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Author Topic: Operation Rolling Fire Mission #47

BeachAV8R

Member
Member # 3055

posted 07-06-2004 19:12

07/04/04
Falcon 4.0/SP3 Campaign Mission Report #47
OPERATION ROLLING FIRE
DAY 4 - 1735 HOURS

Campaign Status:

Enemy troops continue to pour into the disputed city of Kaesong. If I had to guess I'd say the troop movements represent a major enemy counter-offensive with the intent of driving allied troops back across the Imjin. Perhaps the enemy counter-offensive is a desperate attempt to win some bargaining strength prior to peace negotiations. With allied troops steadily advancing toward Wonsan the writing is on the wall for enemy forces.

Objective:

The objective for today is to fly a sweep against enemy aircraft attempting to support troops in the battle for Kaesong:

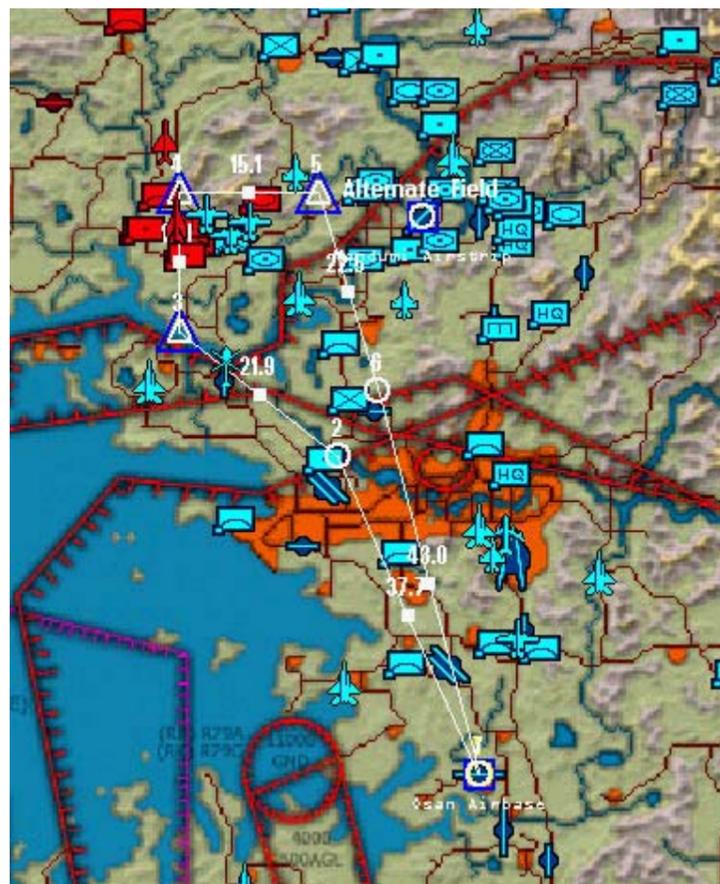
BRIEFING

MISSION: Destroy as many enemy aircraft as possible
YOUR TASK: Sweep
 Station Area: over P'anmun.
 Time on Station: 17:48:48

SITUATION:
 Be advised: Starting at 11:00:00, our ground forces will be making a major push towards P'Yongyang.
 Army command would like to clear the area over P'anmun of enemy CAS aircraft and helicopters. Air command will be running a mission in the area in the hopes that we can clear the area of enemy assets while suffering minimal losses.

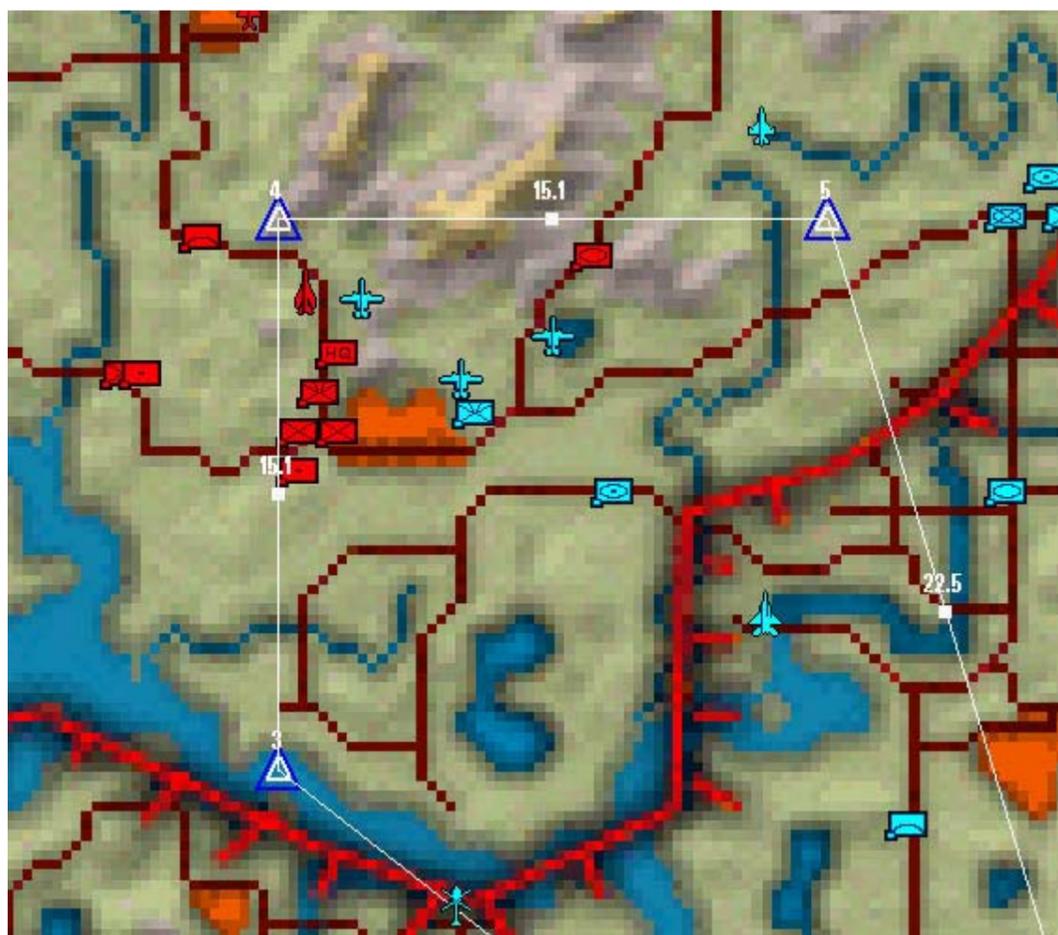
Planning/preflight:

Since we will be directly over the Kaesong area and extra fuel is unnecessary we will instead carry six Mk-82, 500 lb. general purpose bombs to provide on-call air support for allied troops:





Care must be taken when engaging troops in the Kaesong area since the area-of-operations remains very dynamic. Generally, allied troops are taking up positions on the east side of the city while enemy forces are coming down the highways into the western portions of the city:



A look at pre-mission intelligence reports shows a surprising fact. Even though enemy air forces haven't been coming up in strength to duel with our fighters, the total enemy air force inventories remain at a somewhat high level:



Meanwhile, enemy ground forces continue to be pounded since allied attack aircraft have almost unfettered access to the front lines:



Debrief:

With the reassurance of having 6 AMRAAMs under my wings we depart Osan and point north for the short flight to our patrol area:



Looking north on the radar I can see several allied aircraft with jammers active and several flights of A-10s that are working over the enemy troop concentrations near Kaesong:



Cont...

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

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

BeachAV8R

Member

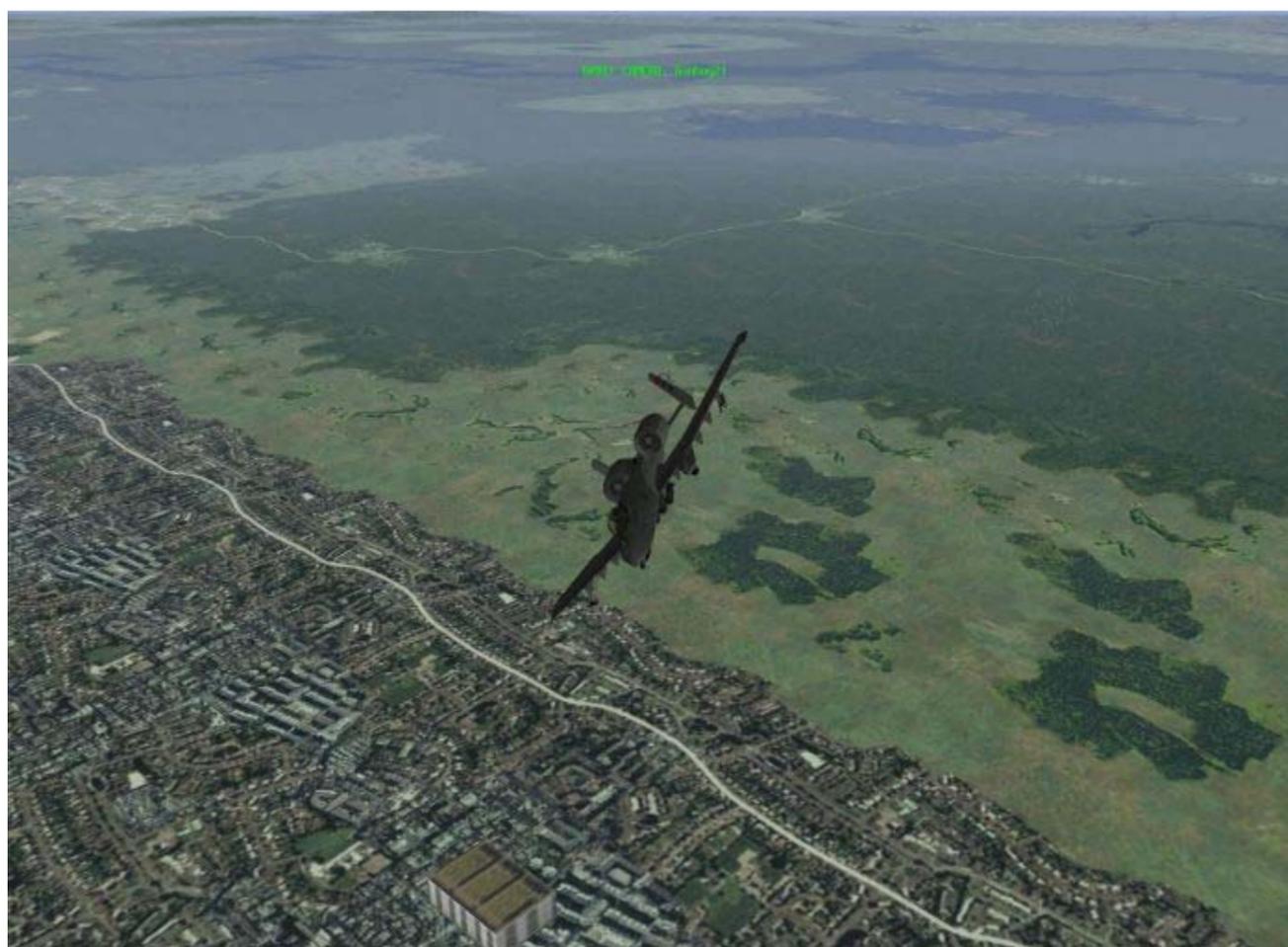
posted 07-06-2004 19:12

Member # 3055

A beautiful F/A-18 flies CAP over another Navy attack flight:



An image reminiscent of my mission; it looks like the A-10 squadron at Osan is still working over the Kaesong area:



Coming up on my sweep waypoint I look out the right window and can see Kaesong with multiple battles erupting on the outskirts:



Intending to fulfill my sweep mission first, I query AWACS and am surprised when they call out a contact about 40 miles north, 18-thousand feet, heading our way:



I take this one for myself since air-to-air engagements are getting scarcer. I lock him up, declare him to AWACS and wait for the relatively high closure to bring him into range before firing:





The radar target symbol on the MFD turns red indicating a missile is on the way toward him as he starts bearing off in an attempt to outrun my shot:



Cont...

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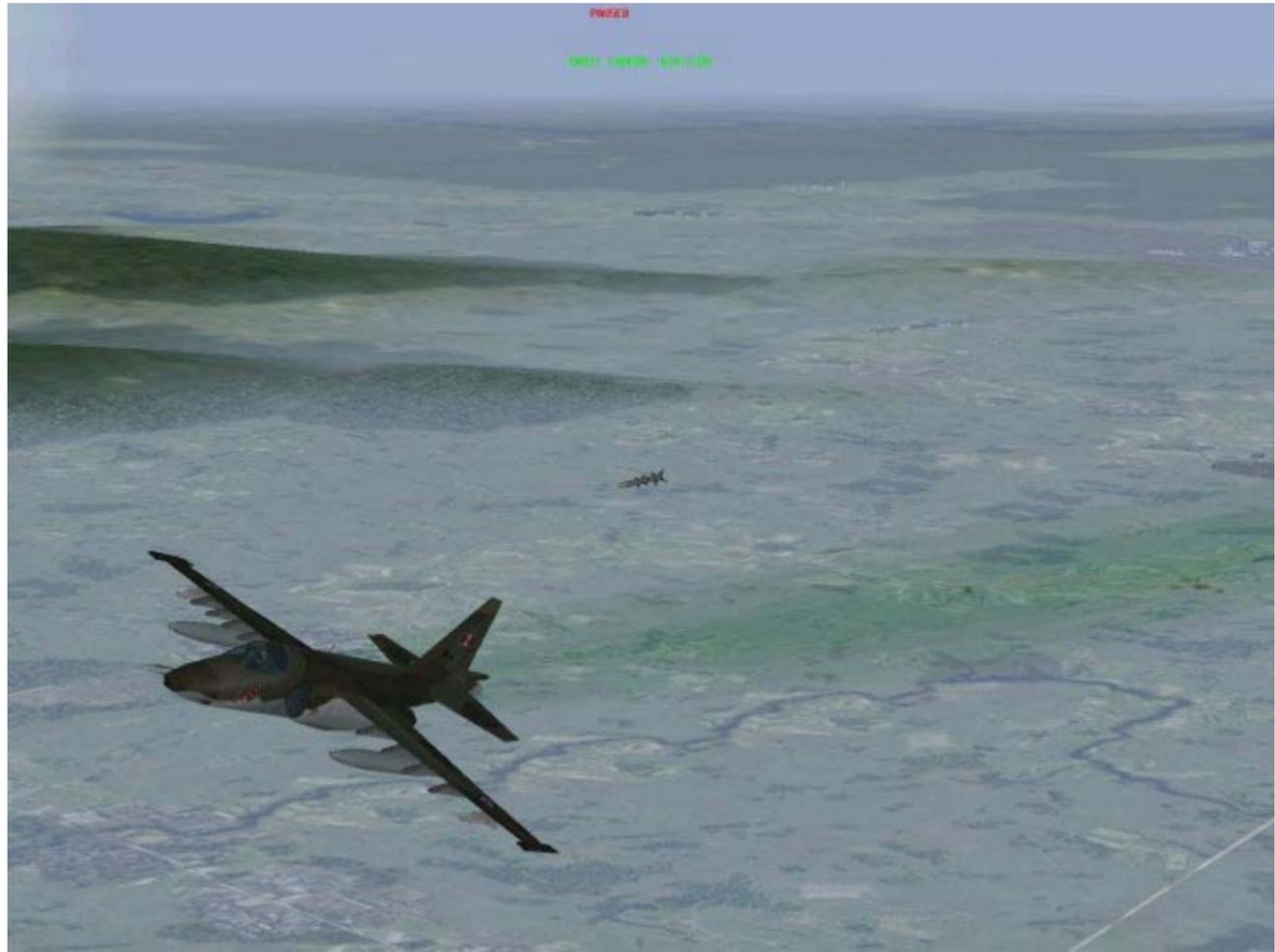
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R

Member
Member # 3055

posted 07-06-2004 19:13

The Su-25 doesn't have the speed to outrun most missile shots. Right as the missile hits the Su-25 pulls hard into the vertical and punches off his fuel tanks:



The Frogfoot goes down in flames and with the skies clear I turn my attention to the enemy forces around Kaesong. Just north of the city I can see a group of vehicles moving south. I padlock one of the, declare them to AWACS to confirm they are hostile, then arm up my Mk-82s and roll in on them:



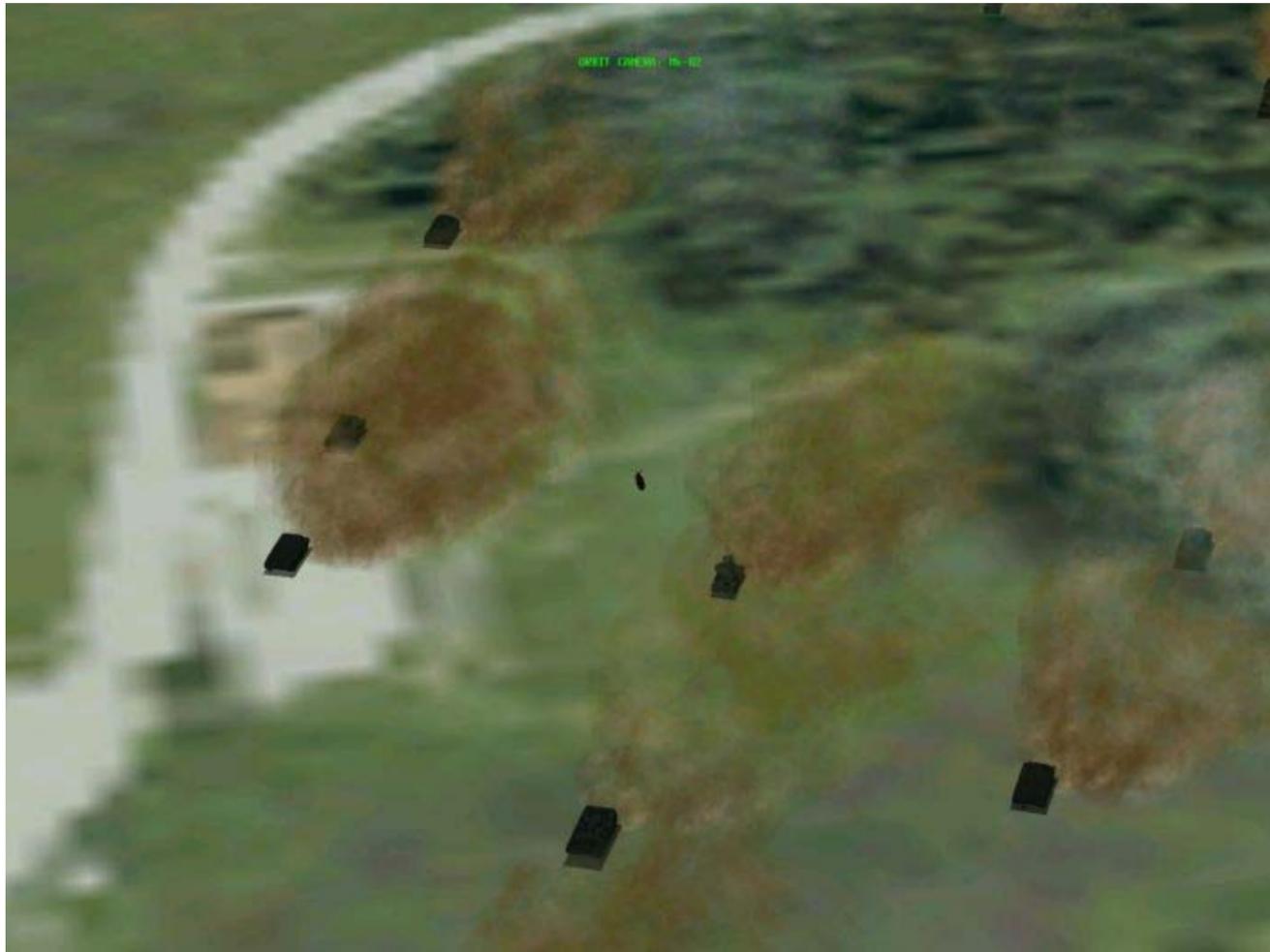
My roll in is hasty and sloppy and as I'm coming down the chute trying to correct my steering I realize my attack is totally porked. I remove my finger from the pickle button and pull off dry intending to set up a better run instead of half-assing a poor one. As I let my momentum take me up and away from the ground I punch off flares and chaff in case any SA-13 vehicles are down there among the movers:



Getting a bit of distance I re-acquire the targets and set up for a better attack down the axis of advance:

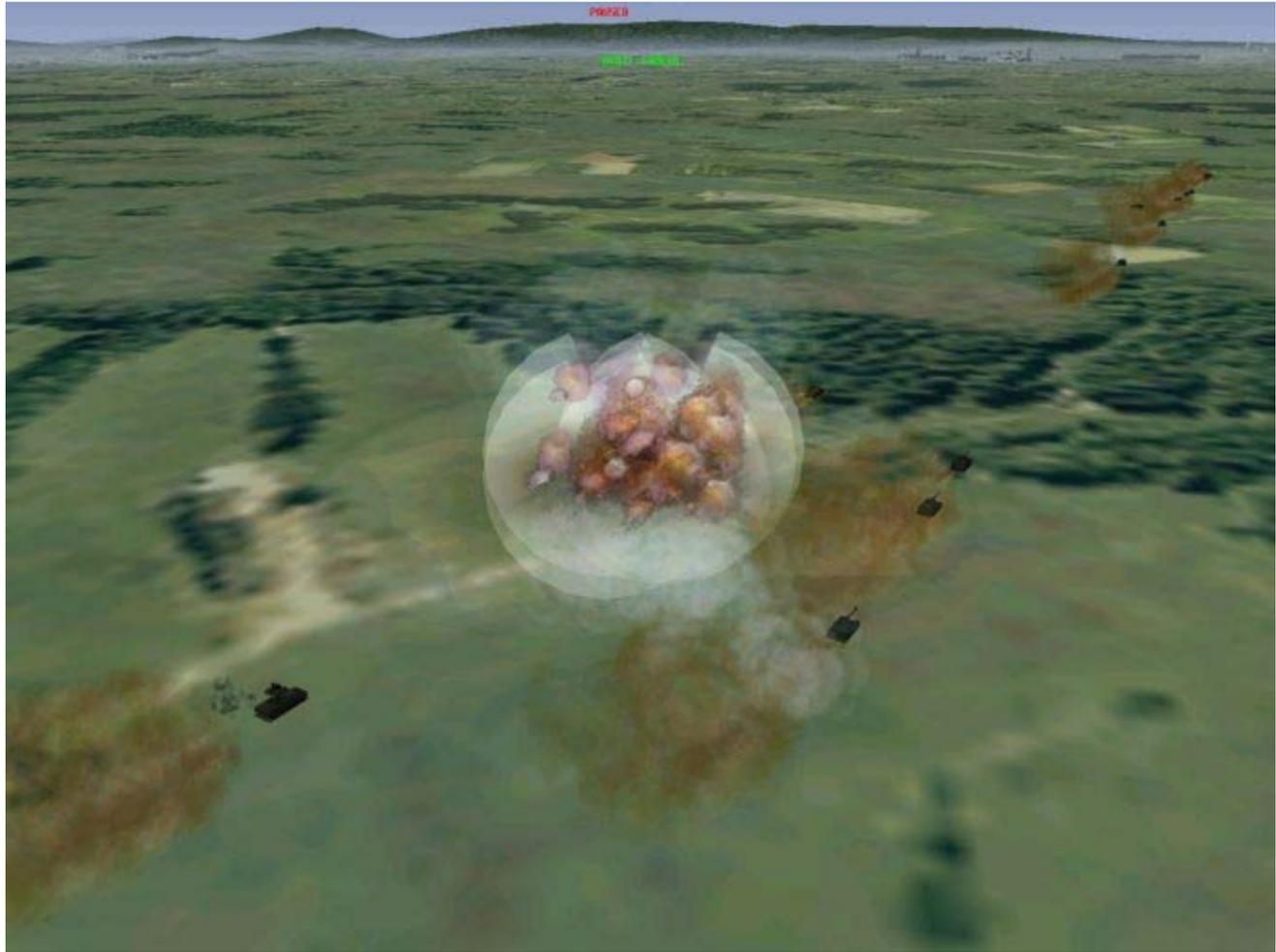


This run works out much better with a more stabilized approach and higher pull-out altitude that will result in far less exposure to IR SAMs and ground based guns:



The first bomb hits dead center and my wingmans bombs hit the area a second later. Unbelievably, even though it is a direct hit, my bomb only takes out a single vehicle! Multiple attacks result in similar disappointing results and I learn my lesson that the Mk-82 just doesn't have the punch necessary to defeat massed enemy armor.







Frustrated with our lack of success against the moving armor, I spot some SAM launchers at an inactive SA-2 site and decide my bombs might be more effective against them:





Despite a relatively close hit with my last Mk-82 there is no damage to the launchers and I resign myself to the fact that my choice of munitions for the mission wasn't very brilliant.

Glancing at my fuel gauge I confirm I still have some "play time" left:



Cont...

<http://home.carolina.rr.com/beachv8r>

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

BeachAV8R

Member
Member # 3055

posted 07-06-2004 19:13 [Icons: Home, Post, Reply, Quote]

I orbit for a few minutes before AWACS points out another enemy air contact which I quickly identify on the radar:



This time it is a J-7E (MiG-21) and again he really doesn't stand a chance since I have tons of energy and am shooting downhill at him:





The AMRAAM tracks unerringly for kill number two:



The pursuit has taken me a bit to the north-east...far enough into enemy territory that I get a cautionary spike from one of the two remaining SA-2 sites on the northern outskirts of Wonsan:



With daylight fading I turn for home base hoping I can squeeze in another daylight bombing mission before I have to turn to night operations. As we approach Osan my wingman contacts the tower and a

half a second after receiving his approach clearance my airplane instantly explodes! Damnit! Looking at the post flight break-down it appears as though my wingman ran into me since we both crashed at the same second.

Sometimes you eat the bear..sometimes the bear eats you...

Conclusions:

The mission is a failure. I'm not sure if it is a fail because neither airplane returned or if we just didn't shoot down enough enemy aircraft. Whatever the case, most aspect of the mission were a total waste.

DEBRIEFING

MISSION: Failed (Destroy as many enemy aircraft as possible)
YOUR TASK: Failed (Clear sweep area of hostile aircraft)
PILOT RATING: Horrible

Actual TOT: 17:50:13 (85 seconds late)
 Losses: 2

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Trojan1 (Sweep)	2 F-16CG	Mission failed: Entire flight was shot down.

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Trojan11	Destroyed	2 x AIM-120B 6 x Mk-82	2 hits (100%) 1 miss, 5 hits (83%)
Trojan12	Destroyed	2 x AIM-120B 6 x Mk-82	1 miss, 1 hit (50%) 4 misses, 2 hits (33%)

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	A.A Kills	AG Kills	Rating
Trojan11	F-16CG	Lt. Beach	KIA	1 (0)	3 (0)	Horrible
Trojan12	F-16CG	Lt. Cullimore	KIA	1	1	Horrible

For all of those bombing runs by both me and my wingman, we only accounted for 4 whole vehicles destroyed! I guess that will teach me not to load 500 pound bombs on my airframe again...

```

Beach joined as Trojan11 at 17:42:00
DPRK SU-25BM downed by Trojan12 at 17:52:36
DPRK 2S19 destroyed by Beach at 17:59:11
DPRK BMP-CMD destroyed by Trojan12 at 18:00:2
DPRK 2S19 destroyed by Beach at 18:03:03
DPRK 2S19 destroyed by Beach at 18:03:03
DPRK J-7E downed by Beach at 18:11:20
Beach crashed at 18:25:49
Trojan12 crashed at 18:25:49
    
```

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 07-06-2004 20:18

Great Report! That strange, the MK-82s in JF-18 can do more damage than MK-82s in F4.. I'm not sure.. I use the MK-83s more than 82s in JF-18, but if F-16s can carry MK-83s then you could score more kills..

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

MikeMan
 Junior Member
 Member # 18156

posted 07-06-2004 20:31

A better weapon choice might have been 4 CBU-59 Rockeye II's or 6 CBU-72 FAE's

[07-06-2004, 20:35: Message edited by: MikeMan]

From: **Auckland, New Zealand** | Registered: **Jan 2004** | IP: [Logged](#)

Wilko
 Member
 Member # 1154

posted 07-06-2004 21:24

Excellent report as usual there Beach 😊, I got everything running stable now SP4.1,BMS2,Data 1.3 so I might just have to take the plunge and start a campaign shortly, your reports make it damn hard to dilly dally any longer 😊

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

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

20mm
 Administrator
 Member # 2515

posted 07-06-2004 23:05

Ooooooooooooh, don't ya just hate the unexpected stuff in F4? 😊 It really is a fascinating world, sometimes you takes your chances and you get nailed, other times it works out great, and sometimes, "you-know" happens!

I ran a CAS the other night, could not find any ground targets at all, so we hit our assigned waypoints, and having enough juice in the tanks, I queried AWACS, found a contact, TU-16 at 28,000' 35 miles. Heading North to engage, wingie and I found the TU and dispatched him. Then things got ugly in a hurry, as he had a pair of SU-27's (J 11's) with him. They launched a whole ream of alamo's and me & my buddy in arms went down in flames. Lousy result of a mission!

Great report though Beach, hope you get that last mission in before nightfall!

 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 07-07-2004 07:26

Agent X20
 Member
 Member # 675

Oh dear! I've keep looking at that horrific succession of explosions picturing Beach going "nothing".... "damn".... "no secondaries!".... "still nothing - ARGH!". !(&^%)&^!

As for your little incident - yikes - what are the odds!?! That has got to piss you off. Almost as much as a botched landing.

The inverted bombing shot is superb as are those bombing images - very cool.

Once again F4 dishes up the unexpected and keeps on surprising. Good stuff!

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

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

posted 07-07-2004 08:38

Angel Eyes
 Member
 Member # 18308

Great report Beach! I have to ask, how in the hell do you see those enemy colums, and especially those SA-2 launchers from so high up. I may be wrong here, but I think I have to be lower than you were to see the dust clouds kicking up. You gotta love that padlock feature. I'm getting used to using it for giving targets to my wingmen. Anyway, nice work, as usual.

"When I'm paid, I always see the job through"
 -Angel Eyes-
 The Good, the Bad, and the Ugly

 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](#)

posted 07-07-2004 17:30

BeachAV8R
 Member
 Member # 3055

Thanks guys..

Angel Eyes - I can see the dust clouds from around 20,000 feet or so...I use the ground target padlock aggressively to spot enemy ground troops..and pretty much anywhere you see those rounded areas of pine trees you can bet an SA-2 site or something similar is within.

I've found using padlock is a bit faster for making ground attacks against moving targets than using the GMT radar....

BeachAV8R

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

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

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