

Planning/preflight:

Our two ship flight will depart Osan and fly north-northeast to the CAP area and aggressively seek out enemy air threats. We will carry a multi-role mix of ordnance including 4 AMRAAMS (of two different variants B/C), 2 Sidewinders and since we will be directly over the FLOT we have thrown on 4 CBU's as well in case we see enemy movement north of allied forces:

Plasmal T.O. - 12:43:00

LT. BEACH			UNASSIGNED								
Max Weight	:	42300									
Gross Weight	:	32629									
Clean Weight	:	18700									
Munitions	:	6767									
Fuel	:	7162									
Drag Factor	:	59.0									

Loadout	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-120B	OUT	2	●	●	●				●	●	●
AIM-120C	OUT	2	●	●	●				●	●	●
AIM-9M	OUT	2	●	●	●				●	●	●
ALQ-184	HGH	1					●				

Debrief:

Our mission time rolls around and with a smile on face I settle into the cockpit for another awesome F4 session. The tower clears our flight for takeoff and I push the throttle up and perform a military power take-off to save fuel since I've forgone the external fuel tanks for this mission:



Climbing out I remember to turn the navigation and strobe lights off:



I also reach over to my counter-measures panel and select Program 4:



And finally I pull up the air-to-ground mode and set up my CBU's in case I need to use them in a hurry:



Cont...

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

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

BeachAV8R

Member
Member # 3055

posted 06-18-2004 18:12

Looking up north toward my assigned CAP sector I can see I'm missing out on the action as a relatively large enemy strike group is heading south under heavy jamming. Unfortunately the U.S. Navy has them set-up like ducks at a shooting gallery and missiles streak in from the coast as F-14s have a field day with the south-bound raiders:



My wingman tucks in under my left wing as we pass by an allied convoy raising dust headed north toward the front:



Approaching our assigned sector we fly up to the northernmost steer-point. Upon reaching it we are almost immediately illuminated and fired upon by an SA-5 site on the southern outskirts of Wonsan:



Knowing we are probably well out of range I execute a shallow left turn to the west to put the SA-5 site on my beam and the missile warning drops off after only a few seconds. We have climbed into the high 20s and soon con-trails develop behind my wingman and I:



I continually call AWACS looking for some business and to my frustration each time they come back with nothing for me. I eavesdrop on some other flights in the theater and see an F-15 has managed to hook onto an enemy bomber:





After a few circuits at our CAP area I'm starting to get buck fever and things aren't looking very promising in this area. With the Navy staking out the coast I'll be lucky to get a missile off before they engage south-bound targets. I decide to move my CAP over to the western edge of the peninsula in hopes of catching some of the heavier (usually) air activity coming down toward Seoul. We take up a 250 heading and my wingman overshoots me a bit and I fly below his contrail for awhile until he slides back into position:



Cont...

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

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

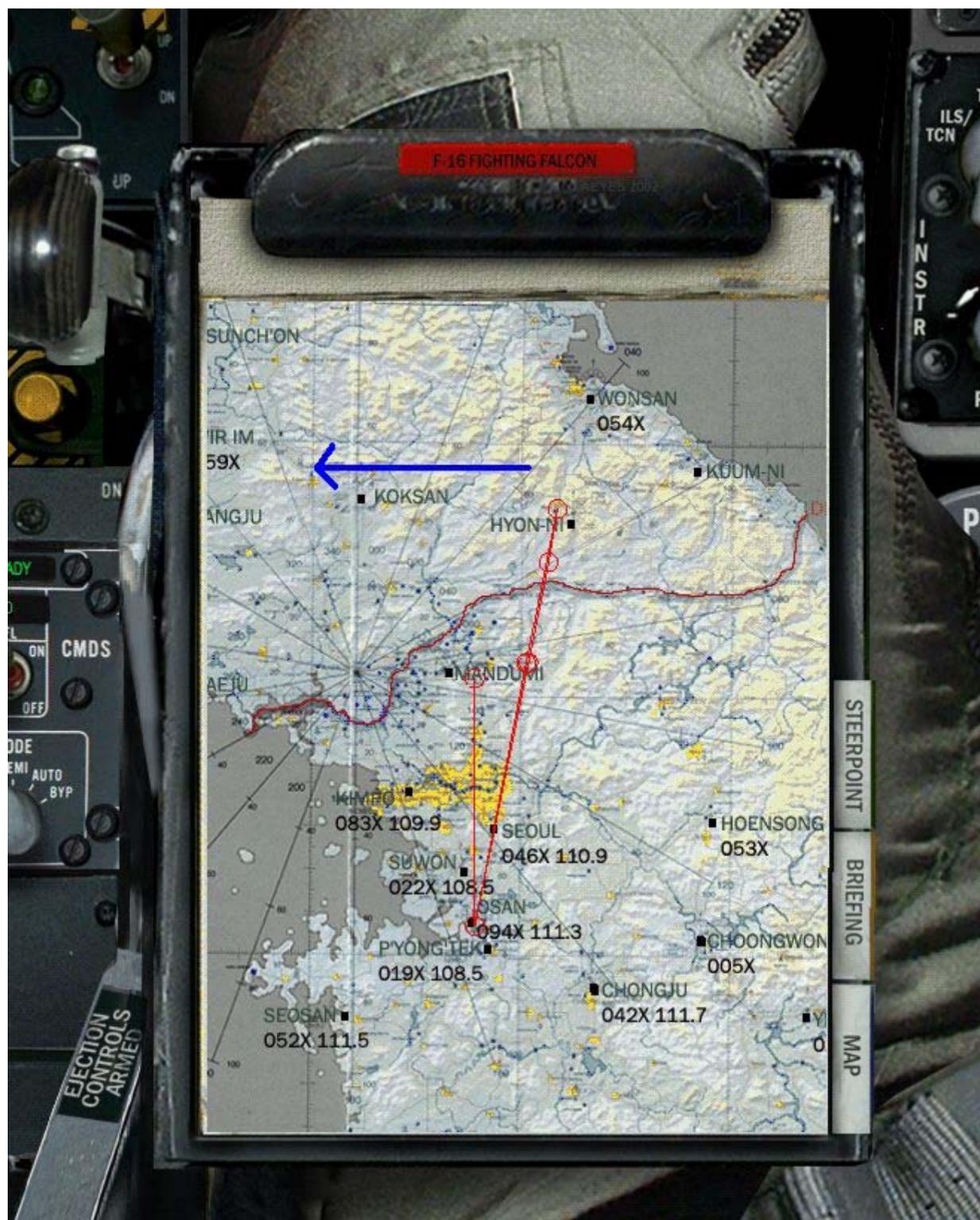
BeachAV8R

posted 06-18-2004 18:12 

Member
Member # 3055

My plan is to head west to the edge of the P'Yongyang air defenses and if no air action is around I'll

drop my CBUs on a ground target and head back to Osan:



As we move toward the west another outpost SA-5 west of Wonsan takes a shot at my wingman who dives away and evades easily:



My radar sweeps out ahead of us as we fly west and a start getting some hits out at the upper ends of the 80 mile scan and I know that only bombers show up at that range. AWACS declares him hostile and I figure he is either a Tu-16 or an Il-28:



The contact alternately flashes red on my radar indicating to me that he has already been targeted by something, so I figure I'll arrive too late to have any impact on that situation. Bored I scan around the theater with the view modifiers and I'm surprised to come across enemy aircraft taxiing at an airfield. It has been extremely rare during my campaign to actually see enemy aircraft taxiing at a base so I perk up at that and wonder what airfield I'm seeing. Two MiG-23s and a MiG-21 take-off and I wish I were overhead to engage them!!



This is the airfield they departed from, can anyone identify it? I was trying to match it up to features on the map and all I could tentatively conclude was that it had to be on the west coast of the peninsula because the runway numbers indicated that this picture was taken at a south heading. With the ocean on the right side (west) I assume it might have been an airfield around P'Yongyang maybe?



Cont...

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

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

BeachAV8R

Member
Member # 3055

📅 posted 06-18-2004 18:12 🏠 👤 📧 🗑️ “ ”

Turning my attention away from sight-seeing and back to the tactical situation I see the "Beagles" have turned back to the northerly heading and they are just outside of 40 miles now flying perpendicular to me. I figure I might just get a shot off at them if I'm lucky and I start a slow descent to pick up some more speed:



The object of my affection:



As the range to the Il-28s continues to decrease, I notice new threats appearing on my threat warning receiver, accompanied by alert tones through my headset alerting me to new threats. In a few more miles I have a formidable array of anti-air activity ahead of me with two SA-5 sites, 3 SA-2 sites and numerous SA-13 vehicles all around me. I know these are defenses in and around P'Yongyang. Soon an SA-5 lights off and sends a bottle rocket my way:





I pause a second, realize the closest Beagle is in range and fire off an AMRAAM before breaking south away from the SA-5:



As I start my break turn I see the radar target turn red as my missile heads for the Il-28 and simultaneously the nearest SA-2 pops into the lethal ring and fires on me:



Cont...

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

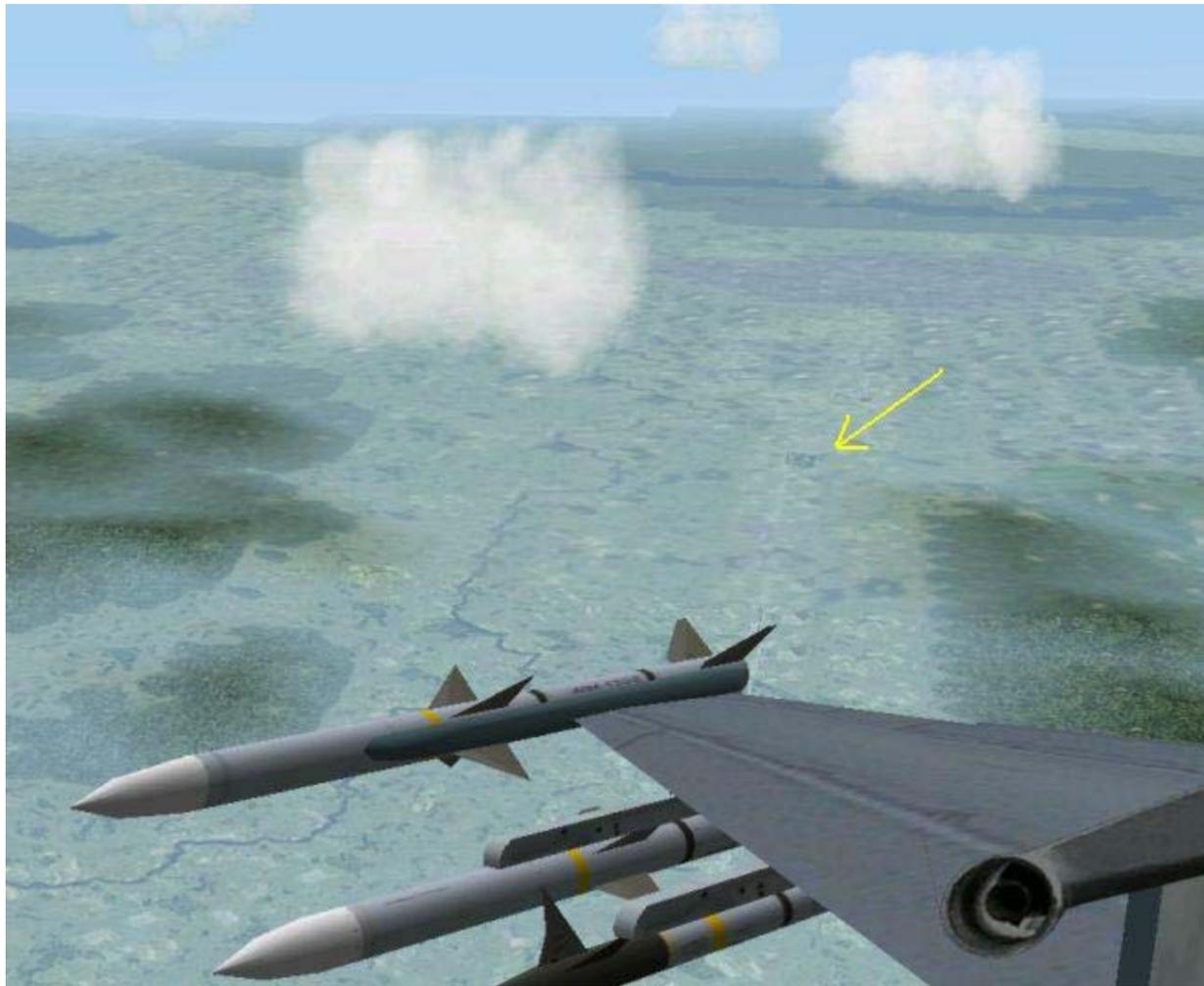
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

posted 06-18-2004 18:13

I roll out of my break turn heading south and glance over my right shoulder and spy the SA-2 site just past my right wing!



As I watch the SA-2 site launches a second missile at me (you can also see two dots in the sky in the background...the Il-28 crew..hehe..):



For some reason, I break INTO the site instead of away from it and irrationally decide that I'm going to bite back. I break toward the site and start dumping the nose to keep my energy and the first missile zips by above me by a wide margin:



I continue jinking down the chute and as I reverse my turn I can see the site below me as I pull more G to the left:



My missile receiver is still blaring at me indicating a new launch and I hold my breath, reverse my turn and pull until my airframe starts buckling. Incredibly another SA-2 flies by behind me missing:



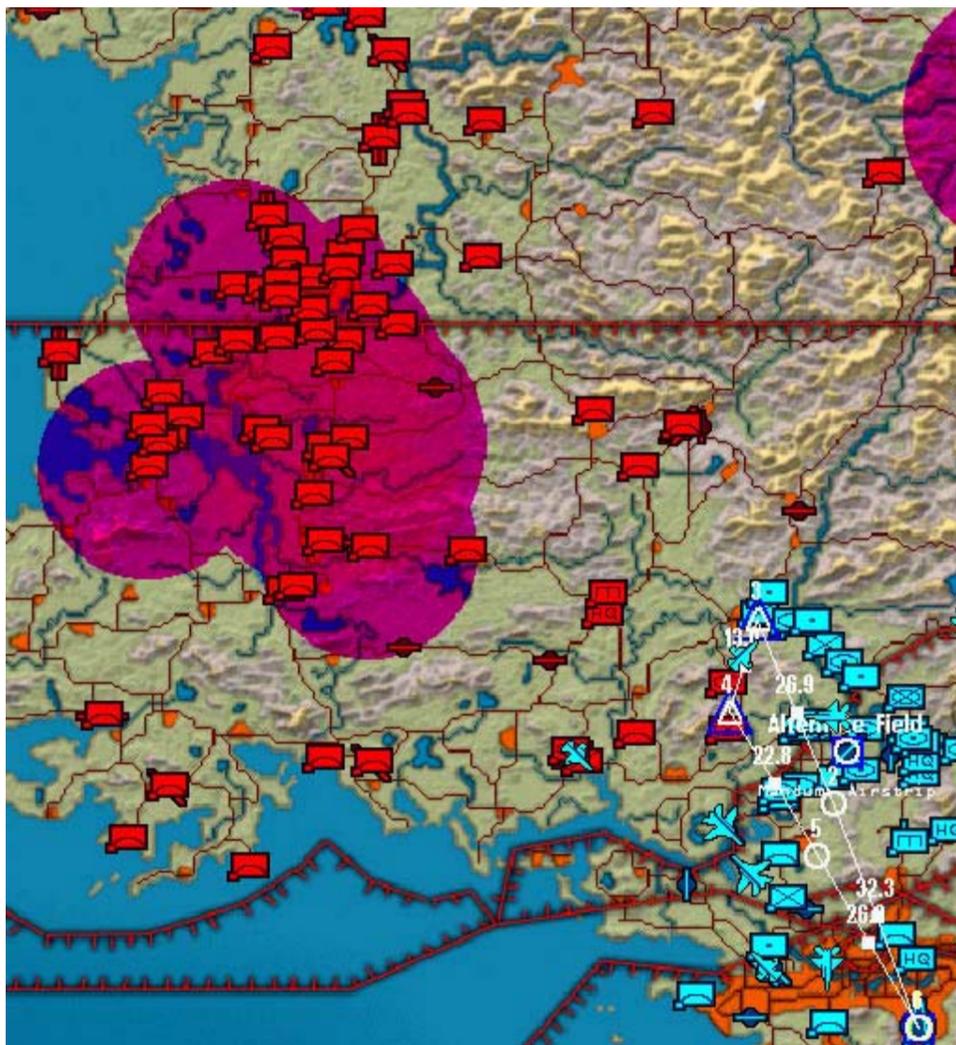
I roll inverted, center up my steering for a CCIP delivery, see the target and hit the pickle button. I hear the CBUs come off the rails and I turn south as I hear the "ripping" sound of the incoming missile seeker radar through my headset. I watch as my bombs hit...uh..the wrong site!



In all my jinking and maneuvering I lost site of the original SA-2 site and instead dropped on a similar site but it was either inactive or long destroyed! I only have a second to realize how stupid I've been before another SA-2 blots me from the sky without even a chance to eject.

Crap. As usual, my impromptu SEAD session results in my untimely death with zero net gain for my side. I'm so angry I accept the results of the mission and immediately go into the ATO and find an F-16CJ flight to hijack out of Seoul.

The mission, which I totally disregard, is a BARCAP north of Seoul. I pull up the map and can see the cluster of SAM sites around P'Yongyang that so quickly swatted me from the skies (you can even see the blue icon of my wingman returning from the area!):



I load up with 4 HARMS, put 4 CBUs on my wingman and with my blood boiling I take-off and head north to vent my frustrations on the SAM sites:

Bug 1 T.O. - 13:58:00

LT. BEACH		UNASSIGNED	
Max Weight	: 42300		
Gross Weight	: 33932		
Clean Weight	: 18917		
Munitions	: 7853		
Fuel	: 7162		
Drag Factor	: 61.0		

A-A	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-120B	OUT		●	●	●				●	●	●
AIM-120C	OUT		●	●	●				●	●	●
AIM-9M	LOW	4	●	●	●				●	●	●

Cont...

[06-18-2004, 18:15: Message edited by: BeachAV8R]

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

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

BeachAV8R

Member
Member # 3055

posted 06-18-2004 18:13

As I climb-out I start cooling off a bit and try to make some sound decisions instead of just blundering in guns blazing. I pull up the HTS page and can see the cluster of SAM sites around P'Yongyang:



I designate some sites for my wingman and he launches one HARM and I launch 4 HARMs myself in quick succession:





One of my HARMs soars over an enemy airbase and I again see aircraft taxiing in after landing (Su-25s):



I grunt satisfaction when my HARM kills one of the SA-2 radars:



Spying the enemy airfield through my HUD I'm again tempted into exceeding my capabilities as I arm up my canon and prepare to strafe the field:



As I come down the chute toward the airfield every flak gun in the area opens up on me and I start taking some hits:



Cont...

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

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

BeachAV8R

Member
 Member # 3055

📅 posted 06-18-2004 18:14 🏠 👤 📧 🗒️ “ ”

My first guns pass is a dry run as I don't see the taxiing aircraft until too late and I can't make the adjustment:



Pulling off and hugging the ground through a black-out inducing turn I come in from a different direction and put a few rounds into a parked Su-25 setting him ablaze:



A burst of inspiration hits me (as well as another burst of automatic weapons) and I padlock the aircraft as I buzz past them and order my wingman to engage. As I come back around for one last cannon run I'm amazed when suddenly a string of CBU's explodes around the parked aircraft and I abort my pass:



Boom!! My wingman scored a direct hit on 3 of the Su-25s and a few ground vehicles as well!! Well done!



I fly through the smoldering wreckage and stay on the deck as I hit the burner and exit the area as tracers and flak continue to trace my path across the skies:



I blaze back south-east at extremely low altitude and my warning panel is ablaze and the jet has a distinct rolling and pitching tendency that I have to control with continuous control displacement. When I feel I'm far enough away from the P'Yongyang defenses I zoom climb quickly up to 15-thousand feet in seconds to get out of range of the numerous SA-13 vehicles scattered across the area:



As we head back to Seoul I pull up my BIT page and see I have a million things wrong with my jet:



With things settled down a bit I work to resolve my control issues and I find it takes a bit of right wing down trim and nose down pitch trim to get the aircraft flying somewhat normally:



Cont...

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

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

BeachAV8R

Member

posted 06-18-2004 18:14



Member # 3055

Reaching Seoul I declare an emergency and descend for a landing on runway 19:



As I touch down, crabbed slightly into the wind another flight is on the move down the runway. Luckily the flight lead had taken off first on my side of the runway so I only had to keep out of the wingman's path while he accelerated:



I taxied up to one of the aircraft shelters knowing my jet would need extensive maintenance after taking it through hell and back...



Conclusions:

Well, what can I say? You got two missions for the price of one! <G>

Both were real cluster-fu*ks. The first one I should have stuck to my assigned area, or at least broken off after downing the Il-28 and not pursuing an SA-2 site that was smack in the middle of probably the most heavily defended area of North Korea.

The second mission was simply a knee-jerk reaction to being shot down. I was so pissed off. It does beg the question though of why the Seoul based F-16CJs are being saddled with BARCAP missions when they could be attriting air defenses around the two major objective cities (P'Yongyang and Wonsan)?

Both missions were failures since even on the second I totally ignored the assigned mission and waypoints. The second mission was at least productive to the war effort though, with me taking out a good number of SAM radars and my wingman destroying 3 Su-25s on the ground:

```
Beach joined as Bug11 at 13:58:00
DPRK Radar destroyed by Bug12 at 14:09:25
SA5 launched at Beach 14:10:23
DPRK Fan Song B destroyed by Beach at 14:10:54
DPRK Barlock-B destroyed by Beach at 14:15:18
DPRK Barlock-B destroyed by Bug12 at 14:15:38
SA2 launched at Beach 14:17:01
DPRK Fan Song B destroyed by Beach at 14:17:29
DPRK IL-28 downed by Bug12 at 14:20:01
DPRK IL-28 downed by Bug12 at 14:20:01
DPRK IL-28 downed by Bug12 at 14:20:01
DPRK M977 destroyed by Bug12 at 14:20:02
DPRK Weapon Loader destroyed by Bug12 at 14:20:02
Beach landed at 14:35:00
Beach exited from Bug11 at 14:37:37
```

DEBRIEFING

MISSION: Failed (Prevent hostile aircraft from entering your station area)
YOUR TASK: Failed (Prevent hostile aircraft from entering your station area)
PILOT RATING: Average

Actual TOS: 14:26:41 (21 minutes late)
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Bug1 (BARCAP)	2 F-16CJ	Mission failed: Did not remain in station area.

Event List

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Bug11	Damaged	16 x 20mm M51	15 misses, 1 hit (6%)
		4 x AGM-88	1 miss, 3 hits (75%)
Bug12	Functional	2 x AGM-88	2 hits (100%)
		4 x CBU-58A/B	4 hits (100%)

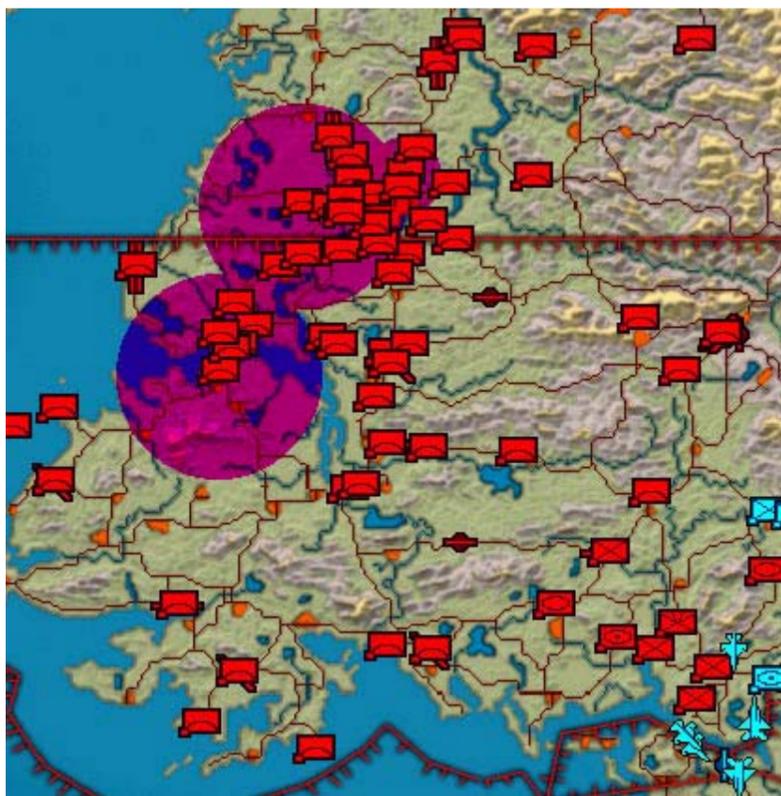
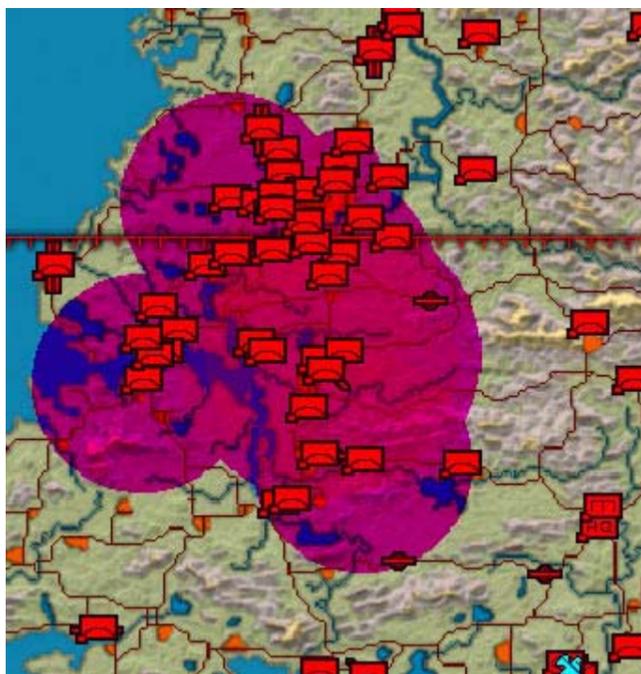
PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	A.A Kills	AG Kills	Rating
Bug11	F-16CJ	Lt. Beach	OK	0 (0)	3 (0)	Average
Bug12	F-16CJ	Lt. Northcott	OK	3	4	Average

RESULTS:

Despite the failure of your package, no hostile aircraft penetrated friendly airspace

The before and after shots of the air defenses on the intel map:



BeachAV8R

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](#)

Alex41
Member
Member # 17081

📅 posted 06-18-2004 18:44 📁 🗑️ 🗒️ 🗑️ “ ”

That is Wonsan airfield.

quote:

This is the airfield they departed from, can anyone identify it? I was trying to match it up to features on the map and all I could tentatively conclude was that it had to be on the west coast of the peninsula because the runway numbers indicated that this picture was taken at a south heading. With the ocean on the right side (west) I assume it might have been an airfield around P'Yongyang maybe?



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

Agent X20
Member
Member # 675

📅 posted 06-18-2004 20:54 📁 🏠 🗑️ 🗒️ 🗑️ “ ”

Good stuff Beach - good to see ya pushing your luck once again.

Me? I'm sort in limbo land. Don't trust my new BMS2 install enough with all the CTDs and my BMS103 install is in pieces after a small accident during "file management". I'll put it all back together one of these days but it's a fair bit of effort.

Couple more mission reports like that and I'll be forced to sort my stuff out! 😊

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

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

JohnTheLuck
Member
Member # 14723

📅 posted 06-18-2004 21:31 📁 🗑️ 🗒️ 🗑️ “ ”

Beach,

It is good to read your reports again. I've been looking every day for something new to read, without luck, except for tonight. Welcome back!

I can say good report again, but your flying decisions,... hum,... need a few missions to get you back in I guess !!!

JTL

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

hassata
Member
Member # 12170

📅 posted 06-19-2004 10:28 📁 🗑️ 🗒️ 🗑️ “ ”

Its amazing that this level of simulation was largely achieved by virtue of community tweaks.

Registered: **Aug 2002** | IP: [Logged](#)

20mm
Administrator
Member # 2515

posted 06-19-2004 13:45     “ ”

Beach,
Well that little break didn't hurt your mission writing skills, this was one of the best, and that's saying a lot! And the screen shots are real sweet, the missile shots, the attack on the airfield, and the last shots coming into base and the touchdown.

You actually ran another mission just to get back into the action because you were po'ed? I love it! Two strafing passes over the enemy airfield? And they said I was a maverick!

I think you've been reading a little too much 20mm material though! When you pulled up the BIT page, you then say, "With things settled down a *bit* I work to resolve my control issues and I find it takes a *bit* of right wing down trim and nose down pitch trim to get the aircraft flying somewhat normally." (italics added) Wonderful!

Two questions: First, is that the stock kneeboard you're using? I can't recall which one I have now, but I like the detail you have there. Second, have you updated your Aeyes cockpit, V1.17, I think? I didn't get an email about this, so I wrote Eric and am waiting for a reply. On the one hand, I don't know how he could make that c/p much better, but on the other, I can't wait to find out!

Terrific report sir, thanks mucho.

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 06-19-2004 14:09     “ ”

Hey 20mm...welcome back! Poorer and wiser I assume?? Lol...we are heading to Vegas in October actually. We are going to fly into SFO, visit Yosemite, stay in Mammoth Lakes, CA for a couple days, then attempt a summit of Mount Whitney for 3 days, then drive to Vegas to pamper ourselves after the grueling hike...should be lots of fun.

Yeah..I was stupid in the first mission attacking that SA-2 site. I was so pissed off when I got shot down I just hopped into another mission hell-bent on revenge..lol...not the best decision making time I guess.

I received the e-mail from Aeyes about the cockpit update..but I thought it was addressing a problem with BMS 2.0 compatibility or something..I actually didn't read the whole e-mail because my install is working perfectly. Then again, I'm still using old BMS.99 I'm positively drooling over new shots of BMS 2.0..great stuff there with the new lighting and explosion effects...etc...

The knee-map..I think is included in Aeyes pit if I'm not mistaken (and I could be!).

Welcome back!

BeachAV8R

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

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

elanaiba
Member
Member # 5888

posted 06-22-2004 05:22     “ ”

Great review...

One question... are you using the Hi-Tiles (or whatever they're called, can't remember)?

Dan

From: **Bucharest, Romania** | Registered: **Jul 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 06-22-2004 06:04     “ ”

quote:

Originally posted by elanaiba:

One question... are you using the Hi-Tiles (or whatever they're called, can't remember)?

Yes..I'm using Twaelti's newest set of Hi-Tiles..they look great.. 😊

BeachAV8R

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

Aeyes
Member
Member # 4057

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

📅 posted 06-22-2004 07:37    “ ”

quote:

Originally posted by BeachAV8R:

I received the e-mail from Aeyes about the cockpit update..but I thought it was addressing a problem with BMS 2.0 compatibility or something..I actually didn't read the whole e-mail because my install is working perfectly. Then again, I'm still using old BMS.99 I'm positively drooling over new shots of BMS 2.0..great stuff there with the new lighting and explosion effects...etc...

The knee-map..I think is included in Aeyes pit if I'm not mistaken (and I could be!).

Welcome back!

BeachAV8R

Hi Beach,

The update consists of the following:

The SP3/4/FF/BMS 1.03 compatible cockpit with the following changes:

- Optimised the cockpit for better performance
- Removed damagemodelling graphics in the pit completely (also when opening canopy)
- Removed double winglights since SP4
- Removed double tails since SP4
- Made background of panels lighter color, more matching block 50/52 cockpit
- Changed eyebrow warning lights colors to red, matching block 50/52 warning lights
- Fixed several minor misalignments of switches and lights

The BMS 2.0 compatible cockpit with the following extra changes besides above:

- Added animated needles and instruments
- Removed multiple surfaces in the daytime part of the pit, no more cracks with the use of FSAA/Anisotropic filtering

So in your case it is still very usable with your setup, but if you decide to try out BMS2.0 in the near future, the animated needles are the most significant change. Can't hurt to have v1.7 as a backup either 😊

Rgds, Aeyes

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

📅 posted 06-23-2004 17:28    “ ”

Whoops!

I need to clarify my post above, I did in fact receive an email from Aeyes, in fact, I got three of them! I'm just too ignorant to know it.

I d/l'ed and installed V1.7, it's great. And, from Aeyes' site you can get a neat kneeboard, which I did and now I'm not bored anymore.

All is good.

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 06-23-2004 18:01    “ ”

Go Beach go!

Very good AAR. I particularly enjoy how you try to identify things that went right and wrong in the mission.

Keep up the good work!

Torquatus

Always remember that we're the luckiest community out there: we continually insult the devs and their products, and yet they continue to work - often for free!

From: **Brisbane, Australia** | Registered: **May 2004** | IP: [Logged](#)

20mm
Administrator
Member # 2515

Torquatus
Member
Member # 19503

All times are Eastern Time Zone

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