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Author Topic: Operation Rolling Fire Mission #48

**BeachAV8R**  
Member  
Member # 3055

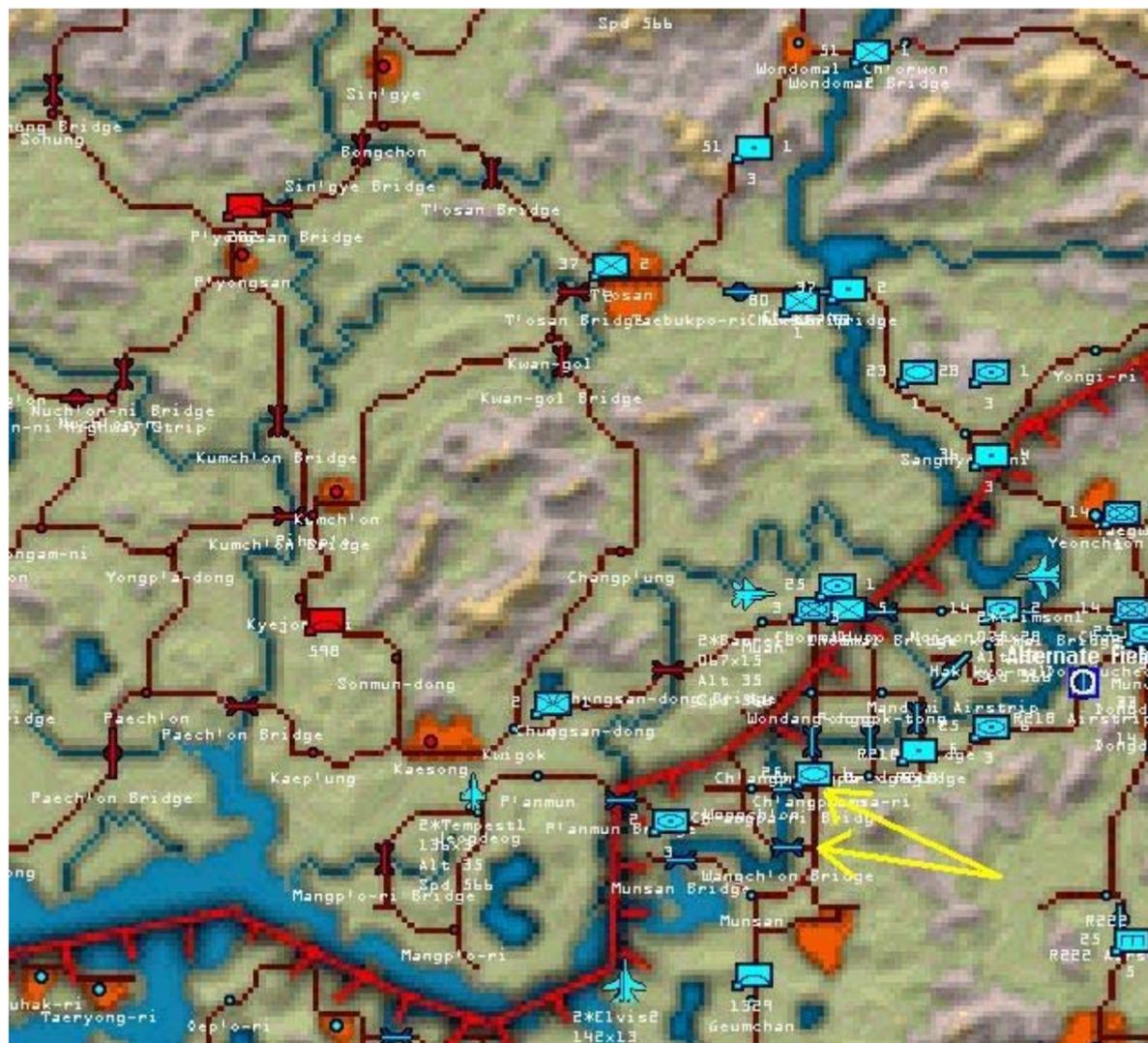
posted 07-17-2004 01:10

07/17/04  
Falcon 4.0/SP3 Campaign Mission Report #48  
OPERATION ROLLING FIRE  
DAY 4 - 1915 HOURS

Campaign Status:

Bridges. It's all about the bridges. After stumbling upon a post on Frugal's a couple of days ago I realized the error of my ways. Doing a little research on the intel map I found part of the reason for the stalled effort on the western front. I had been letting the campaign engine run the ATO (Air Tasking Order) for pretty much all of the campaign, with occasional tweaks for night-time hours to weight my missions toward strategic strikes as opposed to CAS or any other missions where night situational awareness would be difficult to achieve. As such, the campaign engine fragged several bridges for destruction by AI flights, which has slowed my troops movements on the eastern edge of the front-lines. I now changed the campaign sliders to zero out the infrastructure missions, hopefully preventing further strikes against bridges in enemy (future allied!) territory.

Two of the five bridges across the Imjin are destroyed and it may be probably that the others have only recently been repaired. I'm not sure if allied forces destroyed the bridges on Day 1 as the DPRK forces streamed south, or if it has been done recently by DPRK forces attempting to hold back our counter-offensive. Whatever the case, our troops are still managing to penetrate over the Imjin, but circuitous routing isn't helping the offensive:



Kaesong remains in limbo as both allied and enemy troops continue waging war on the outskirts. There is good news though in that it appears allied troops have a good hold on T'Osan as the bridges on the upper Imjin have been held nicely.

Of greater concern is the fact that 4 out of the 5 bridges that are next in-line of advance from T'Osan and from across the lower Imjin are out of service (0% operational):



More good news however, as I browsed the map for bridge damage on the eastern end of the front the bridges leading into Wonsan are intact and allied forces continue to mass on the southern approaches to the city:



Objective:

Day 4 is drawing to a close and we have one last "pinky" mission that will use up the last of the daylight. This will be an OCA strike against the Soktam-ni radar station and helicopter facility. We will be flying tail-end Charlie in a large package including 4 CAP fighters, 4 SEAD aircraft and our 4-ship of dedicated strikers:

**BRIEFING**

**MISSION:** Strike Soktam-ni Radar Station  
**YOUR TASK:** OCA Strike  
 Time on Target: 19:45:00

**SITUATION:**  
 Be advised: Starting at 11:00:00, 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, Soktam-ni Radar Station.  
 Intelligence reports the highest impact targets are:  
 TV Station  
 Helipad

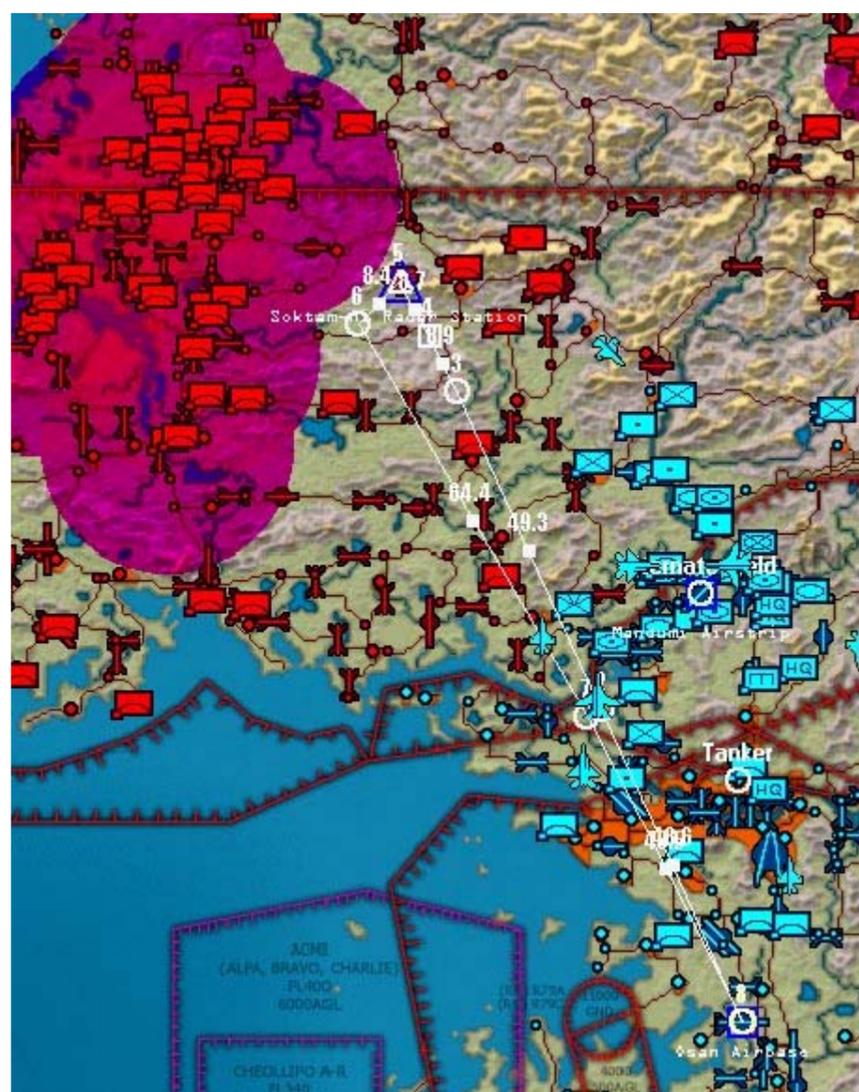
**PACKAGE ELEMENTS:**

Stonecat2 (OCA Strike)	4 F-16CG	Destroy TV Station or other facilities at target site
Zipper1 (SEAD Escort)	4 F-16CJ	Protect package from enemy air defenses
Tempest2 (Escort)	4 F-16CG	Protect package elements from enemy aircraft

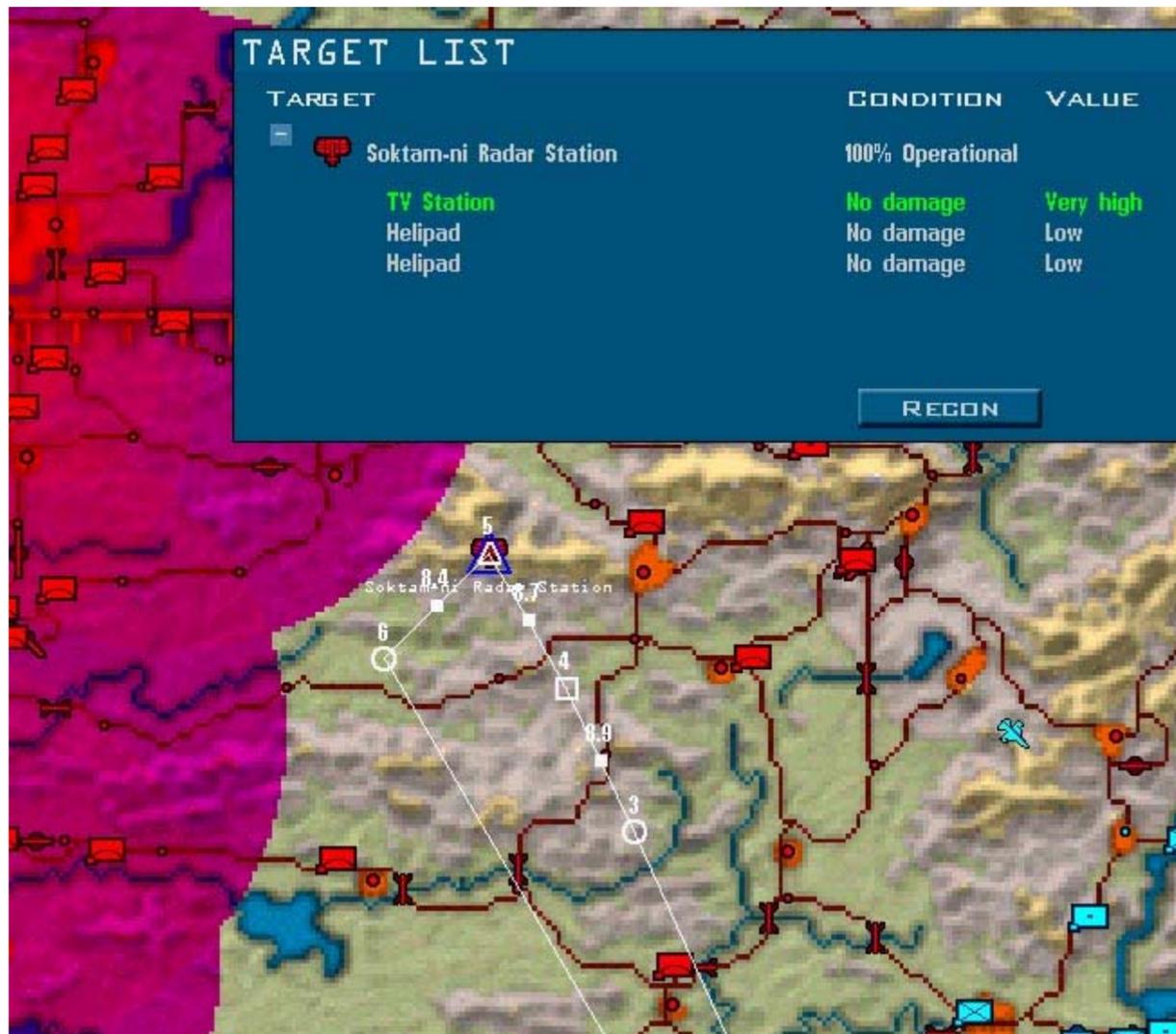
**THREAT ANALYSIS:**  
 No enemy air response is anticipated.  
 Known or suspected enemy air defenses along your flight path include:  
 KS-19 anti-aircraft guns 2 nm north of P'yongsan  
 SA-5 missile launchers 6 nm northeast of Hwangju  
 SA-5 missile launchers 3 nm northeast of Hwangju  
 S-60 anti-aircraft guns 8 nm south of Yonsan  
 BMP-CMD missile launchers over Kyejong-ni

Preflight/planning:

While it is only a short jaunt to the strike area we must take care not to wander too far north-west to south-west around the target since multiple active SA-5 and SA-2 sites still ring P'yongyang:



The main target will be the TV station building, secondary targets will be the two helipads to the immediate west of the main building:



We will be carrying a mixed load of 2 GBU-24s and 2 Mk-84s for quick follow up strikes if the initial pass fails. Additionally we will carry 4 Sidewinder missiles, the inventory of AMRAAMs remains depleted:



Cont...

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

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

**BeachAV8R**

Member  
Member # 3055

posted 07-17-2004 01:11 

Debrief:

Climbing into the cockpit after a couple weeks off feels great. The soft glow of Aeyes night pit looks great as the last bit of light lingers in the sky:



Heavy with four heavy duty bombs loaded our flight lumbers into the air:



Settling into the routine I kill the navigation and strobe lights:



Nearby a flight of four B-52s lumber north-bound, destination unknown. I'd love to see the damage a flight of these guys does (has anyone seen them bomb?):



I had no idea the F-5 could carry the Maverick!



After the F-5 fired his two Mavericks (in the Kaesong area no less...those boys are really contesting that city!!) he dropped in for a CBU run. Here he is pulling off dropping flares:



Enough looking around the theater for now, I've got work to do too! Pulling up my A2G mode I switch to the strike waypoint and can see I'm about 61 miles out with about 7 minutes to go:



Using the right MFD I set my weapons so that both my GBUs come off as a pair:



Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

📅 posted 07-17-2004 01:12 🏠 👤 📧 🗒️ “ ”

Going to the left panel I flip the laser arming switch to ARM and check the right TGP FLIR image to assure I have an "L" indicating the laser is ready to fire:





I also check my left MFD, which is showing the ground radar, to make sure the radar is slaved to the steerpoint:



Crossing the FLOT my RWR chirps to let me know an SA-13 is down there but I'm well above the ceiling for that type of platform:



Enroute to the target I continually query AWACS and they respond with an all clear each time.

Another 20 miles or so into enemy territory and I suddenly hear a huge boom followed in quick succession by more. It literally startles me upright at first! Huge flak blossoms bracket my aircraft and leave a pall of smoke in my wake as they target the entire flight:



I order my wingman to go into trail formation to give each of us a clean run at the target area without having to worry about each other. Additionally I give them the weapons free command.

As the target area fast approaches I'm searching in vain using the ground radar trying to find the TV building. I quickly scan through EXP, and DBS settings on the radar but am frustrated by the lack of a return. I start slewing the cursors while watching the TGP FLIR image hoping I can spot the building but it is no use. I turn back to my HSD page and suddenly the light bulb goes off! I had selected the square "IP" steerpoint instead of the triangle "strike" steerpoint:



Dumb! Since the radar is in STP mode it is centered over the WRONG area! I quickly jab the button to select the next steerpoint (the correct one) and instantly the DBS radar reveals the site and the FLIR image settles near the building. A nudge of the cursors brings the building to the center of the FLIR and I lock the building up:



Cont...

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

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

**BeachAV8R**

Member  
Member # 3055

posted 07-17-2004 01:12

I quickly look back up at the HUD and almost panic when I see I only have 3 seconds left to hit the pickle button! My steering is for shi\* but I jam the pickle button and hope for the best:



Two away!



I anxiously watch the impact timer on the FLIR picture and hope the laser fires. 15 seconds never felt so long!



Boom! Boom! Out go the lights!





Just as my bombs hit the voice of God (AWACS) comes over the head-set and tells me there are new contacts airborne, 300 degrees for 20 miles. Doing a bit of quick positional math I know they are coming at me from my front left and I have to be very careful heading that way (north-west) lest I get into range of the P'yongyang air defenses.

I have no idea what the threat aircraft are, but at 20 miles I can pretty much guess they aren't MiG-29s or J-11s or I'd probably be dead already. I make the decision to engage them and quickly push the emergency jettison button to rid myself of the two remaining dumb bombs:





Cont...

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

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

**BeachAV8R**

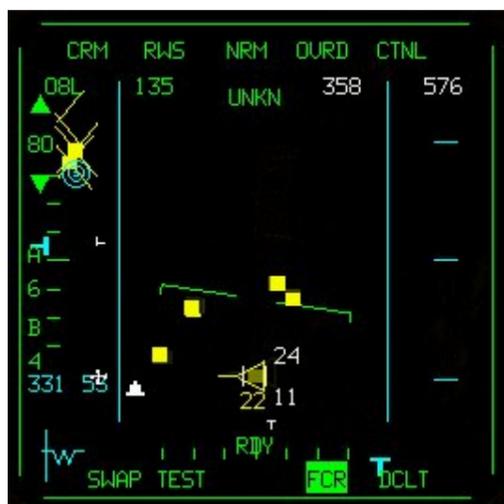
Member  
Member # 3055

📅 posted 07-17-2004 01:12 🏠 👤 📧 📌 “ ”

The release of the bombs triggers the master caution which extinguishes when I hit the CAT switch up to position CAT I:



The jet responds like it is on rails now and I plug in the afterburner and point my nose on an updated bearing I receive from the AWACS, 245 degrees for 15 miles, 21-thousand feet. I quickly identify the corresponding contact on my radar, lock him up and declare him:



AWACS responds with a positive ID of a Tu-16. He continues heading south-east and leads me in a long arcing turn toward the south-southwest. In full burner I'm gaining ground on him but I'm worried the CAP flights down near the FLOT will be able to get him with their long range missiles before I can close the gap for my heaters:



As soon as the HUD reticle starts flashing I launch 2 Sidewinders in quick succession:



They track nicely and lead him slightly as he breaks left:



Boom! A bright fireball lights up the twilight and I hold my breath while a few of the Tu-16s tail-gun tracers fly by my canopy...I forgot about that little stinger on the back of him!



A few seconds later the burning bomber explodes in a spectacular cloud of debris and flames:



Cont...

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

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

**BeachAV8R**

Member  
Member # 3055

posted 07-17-2004 01:12

I roll back upright and query AWACS for the next target and he responds by directing me to the second Tu-16 (I didn't know there were 2!). He's 8 miles away in a right hand turn. On my radar his symbol flashes red indicating a missile has already been launched at him and I hear another flight radioing "Fox 3":



As soon as I'm in range I again launch 2 Sidewinders hoping my missiles get the kill before the long range radar missiles launched by another flight:



Two explosions and chalk up another kill!



After mixing it up for a couple minutes I quickly glance down at my right MFD and pull up my HSD page to ascertain my position. Thankfully I haven't wandered very far off my original course line although I did flirt with the eastern edges of the P'yongyang air defense rings:



I glance at my fuel gauge and in just a couple short minutes of afterburner I went from 6000 pounds down to 2800. More than enough to get home and with nothing left but cannon rounds I elect to head back to base:



I recall my wingmen that never even got to shoot a missile or drop a bomb since it was all over in just a few minutes!



Approaching the airfield I can't resist a high speed victory pass and I hit Mach 1.1 as I rocket down the runway:





Cont...

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

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

**BeachAV8R**

Member  
Member # 3055

📅 posted 07-17-2004 01:13   🏠 👤 📧 🗑️ “ ”

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I make a passable landing and taxi into the squadron area:





Just in time to see another flight departing on another OCA strike; this guy is carrying Durandals. Good luck buddy!



Popping the canopy I smile as another totally awesome F4 mission goes into the books:



Conclusions:

The mission is a resounding success. Probably one of the best I've flown as far as sticking to the plan and getting everyone back in once piece. Of the 12 aircraft on the strike all returned safely and the TV compound was completely destroyed:

**DEBRIEFING**

**MISSION:** Success (Strike Soktam-ni Radar Station)  
**YOUR TASK:** Success (Destroy TV Station or other facilities at target site)  
**PILOT RATING:** Excellent

Actual TOT: 19:46:12 (72 seconds late)  
 Losses: 0

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Stonecat2 (OCA Strike)	4 F-16CG	Mission success: Significant damage to target site. Event List
Zipper1 (SEAD Escort)	4 F-16CJ	Mission success: No losses to enemy AD. Event List
Tempest2 (Escort)	4 F-16CG	Mission success: No losses to enemy AD. Event List

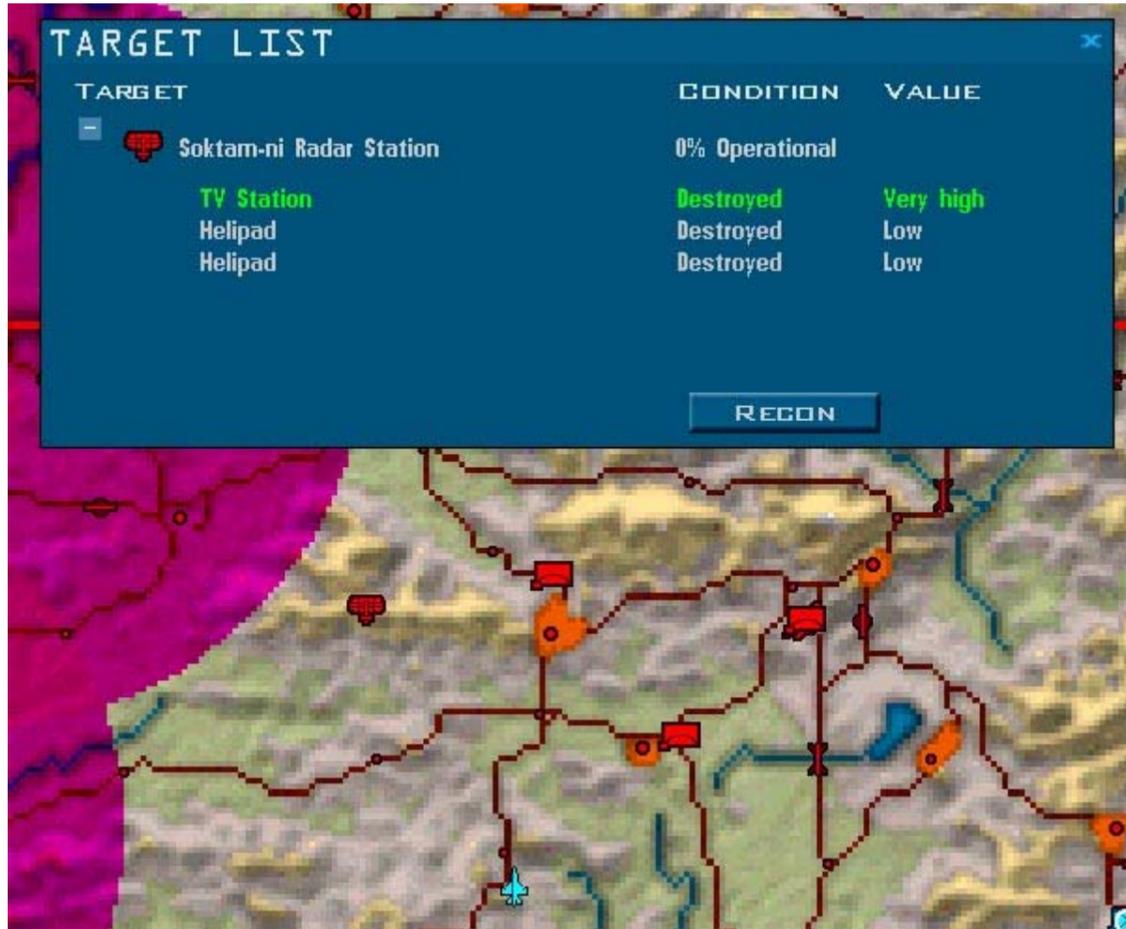
**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Stonecat21	Functional	4 x AIM-9M	4 hits (100%)
		2 x GBU-24/GP	2 hits (100%)
Stonecat22	Functional	none	
Stonecat23	Functional	none	
Stonecat24	Functional	none	

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	A.A. Kills	AG Kills	Rating
Stonecat21	F-16CG	Lt. Beach	OK	2 (0)	3 (0)	Excellent
Stonecat22	F-16CG	Lt. Hand	OK	0	0	Excellent
Stonecat23	F-16CG	Lt. Bromley	OK	0	0	Excellent
Stonecat24	F-16CG	Lt. Goss	OK	0	0	Excellent
Zipper11	F-16CJ	Cpt. Johansen	OK	0	0	Excellent
Zipper12	F-16CJ	Lt. Affergan	OK	0	0	Excellent
Zipper13	F-16CJ	Lt. Miller	OK	0	0	Excellent
Zipper14	F-16CJ	Lt. Goodlett	OK	0	0	Excellent
Tempest21	F-16CG	Col. Yong	OK	0	0	Excellent
Tempest22	F-16CG	Lt. Webb	OK	0	0	Excellent

Beach joined as Stonecat21 at 19:32:00  
 DPRK TV Station destroyed by Beach at 19:46:3  
 DPRK Helipad destroyed by Beach at 19:46:32  
 DPRK Helipad destroyed by Beach at 19:46:32  
 DPRK Tu-16 downed by Beach at 19:50:00  
 DPRK Tu-16 downed by Beach at 19:52:26  
 Beach landed at 20:04:29



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](#)

**195th\_Moses**  
 Member  
 Member # 9567

posted 07-17-2004 02:24 “ ”

Awesome as always my friend

-----  
 Moses  
 Destroyer Of All Threads posted in  
<http://www.combatsiminfo.com>  
<http://www.killerb.com/dambusters>

From: **Tulsa, Ok, USA** | Registered: **Feb 2002** | IP: [Logged](#)

**Torquatus**  
 Member  
 Member # 19503

posted 07-17-2004 04:09 “ ”

Excellent report Beach! Isn't it nice to fly at night 😊

Cheers  
 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](#)

**dyoox01**  
 Member  
 Member # 13218

posted 07-17-2004 11:35 “ ”

Hi beachav8r

Do you have any plans to try out FF3?

Would love to read some mission reports using some of the new planes in FF3.

How do you write these reports? Do you take notes while you are on mission? or do you just take screens shots during the mission then add text after you're done?

Keep up the good work!

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

**Angel Eyes**  
 Member  
 Member # 18308

posted 07-17-2004 11:56 “ ”

Great report as usual Beach. Have you ever thought about doing the precision waypoint thing?

Once you have the nav. info keyed in, just center the cursor on the A/G radar while it's in STP mode and it'll be on top of the target. No more searching!

-----  
*"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

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

posted 07-17-2004 13:00

**20mm**  
 Administrator  
 Member # 2515

Darn you guys, you took all my good questions!

I'll just ditto on the precision coordinates thing, dial in the latitude/longitude of the building, then when you pull up the, \*cough\*, target waypoint, it's always on. But, you knew that already! 😊 And even though you gave your buddies weapons free, they didn't release a thing? Hmmmmmm, could be some of my DPRK comrades...

And I'm curious on your plans for FF3 as well. I d/l'ed it last night, but I'm still on day 4 of my campaign, my build is still nice (although I am getting more and more CTD's), and I'm not sure how FF3 fits with BMS2, HiTiles, my soundpack, etc. I believe there's no prob with Aeyes pit, but that'll have to be etched in concrete, or with a word from the man himself, I ain't flying without that!

Oh, forgot, great report, as always, thank you sir!

\*edit addon: I should say that my opinion on addon cockpits is just, my personal opinion. In no way do I mean to detract from all the good work of other 'pit makers, including Paul Wilson, whose c/p's I have used for many years. To each his own, and the more the merrier!

[ 07-17-2004, 19:17: 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.

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From: **tucson, az, usa** | Registered: **Jan 2001** | IP: [Logged](#)

posted 07-17-2004 18:01

**BeachAV8R**  
 Member  
 Member # 3055

Thanks guys..that was a fun mission to fly.

I've read up on the precision waypoints and haven't actually tried it yet..but I sorta like the pulse pounding feeling of searching for the correct target. Nothing like seeing a blip on the GM radar, designating it and looking through the soda straw of the FLIR to see if you got the right object 😊

I'm going to install FF3 and take it for a spin..but I'm going to have to stick with my current install for the duration of the campaign. As soon as this campaign is over though I'm going to enjoy deleting my old install and joining the rest of the world with the best version 🌐

BeachAV8R

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

---

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

posted 07-17-2004 18:24

**Agent X20**  
 Member  
 Member # 675

Nice one! Maybe you should take heaters more often - you're much less tempted to go off charging all over the countryside in search of easy kills! 😊

The pair of building explosion shots are superb!

I've only flown a few test A10 missions lately but FF3 is tempting my into another install. I'll be saving my superbly stable SP41 setup though!

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

---

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

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