

The load-carrying ability of the A-10 is phenomenal and I feel like a kid in a candy store as I load up the hard-points with various weapon types. For this mission the load-out consists of 6 Mk-20 Rocketeers, 3 CBU-87/103 Combined Effects Munitions, 4 LAU-3/A rocket pods, and 2 AIM-9 missiles:



Debrief:

Strapping into the cockpit of the A-10 I feel as though I'm in foreign territory. The array of different instruments and switches is totally unlike that of my more familiar F-16. Immediately I start hunting for the HUD Drift C/O switch, but I can't find it (nor do I know if it is available) so I resign myself to flying the mission without the HUD aligned. The cockpit is stunning; another amazing product of Aeyes Cockpits (<http://www.cockpits.nl/index2.html>):





The tower gives us our take-off clearance and I run out of time trying to figure out all the switches and settings. I push the throttle forward and....and....and...yes..we are moving! The A-10 is distinctly less "sporty" than the F-16s I've been flying. Indeterminable seconds later I finally ease back on the stick and the heavy airframe eases off the ground:



\*\* Note - The external models, for some reason, do not reflect that 4 LAU-3/A rocket pods are loaded. Even though they don't appear, they are indeed there. \*\*

Climbing out slowly toward the north I pull up the weapons page and set up the CBU burst height and release number and interval:



Cont...

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

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

**BeachAV8R**

Member  
Member # 3055

posted 07-02-2004 17:51 [Icons: Home, Mail, Print, Quote]

I feel a bit naked without an air-to-air radar and continually query AWACS for threat assessments. There are several threats well to the north, but I have faith in the F-15 and F-14 CAPs that are roaming overhead:



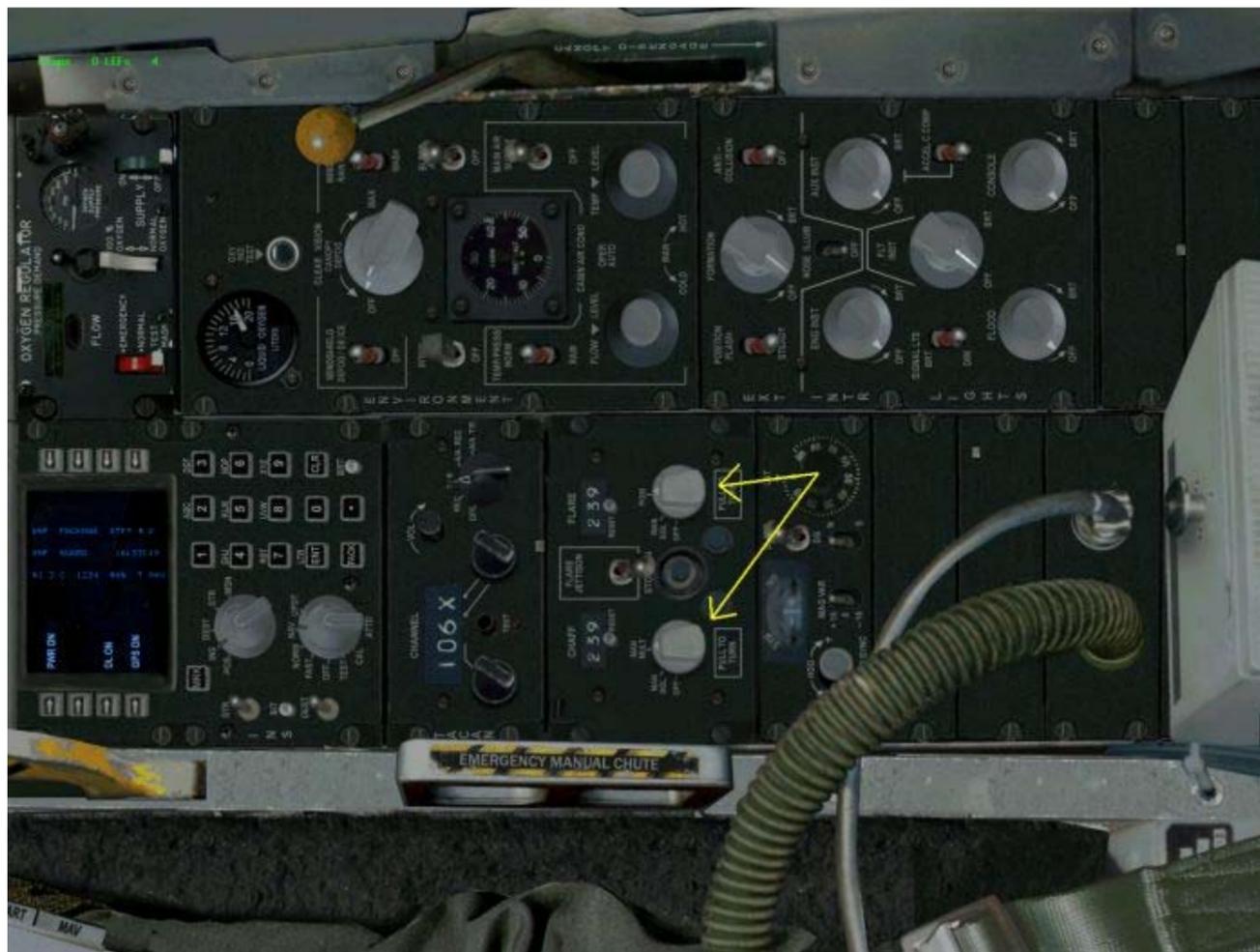
Another flight of A-10s has preceded us into the area and is starting to work over the enemy forces in the Kaesong area:



As we fly north I continue my hunt and peck routine in the cockpit, comparing switch positions to the 4 page quick reference sheet I have next to me detailing the A-10 cockpit switches and functions (part of the Aeyes package). I finally find the ECM pod power switch and snap it to the on position:



Further exploring finds the navigation and strobe light switches which I rotate to the off position:



The A-10 slowly climbs and we finally settle in at around 14 thousand feet, which should be a couple of thousand feet above the 12 thousand foot ceiling (approximate) of the main threat in the area, the SA-13 "Gopher". Through the HUD I can see smoke rising from the preceding strikes giving me a good reference point to set up my attack:



The city of Kaesong comes into view with the sharp southern boundary providing a good reference for situational awareness. Troops are embedded within the city in static positions and there is heavy troop movement to the west of the city as troops arrive in scattered convoys:



Using the padlock I start identifying and declaring fixed positions, handing them off to my wingmen for attack:



As I maintain a high orbit I watch my wingmen's CBU's destroy targets I designate:



Cont...

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

**BeachAV8R**

Member  
Member # 3055

📅 posted 07-02-2004 17:52   🏠 👤 📧 🗒️ “ ”

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Unable to resist any longer I start picking out my own targets and roll in hot:



My initial attack is a bit shallow and it takes forever for the CCIP designator to cross the target. I realize that the slower A-10 requires a bit steeper attack profile than what I'm used to in the speedier F-16:



As you can see my second attack is way too shallow as well, resulting in the CCIP pipper being well below the field of view in the HUD causing a very low pull-out after the attack run, exposing me to an inordinate amount of ground fire:



The wide-view A-10 cockpit gives excellent visibility and SA, allow you to see many of the terrain features that aid in visual bombing:



Another pair of CEMs takes out a gaggle of moving armor:





Cont...

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**BeachAV8R**

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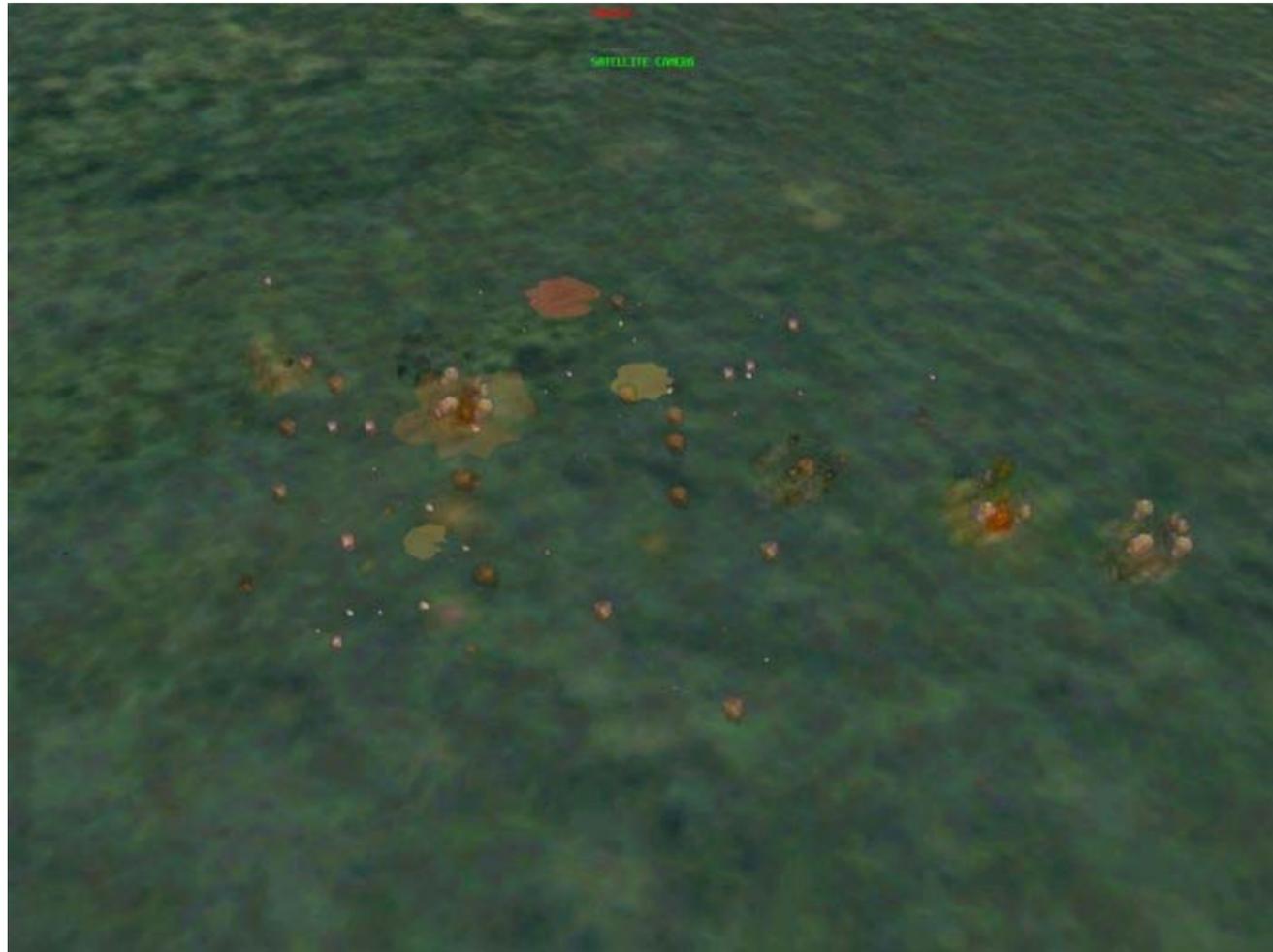
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📅 posted 07-02-2004 17:52   🏠 👤 📧 🗑️ “ ”

Time and time again I pull up, reverse, padlock new targets and roll in for another delivery. I can see why the A-10 role is so addicting...it is down low, in the your face attack flying!







I finally realize the steeper attack profile allows for quicker targeting, release, and a higher pull-out from the target. Here I deliver a pair of Rockeyes:





After expending the last of my bombs I pull back up to altitude and watch my wingmen work over a few targets of their own. I can't describe how cool it is to padlock a target and watch as your wingman flashes over the site at low altitude, seeing the bombs fall, the puff of smoke as the CBU cracks open, then the satisfaction of seeing the enemy explode as the pattern envelopes them. Here you can see one of my wingman and his shadow, moving vehicles and tracers chasing him across the sky:



There are scores of targets down there and I pause long enough to switch to my rocket pods:



Cont...

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**BeachAV8R**

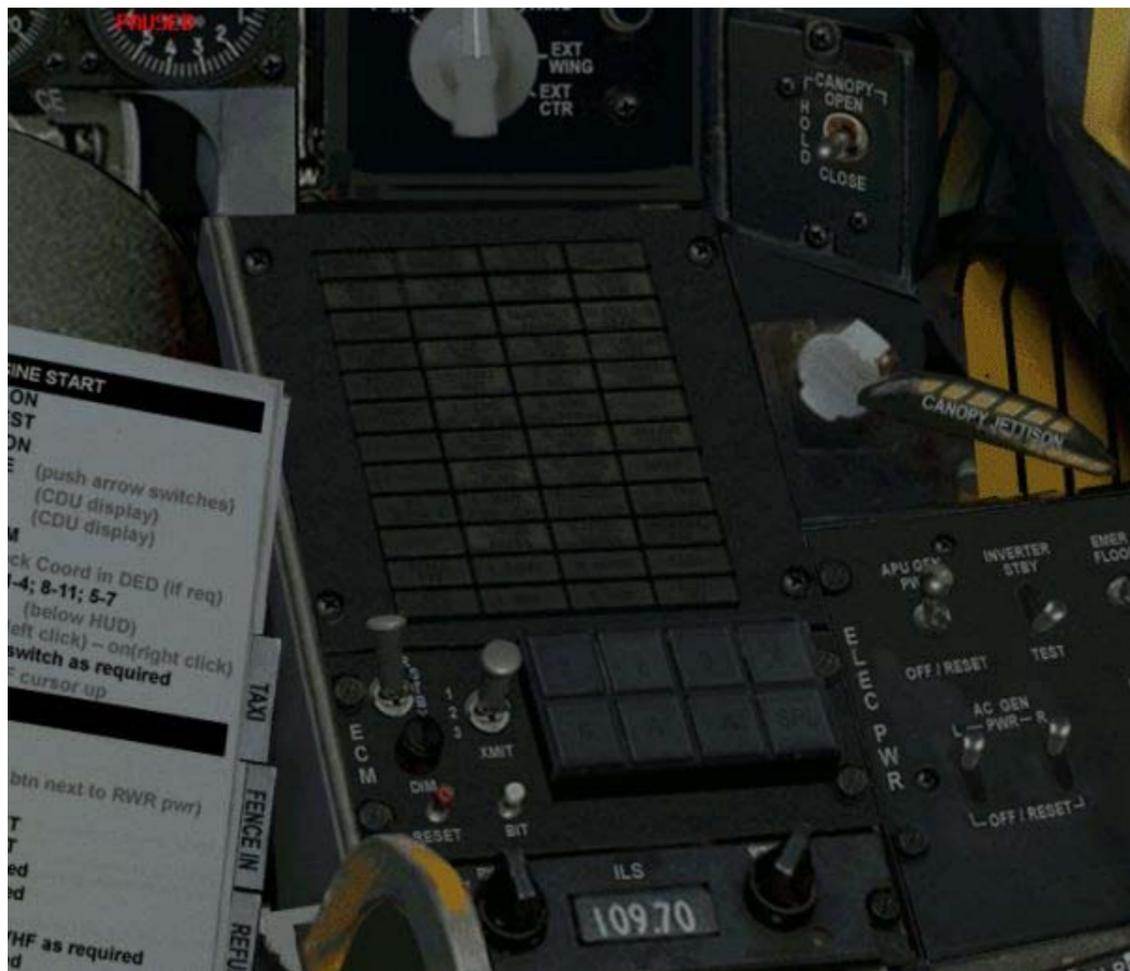
Member  
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posted 07-02-2004 17:52    

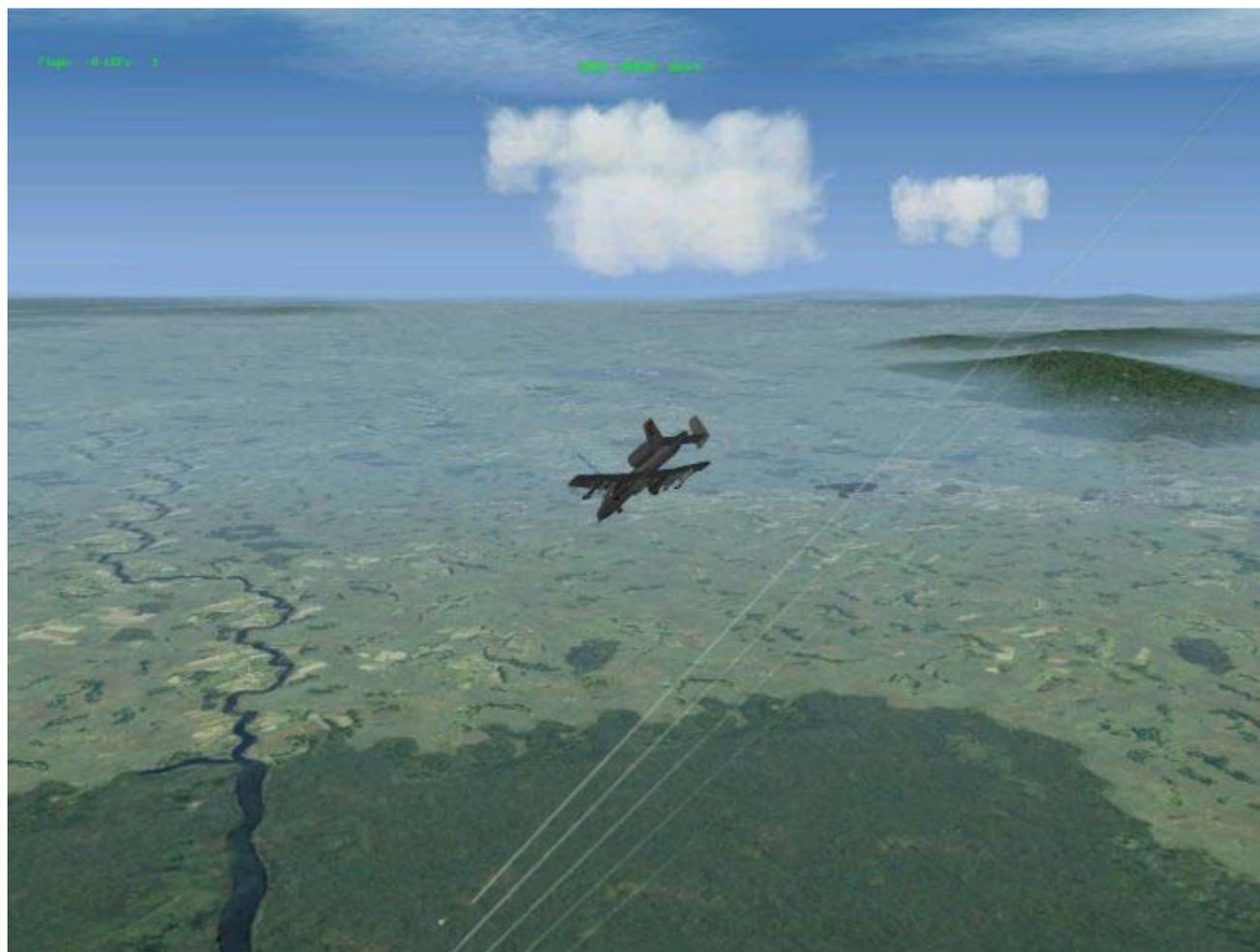
On my first pass I screw up and release my rockets using the velocity vector as a reference because I don't realize the rocket aiming reticule is way down on the HUD. None of my rockets hit the target, but as I pull off white smoke is streaming from my airframe!



I've never seen this before and for a minute I wonder if I've been hit by ground fire. A quick check of the warning panel shows no anomalies, so I come back around for a second rocket pass:



This time I use a steeper attack profile with a higher speed and the aiming reticule shows more clearly at the bottom of the HUD. I hit the pickle button and the rockets launch in a flash:



Boom! Direct hit!



Suddenly I hear a new warning tone coming through my headset and I peer anxiously at the threat warning display and see the dreaded -29 symbol:

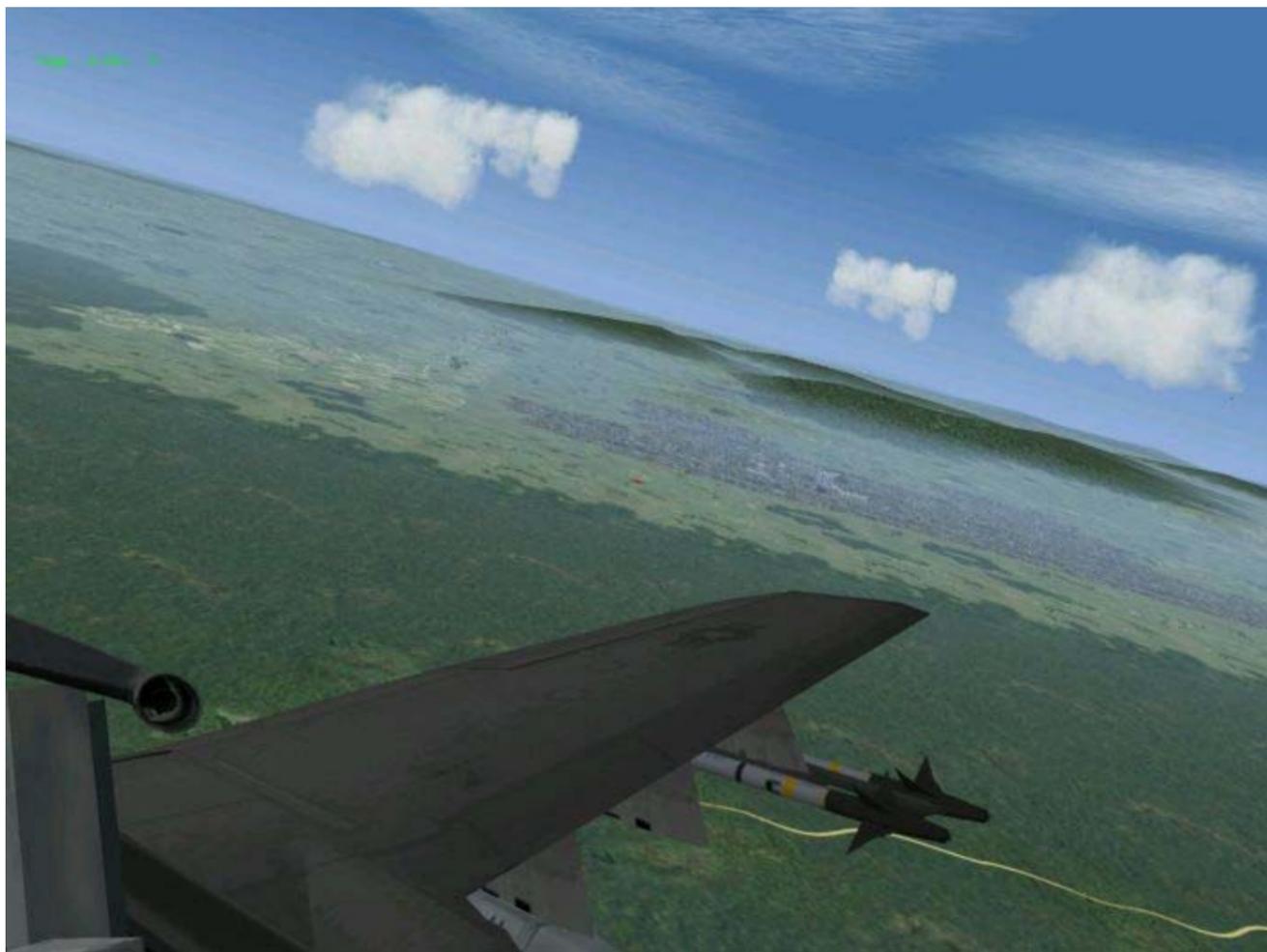


I dump the nose, firewall the throttle and make haste southbound while calling AWACS for assistance. With F-15s nearby I figure I am in good company and the threat will be neutralized:



As I make my way south an SA-13 starts making noise off to my left (east) and figuring the F-15s are inbound to deal with the J-11 (or MiG-29..I'm not sure yet) I pull up intending to arc around to the east and engage the SA-13:





Cont...

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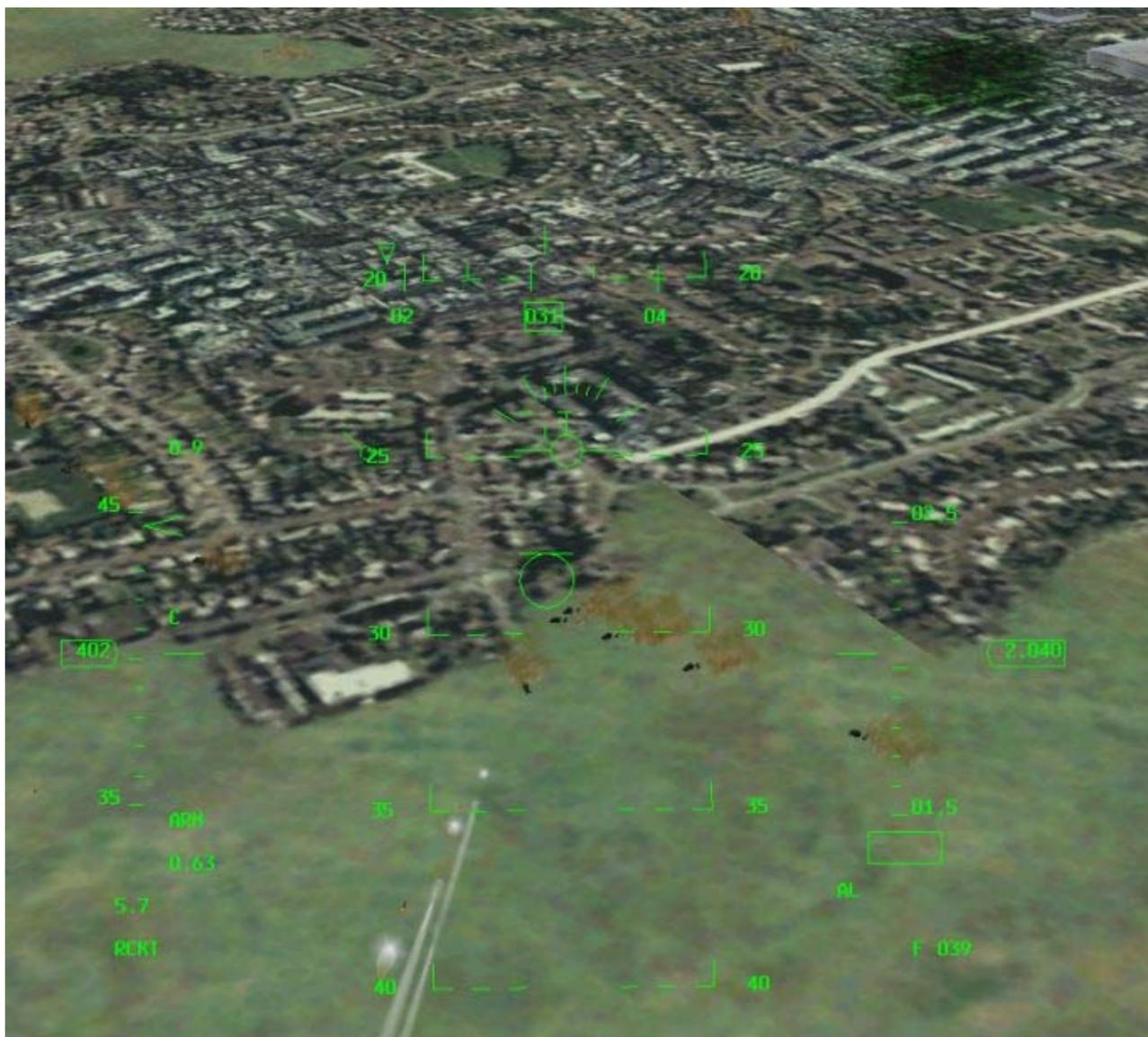
**BeachAV8R**

Member  
Member # 3055

📅 posted 07-02-2004 17:53 🏠 👤 📧 🗒️ “ ”

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I spot a likely gaggle of vehicles and find that the HUD only view can be much more useful when aiming the rockets, giving a broader picture and a clear indication of where the rocket aiming reticule is:





I linger long enough over the battlefield to further designate a few more targets for other members of my flight, but they aren't as quick to make their runs and it turns out to be a bit of a waste of time:



With the F-15s nearing I figure I'll take a pass or two using the A-10s powerful gun. I set up along the southern axis of Kaesong knowing that many vehicles are located in that area:





Unfortunately, the J-11 manages to close the distance before the F-15s can do anything and as this picture shows, the J-11 is bottoming out of a dive headed directly toward Kaesong:



My threat receiver shrieks that a missile is inbound and I break left (south) and try to evade as I punch chaff and flares continuously:



Cont...

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

**BeachAV8R**

Member  
Member # 3055

📅 posted 07-02-2004 17:53   🏠 👤 ✉️ 🗒️ “ ”

My break turn doesn't spoof the missile though and I take a direct hit:



The aircraft rolls inverted and I toy with the controls for a few seconds seeing if I have any control. It is evident that I have no control however and I pull the handles and eject:



I wonder how I'm going to explain THIS one to my squadron commander!

Conclusions:

The A-10 is an awesome aircraft. Unfortunately for me, it has the type of mission that encourages one to linger over the battlefield and lures you into taking unnecessary risks. At the first hint of enemy fighter activity I should have headed well south and orbited until the area was clear.

**DEBRIEFING**

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

Actual TOT: 16:40:23 (72 seconds late)  
 Losses: 1

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Thunder1 (BAI)	4 A-10	Mission partial success: Only light damage was inflicted to enemy. <a href="#">Event List</a>

**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Thunder11	Destroyed	6 x Mk-20D 1 miss, 5 hits (83%) 3 x CBU-87/103 CEM 3 hits (100%)	
Thunder12	Functional	6 x Mk-20D 4 misses, 2 hits (33%) 3 x CBU-87/103 CEM 3 misses (0%)	
Thunder13	Damaged	6 x Mk-20D 4 misses, 2 hits (33%) 3 x CBU-87/103 CEM 3 misses (0%)	
Thunder14	Functional	6 x Mk-20D 4 misses, 2 hits (33%) 3 x CBU-87/103 CEM 1 miss, 2 hits (66%)	

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Thunder11	A-10	Lt. Beach	MIA	0 (0)	18 (0)	Excellent
Thunder12	A-10	Lt. Taylor	OK	0	1	Good
Thunder13	A-10	Lt. Shank	OK	0	1	Excellent
Thunder14	A-10	Lt. Berg	OK	0	2	Excellent

**RESULTS:**  
 The 130th Airmobile Brigade has taken 4 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

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Beach joined as Thunder11 at 16:28:00
Thunder12 landed at 16:28:56
Thunder13 landed at 16:29:48
Thunder14 landed at 16:29:58
DPRK AT-3 destroyed by Thunder13 at 16:43:45
DPRK AK47 destroyed by Thunder12 at 16:43:57
DPRK AK47 destroyed by Beach at 16:45:35
DPRK SA-14 destroyed by Beach at 16:45:35
DPRK AK47 destroyed by Beach at 16:45:35
DPRK AK47 destroyed by Thunder14 at 16:46:36
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK KrAz T 255B destroyed by Beach at 16:48:29
DPRK 120mm Mtr destroyed by Thunder14 at 16:48:5
DPRK KrAz F 255B destroyed by Beach at 16:51:20
DPRK KrAz F 255B destroyed by Beach at 16:51:20
DPRK KrAz T 255B destroyed by Beach at 16:51:20
DPRK KrAz T 255B destroyed by Beach at 16:51:20
DPRK D-30 destroyed by Beach at 16:53:23
DPRK D-30 destroyed by Beach at 16:53:23
DPRK KrAz T 255B destroyed by Beach at 16:55:53
DPRK KrAz T 255B destroyed by Beach at 16:55:54
Thunder13 landed at 17:11:56
AA-10A launched at Beach 17:14:57
Beach ejected at 17:15:22
Beach exited from Thunder11 at 17:16:41

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I really enjoyed flying the A-10, although the slower speed and lack of horsepower takes a bit of getting used to. Several times I stalled the aircraft at the top of my climb-out after attack runs when I over-banked and pulled a bit too much G. The nice thing is that you can yank it around much more aggressively than the F-16 without worrying about breaking things. It makes an extremely stable bombing platform since things are moving a bit slower. The A-10 also carries a lot more flares and chaff, allowing you to use them liberally throughout the mission.

Aeyes A-10 cockpit is simply awesome. The 2D pit is extremely functional, with tons of clickable switches and dials. Obviously there are limitations to simulating an A-10 with a simulation engine designed for the F-16...so some systems and displays are not true to life but the suspension of disbelief is definitely there. The detail of the cockpits, both 2D and 3D are astounding. You can check out Aeyes A-10 cockpit, as well as his other cockpits by visiting his web-site:

<http://www.cockpits.nl/index2.html>

BeachAV8R

F4/1.08/SP3

FreeFalcon 2 (can't remember if it's 2.1 or 2a..sorry..)

Aeyes 1600 x 1200 A-10 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)

[ 07-03-2004, 03:54: Message edited by: BeachAV8R ]

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

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

**Angel Eyes**  
Member  
Member # 18308

📄 posted 07-02-2004 18:58 🏠 👤 📧 🗑️ “ ”

Great report as usual Beach. One question. I haven't flown anything but the F-16 so far, so if I try to fly an A-10 and I haven't gotten Aeyes A-10 pit, do I just get a stock A-10 pit or what. I plan on getting the pit, I'm just wondering what happens if you don't.

-----  
*"When I'm paid, I always see the job through"*

-Angel Eyes-

The Good, the Bad, and the Ugly

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Windows XP  
AMD Athlon XP 2.6  
ABIT AN7 Motherboard  
1 GB Kingston Dual Channel DDR  
Radeon 9800 Pro  
Saitek X45  
Falcon 4.0/FF3-BMS 2.0/Aeyes 16x12 pit

From: **Greensboro, NC** | Registered: **Feb 2004** | IP: [Logged](#)

**Agent X20**  
Member  
Member # 675

📄 posted 07-03-2004 01:42 🏠 👤 📧 🗑️ “ ”

Argh! Awesome! Damn you Beach! Do you know just how long I've been wavering over that A10 pit? 🤔

Do you realise how many copies of that A10 pit you've just sold? (1 here!!)

I've seen too many A10s chewed up over the FLOT to even think about loitering but I guess all them bombs are kinda tempting.

Nice work designating - I really really must work out how you do that. I don't use padlock so am a complete learner with it.

Incidentally I've just finished my first online F4 mission. It was blast even if I did have to hand hold an F4 newbie all the way lol.

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

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

**Wilko**  
 Member  
 Member # 1154

posted 07-03-2004 02:43 “ ”

Lovely grub that Looked like alot of fun, I'm going to try a deep strike mission in a F-111 using that pit I spotted at Aeyes site. That's one thing I like about this sim is that there is all sorts of aircraft you can fly in a full blown war.. very very cool

-----  
 You take it easy.. And have a nice day :-)

From: **West Aussie** | Registered: **Aug 2000** | IP: [Logged](#)

**20mm**  
 Administrator  
 Member # 2515

posted 07-03-2004 13:42 “ ”

My, my, my! What's this I hear about Beach flying the Hog? Tis true, tis true!

Great news and good report there. I'm a little disappointed you got shot down before using that 7 barreled rotary 30mm cannon though! Love to know how that works and sounds in F4, having experienced the joy in LOMAC many many times.

That pit by Aeyes is purely awesome, you're tempting me here big time! The LOMAC Hog is truly a thing of beauty, and functionality, but, no clickable interface, sigh.

I'd be interested to see a mission with Mavericks in the loadout. Next time? Do it yourself, 20mm?

Thanks Beach, an unexpected treat. Oh, and think LOMAC, bus driver man!

-----  
 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](#)

**Torquatus**  
 Member  
 Member # 19503

posted 07-03-2004 19:54 “ ”

Another excellent AAR Beach!

I have to say I am guilty of the same sort of stupidity when flying the A10. My particular flavour is to fly over onto my target, kill lots of tanks etc., then see some more a little further north ...

As you can guess I rapidly get into a situation where I can't get back to freindly territory (and the F15s) if fighters show up. We might have to go by WWI rules - if you can't glide back to the lines the you've gone too far

Keep up the good work, Beach!

Wilko: Definatly go a mission in the Pig (or Aardvark if you're American). It does rock! You also have to try it at night (nothing like 300ft hard ride in pitch dark to make you learn to trust the TFR )

Torquatus

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 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](#)

All times are Eastern Time Zone

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