west of Kaesong.	
Time on Station:	08:12:27	
Patrol Time:	00:11:22	
<b>SITUATION:</b>	Army intelligence reports the DPRK 3rd Mech Brigade is moving towards Paech'on. Air command hopes to attrit their forces before they arrive at the front.	
<b>PACKAGE ELEMENTS:</b>	Skyhawk1 (BAI)      4 F-16CG      Search for enemy targets, engage and destroy at will	
<b>THREAT ANALYSIS:</b>	No enemy air response is anticipated. Known or suspected enemy air defenses along your flight path include: BMP-CMD missile launchers 2 nm west of Kaesong	

Planning/preflight:

Our 4-ship flight will depart Osan and make the short flight to the BAI/strike area at medium altitude. In the event that enemy air action is present over our BAI area we will orbit south of the FEBA and wait for the CAP flights to clean out the airspace.



Unfortunately our supply situation at Osan remains dire; we will only be fitted with Sidewinders for self protection since the AMRAAM supply is exhausted. It will be a long day since re-supply is not scheduled until 1900 hours:



Each airplane will be carrying 8 CBU-97/105 Sensor Fused CBUs which should be an excellent choice for destroying any enemy armor we come upon.

Debrief:

Looking out at my wings and not seeing any AMRAAMs I reluctantly push the throttle forward and trundle off down the runway:



My mood brightens though when I see how awesome Twaelti's new high-tiles look! Beautiful!



Setting up my CBU's I punch in a 2500' burst altitude, and since I figure I'll have a fair amount of "play time" over the target I elect to have them release one at a time:



As we approach the target area I query AWACS and the nearest threat is a good 50 miles distant, which gives us a few minutes to make a couple of runs. I pull up the GMT radar and after a few sweeps I see what appears to be two convoys converging at an intersection:



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

posted 04-29-2004 04:29

Double-checking the contacts against my HSD I verify that the contacts are north of the FEBA demarcation line. I quickly slew my targeting cursors over one end of the north/south line, designate and hand the target off to the element (#3 & #4). I unlock, slew my cursors to another spur, designate and hand that target area off to my wingman (#2). After handing out targets I elect to over-fly the target area and can clearly see the dust clouds rising from both intersecting convoys:



The element lead (#3) makes a level bombing pass on the crossroads and as he breaks hard away to the right yellow tracers zip past his wing:



#3's bombs sparkle across the ground and he gets a few kills as trucks are enveloped by the pattern:



Watching a pair of SA-13 symbols march across my RWR I decide to go after them first and padlock a likely spur of the crossing and I roll in. The convoy is no longer traveling in column formation however, and they spread out and start rolling across the country-side in a line-abreast formation. This throws a bit of complexity into the targeting solution and I adjust slightly to the right to lead their movement and allow for my bombs flight time. I also press lower than I normally would to try to gain some accuracy.



At the bottom of my run I jab the pickle button twice, releasing 2 CBUs which fall a bit short, but still cover a portion of the line of vehicles:



Clawing back up into the sky still heavily burdened with a full fuel load and 6 CBU's I nose over and accelerate away from the smoking column. Automatically I query AWACS to get a handle on the air-threats and am surprised that the aforementioned threats have closed to just 15 miles. I turn to the bearing AWACS gives me, switch to A2A mode and slew my radar scan volume up to the AWACS called altitude. Two scans later the enemy contact shows up and at the same time another MiG-21 threat symbol appears on my right flank, distance unknown. It also appears I stirred up a few of the SA-13 sites!



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

posted 04-29-2004 04:31

As I close on the MiG-21 I order my entire flight to re-join for support, even though they are well behind me and lack the "big stick" it will be good to know they are back there if my engagement turns into a guns fight.

Just to add a bit of excitement to the mix the local SA-5 site decides now would be a good time to send a bit of warmth my way and he volleys off 2 missiles at me. I go immediately from offensive on the MiG

to defensive away from the missiles and I dump chaff and flares while diving for the deck and back toward the relative safety of the south:



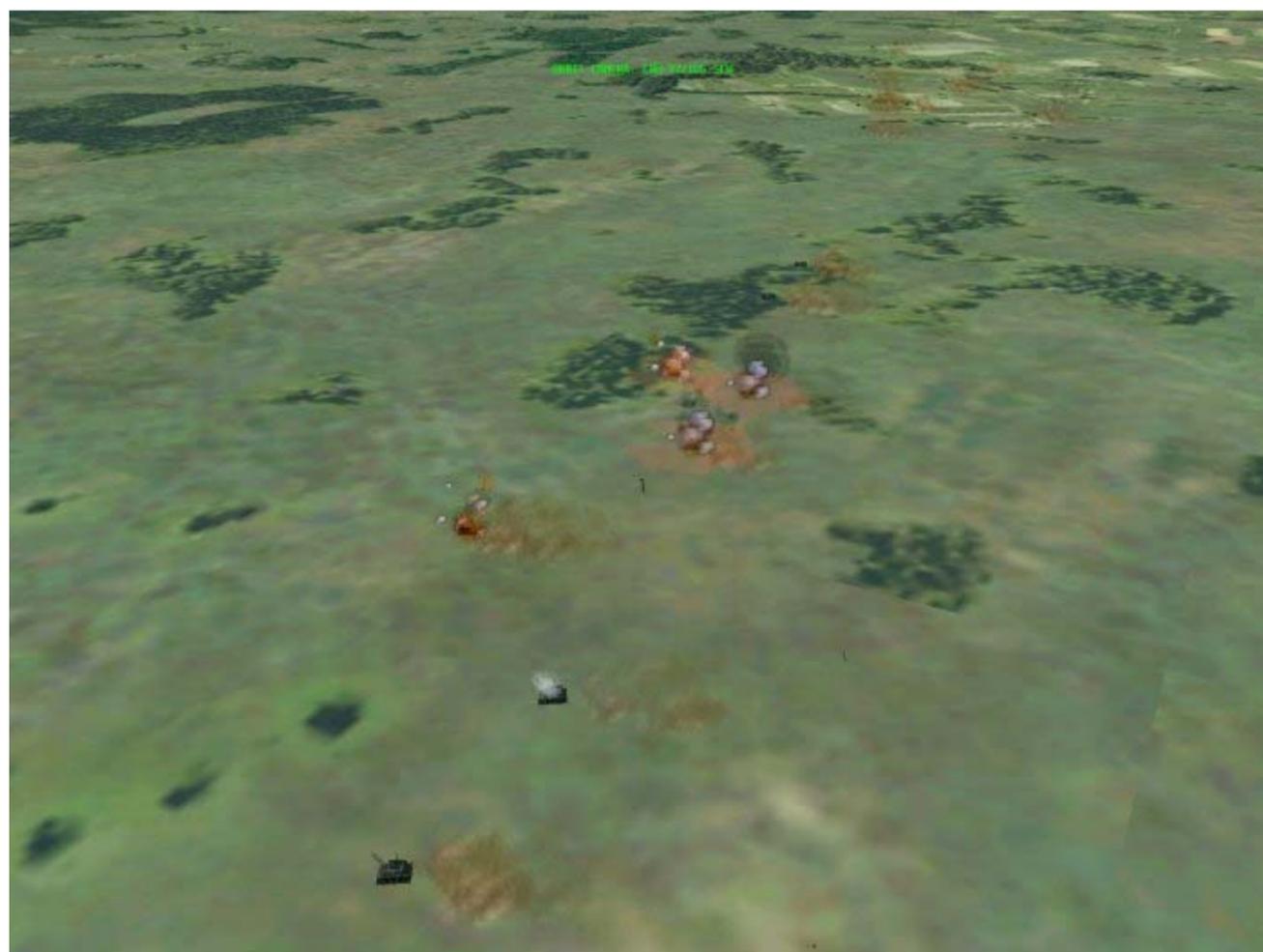
As soon as the missile warning light goes dark I turn back hard into the approaching MiG-21, lock him up and wait for the growl of my AIM-9M to turn into a scream. Fox two!



My missile starts a bit of lead pursuit and I can already see I'm going to score a hit. Two seconds before my missile impacts however, another missile from a CAP flight poaches my kill and steals my thunder. My missile hits, but the MiG-21 is credited to the CAP flight:



My heart starts slowing down and I pull back around to the west and get back to work on the ground targets. I also order my wingmen to start engaging ground targets. My next few runs score a few hits; nothing spectacular since the vehicles are fairly widely spread out:





Soon all of our air-to-ground ordnance is expended and I order the flight to form up for the flight home. One last call to AWACS reveals a fast moving contact about 35 miles to the west-northwest. Figuring we have 15 missiles between the four of us and plenty of gas, I bring the flight around and soon pick up the contact down low at 2-thousand feet:



Punching up the EXP mode sorts the contact and then I realize it is a 2-ship flight, still unidentified though. The SA-5 operator has impeccable timing and ruins my attack with another missile launch on me. Again I have to break off the tracking of the enemy air threat and evade the SA-5 to the south:



The \*\*\*\*\*in' Betty yells at me as I thumb the chaff/flare button on my throttle "out..out..out" Wonderful..I'm out of counter-measures now. We're going to have to go back to old fashioned high-G maneuvers to evade any future missiles now!

Cont...

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

**BeachAV8R**  
Member  
Member # 3055

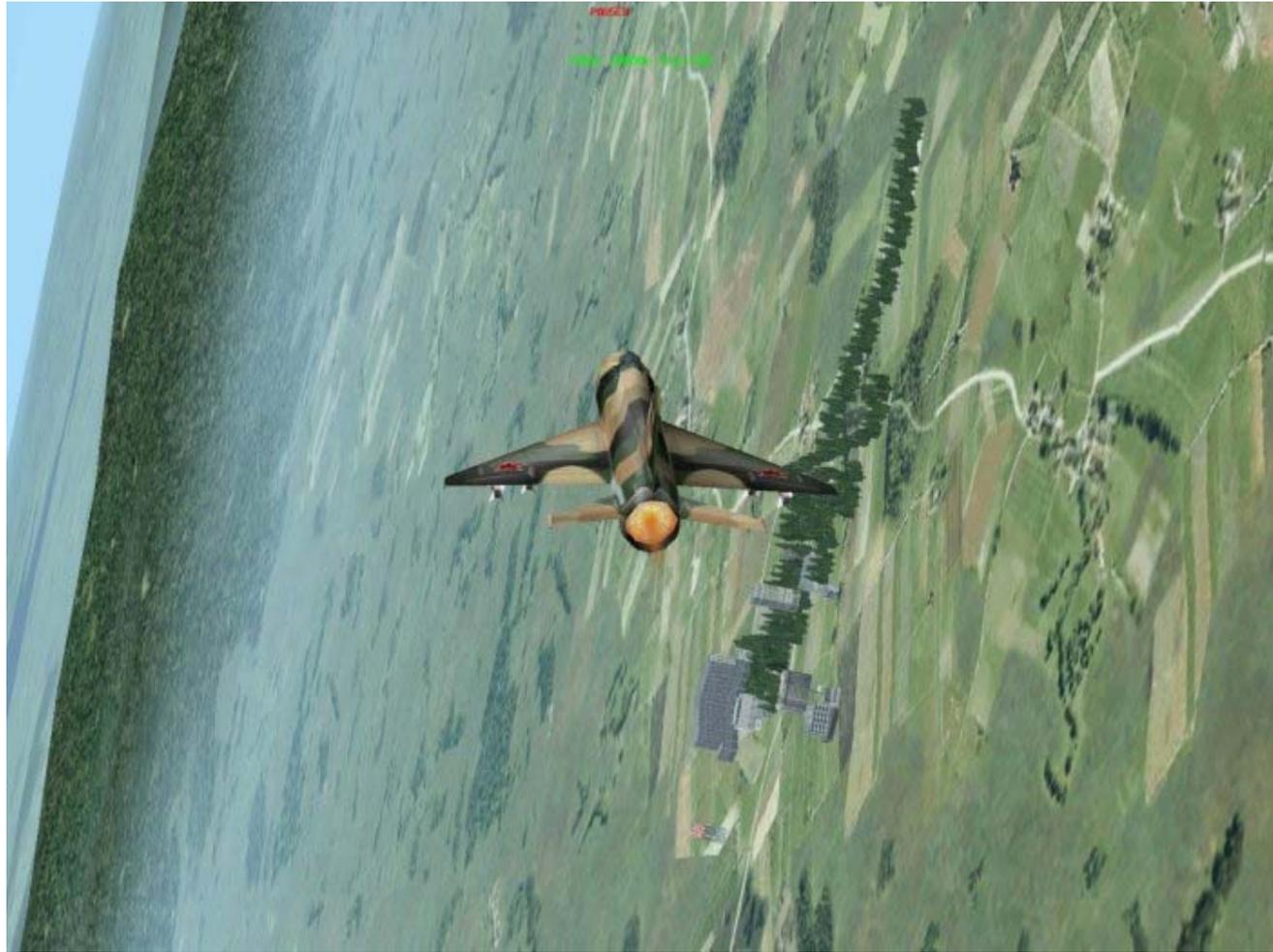
posted 04-29-2004 04:31

The SA-5 missile quickly loses interest in me and explodes harmlessly miles away so I turn back into the enemy air threat. I frantically manipulate the scan volume on the radar trying to find the contacts again and by the time they firm up they are less than 7 miles away. I stupidly hit the pickle button even though the Sidewinder tone hasn't started it's pitch change yet and my missiles spirals off straight ahead tracking on nothing. A second later the seeker diamond leaps into the TD box on the HUD and the low moan of the Sidewinder becomes a wail...Fox-two again!



My 3rd missile tracks well, but it isn't until I later review the screen-shots that I see I launched well outside the no-escape zone. Just because you have a good tone doesn't mean you are in the ideal launch parameters.

I now see the contact is a MiG-21 and he easily evades my missile shot:



Starting to feel the pressure now I relent and unleash the hounds, giving the entire flight the weapons free command. As I close further I attempt a relatively poor, high angle Sidewinder shot with my last missile and I watch disheartened as it never even starts to track:



I pull up the dogfight mode and start turning with the MiG-21 and actually feel like I'm working my way into a good guns shot. I'm totally fixated on the MiG now and I know I'm very low, over Indian territory, and being drawn ever further north while I'm gulping huge amounts of fuel alternating in and out of burner. None of that matters though, it is just me and the MiG. I take a few feeble swipes at the MiG with my cannon but my wingman saves me the embarrassment of a further poor gunnery display by sending a heater right up the MiG's tail-pipe as I watch in almost slow motion as the missile tracks into him exploding in a huge fireball:



The MiG rolls over and plummets into the ground without the pilot ejecting:



Later analysis will show that not only did my wingman (#2) get the guy in front of me, he also scored a kill on the other MiG-21, really showing his flight lead how business gets done!

With the immediate air threat solved I realize every AAA gun in North Korea is shooting at us as ugly black puff track us across the sky. Already on the deck I punch in the burner and we rocket back south toward friendly territory passing over numerous AAA sites and convoys all intent on hitting us with the golden BB:



I ask for a flight check and am surprised and pleased to find out the entire flight is alive and well. It was every man for himself there for awhile! Coming up on the FEBA we start to slow down and gain some altitude. One last call to AWACS and they dangle yet another carrot in front of us. A lone MiG-21, 20 miles north-west headed south. I glance down at my fuel gauge and see 1400 pounds left:



Cont...

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

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

**BeachAV8R**  
 Member  
 Member # 3055

---

📅 posted 04-29-2004 04:31   🏠 👤 📧 🗑️ “ ”

The irrational thoughts begin cascading through my head. 1400 pounds. I'm only 60 miles from home base. Surely with my 3 wingmen I can engage this MiG and I'll even give THEM the kill since I have no missiles left! Yes, it can be done. The decision is made and I reef the jet around into a hard left turn to put my nose on the bandit:



Inside of 10 miles the MiG almost seems to be unaware of us as he continues his south-westerly course:



As I'm almost upon him he breaks hard left into me and damned if he doesn't snap shot a missile at me at point blank range! The missile zips by underneath me and doesn't have enough distance to make the correction up at me and blows up in my wake:



As the MiG-21 flashes by my right wing I see him launch a second missile, but this one isn't aimed at me. I continue pulling around to the right and for the second time, just as I get my nose on him, one of my wingmen's missiles impacts sending him tumbling into the ground below:



Just as the engagement finishes my Master Warning illuminates and "FUEL" starts flashing in my HUD. Definitely time to go home:



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

posted 04-29-2004 04:32

I start doing the mental math as I climb up to a more fuel efficient altitude and realize that it is going to be very, very tight. I elect to dump my bomb and missile racks to clean up as much as possible so I pull up the stores management page and highlight everything but the ECM pod:



60 miles...500 lbs. of fuel...I dunno:

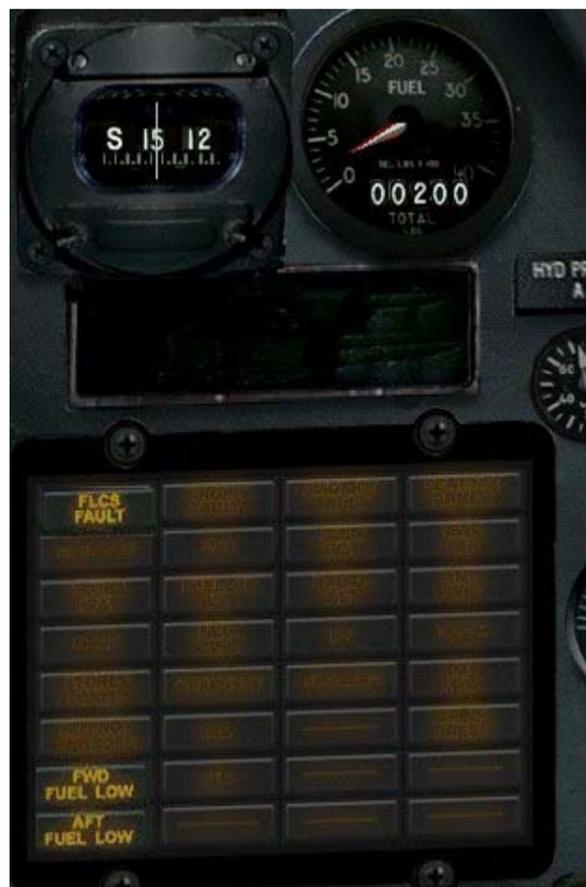


I call AWACS and ask for the nearest tanker, which turns out to be, you guessed it, 60 miles away. As I head south in a gentle climb I watch the fuel flow numbers click downward and the time to go on the NAV readout drop.

6 minutes out. 400 lbs. left. The forward fuel low light also illuminates on the warning panel:



Just under 3 minutes out. 200 lbs. left. I start to see Osan appear on the horizon. I could make Seoul, but the cold beer is back in the cooler by my bunk!



I keep my speed and altitude up all the way to the base anticipating a flame-out. Nearing the base I declare an emergency and finally start a steep descent knowing I could glide in from here:



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

---

📅 posted 04-29-2004 04:32   🏠 👤 📧 🗑️ “ ”

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I drop the gear and squeak out the landing:



As I taxi into the parking area the gauge is reading zero and just as I make the turn onto the squadron ramp the engine flames out and all the systems go blank. And a good bit of info for you future glider pilots, when the engine stops running, the nose-wheel steering also quits working, so you can only roll to a stop in a straight line:



Conclusions:

The mission is rated a success with a combined total of 24 ground targets destroyed. Wingman #2 took out two MiG-21s with well placed Sidewinder shots. To my surprise I find out I lost the element lead (#3) to the last MiG-21 engagement. Apparently that is who the second missile was aimed at. The element lead's wingman (#4) got revenge though, downing the MiG. Maybe #3 and the MiG driver can

share the same foxhole down there.

### DEBRIEFING

**MISSION:** Success (Search for and destroy enemy ground forces in the area around 1 nm west of Kaesong.)  
**YOUR TASK:** Success (Search for enemy targets, engage and destroy at will)  
**PILOT RATING:** Excellent

Actual TOT: 08:13:39 (71 seconds late)  
 Losses: 1

#### PACKAGE STATISTICS:

Flight	Aircraft	Comments
Skyhawk1 (BAI)	4 F-16CG	Mission success: Only light damage was inflicted to enemy.

[Event List](#)

#### FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Skyhawk11	Functional	9 x 20mm M61 6 misses, 3 hits (33%) 4 x AIM-9M 4 misses (0%) 8 x CBU-97/105 SPW 8 hits (100%)	
Skyhawk12	Destroyed	2 x AIM-9M 2 hits (100%) 8 x CBU-97/105 SPW 6 misses, 2 hits (25%)	
Skyhawk13	Functional	1 x AIM-9M 1 hit (100%) 8 x CBU-97/105 SPW 4 misses, 4 hits (50%)	
Skyhawk14	Functional	1 x AIM-9M 1 hit (100%) 8 x CBU-97/105 SPW 8 misses (0%)	

#### PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Skyhawk11	F-16CG	Lt. Beach	OK	0 (0)	17 (0)	Excellent
Skyhawk12	F-16CG	Lt. Stauder	KIA	2	3	Good
Skyhawk13	F-16CG	Lt. Atley	OK	0	4	Excellent
Skyhawk14	F-16CG	Lt. Summers	OK	1	0	Good

#### RESULTS:

The 3rd Mech Brigade has taken 0 losses but has not been seriously hampered, despite the success of your package.

```

Beach joined as Skyhawk11 at 08:05:00
DPRK KrAz F 255B destroyed by Skyhawk13 at 08:19:1
DPRK KrAz F 255B destroyed by Skyhawk13 at 08:19:1
DPRK KrAz T 255B destroyed by Skyhawk13 at 08:19:1
DPRK 2S19 destroyed by Beach at 08:19:25
DPRK 2S19 destroyed by Beach at 08:19:25
DPRK 2S19 destroyed by Beach at 08:19:25
DPRK SA-13 destroyed by Beach at 08:19:25
DPRK SA-13 destroyed by Beach at 08:19:25
DPRK KrAz F 255B destroyed by Skyhawk12 at 08:20:1
DPRK KrAz F 255B destroyed by Skyhawk12 at 08:20:1
DPRK KrAz F 255B destroyed by Skyhawk12 at 08:20:1
SA5 launched at Beach 08:20:53
SA5 launched at Beach 08:21:02
DPRK BMP-1 destroyed by Beach at 08:25:05
DPRK BMP-1 destroyed by Beach at 08:25:05
DPRK BMP-1 destroyed by Beach at 08:25:05
DPRK ZSU57-2 destroyed by Beach at 08:25:05
DPRK ZSU23-4 destroyed by Skyhawk13 at 08:26:12
DPRK Fuel Truck destroyed by Beach at 08:26:18
DPRK KrAz T 255B destroyed by Beach at 08:27:15
DPRK KrAz T 255B destroyed by Beach at 08:27:15
DPRK KrAz T 255B destroyed by Beach at 08:27:15
SA5 launched at Beach 08:32:04
DPRK MiG-21MF downed by Skyhawk12 at 08:34:16
DPRK MiG-21MF downed by Skyhawk12 at 08:35:46
Skyhawk12 downed by DPRK MiG-21MF at 08:37:16
AA-2C launched at Beach 08:39:27
DPRK MiG-21MF downed by Skyhawk14 at 08:39:43
Beach landed at 08:50:30
    
```

All things considered it was a pretty good mission right up until I went back for that last engagement. It cost me a wingman and it almost cost me my airframe for lack of fuel. Mixing it up in a dogfight with less than 2000 lbs. of fuel is probably not a good idea for future reference.

Post flight intel shows the enemy air forces are up and down as supplies come and more planes get shot down. Enemy ground forces, however, are taking a pounding as combined allied air and ground forces work their way further north.



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
- \*NEW\* Twaelti's NEW high-resolution tiles! (Awesome!)
- 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 04-29-2004 06:31  

Great stuff Beach! I dunno quite where you find the time for all of the reports.

Some excellent pics in there along with a great deal of action.

I'll be interested in your thoughts on the new Hitiles. I've also bought them and while they look great I do wonder sometimes if they draw too muchg attention to themselves and aren't quite as seamless as the previous ones. Still I've not had too much of a chance to check them out in daylight yet heh.

No comment on that last engagement lol! And 200 pounds on final descent!?!? 😊

[ 04-29-2004, 16:34: Message edited by: Agent X20 ]

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

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

**Cougar\_DK**  
Member  
Member # 15377

posted 04-29-2004 09:21  

Damn cool Beach, that was a close call!

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

**BeachAV8R**  
Member  
Member # 3055

posted 04-29-2004 15:10  

Thanks guys..it was a fun one!

I like the new tiles..I've only flown with them once, so I don't know about the entire tile-set, but from what I've seen I really like the new textures. I haven't really noticed any glaring problems with them...and they are definitely better than the old tiles (which were still awesome!)...

As for the gas situation in that mission..yeah..I really pushed it. Close-in dogfighting really burns up

a ton of gas quickly...and turning back for that final engagement was pretty stupid..

I didn't even think about my divert field..although I knew Seoul was a few miles closer to me..just liked the thought of getting back to my own base! 😊

BeachAV8R

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

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

**HardTale**

Member  
Member # 9445

📄 posted 04-29-2004 16:51    “ ”

Engaging with 1400 🤖 LOL I use that much in missed approaches

From: **OKC, OK** | Registered: **Feb 2002** | IP: [Logged](#)

**Redbird1**

Member  
Member # 17445

📄 posted 04-29-2004 18:27    “ ”

Beach, do the high res tiles affect your frame rates? I'm running ff2.1, bms 1.03, sp3, Aeyes 1600/1200 payware pit.

From: **Jacksonville, Florida** | Registered: **Nov 2003** | IP: [Logged](#)

**Agent X20**

Member  
Member # 675

📄 posted 04-29-2004 19:00    “ ”

In my initial testing with the new tiles I did see a noticeable drop in frame rates. Basically an extra degree of hesitancy of the display. That said whenever I have the MFDs up with my FSAA enabled I only get 25fps anyway so it will be more noticeable - whereas elsewhere without those MFDs it's up 30,40,50+ and beyond. (Roll on the next BMS with the new cockpit rendering code I say!)

However in my last campaign mission (see the X20 AAR #10) I really didn't detect any slow down. I don't just put that down to the dodgy weather. 😊

Anyway after a few more missions I should have a better handle on the overall impact.

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

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

**BeachAV8R**

Member  
Member # 3055

📄 posted 04-29-2004 19:24    “ ”

Well, just in the single mission I flew I didn't notice any difference in frame-rates..my rates have always been outstanding with F4..although when I did use BMS 1.03 for awhile I noticed that the smoke trails from the missiles definitely put a bit of a frame rate hit in.

So..no..the new tiles didn't hurt my frame-rates that I can tell. I'm not using FSAA though...

Systems specs:

P4 2.0 Ghz..  
64mb GeForce 4-460Go Mobility chip..  
512mb RAM

BeachAV8R

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

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

**20mm**

Administrator  
Member # 2515

📄 posted 04-29-2004 23:06    “ ”

quote:

The irrational thoughts begin cascading through my head. 1400 pounds. I'm only 60 miles from home base. Surely with my 3 wingmen I can engage this MiG and I'll even give THEM the kill since I have no missiles left! Yes, it can be done. The decision is made and I reef the jet around into a hard left turn to put my nose on the bandit:

Beach,

Take it from a Captain, you just need a little more *aggression!* Don't think about whether you should turn back and shoot some stray Mig, just do it! Worry about things like fuel, returning home, that beer chilling in the cooler after the kill! 😊

That was a fun one, very enjoyable read. I love the new tiles, the more I see them, the more I like them. Right now, I'm not seeing very much of them, night missions, you know.

Hi-diddle-dee-dee, a Captain's life for me!

-----  
 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](#)

**BeachAV8R**  
Member  
Member # 3055

📄 posted 04-30-2004 00:39     “ ”

quote:

Originally posted by 20mm:

**I love the new tiles, the more I see them, the more I like them. Right now, I'm not seeing very much of them, night missions, you know.**

I've found that there is plenty of time to "ooh and ahhh" about the new terrain whilst floating down to terra firma under a blossoming silk umbrella...indeed...



BeachAV8R

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

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

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