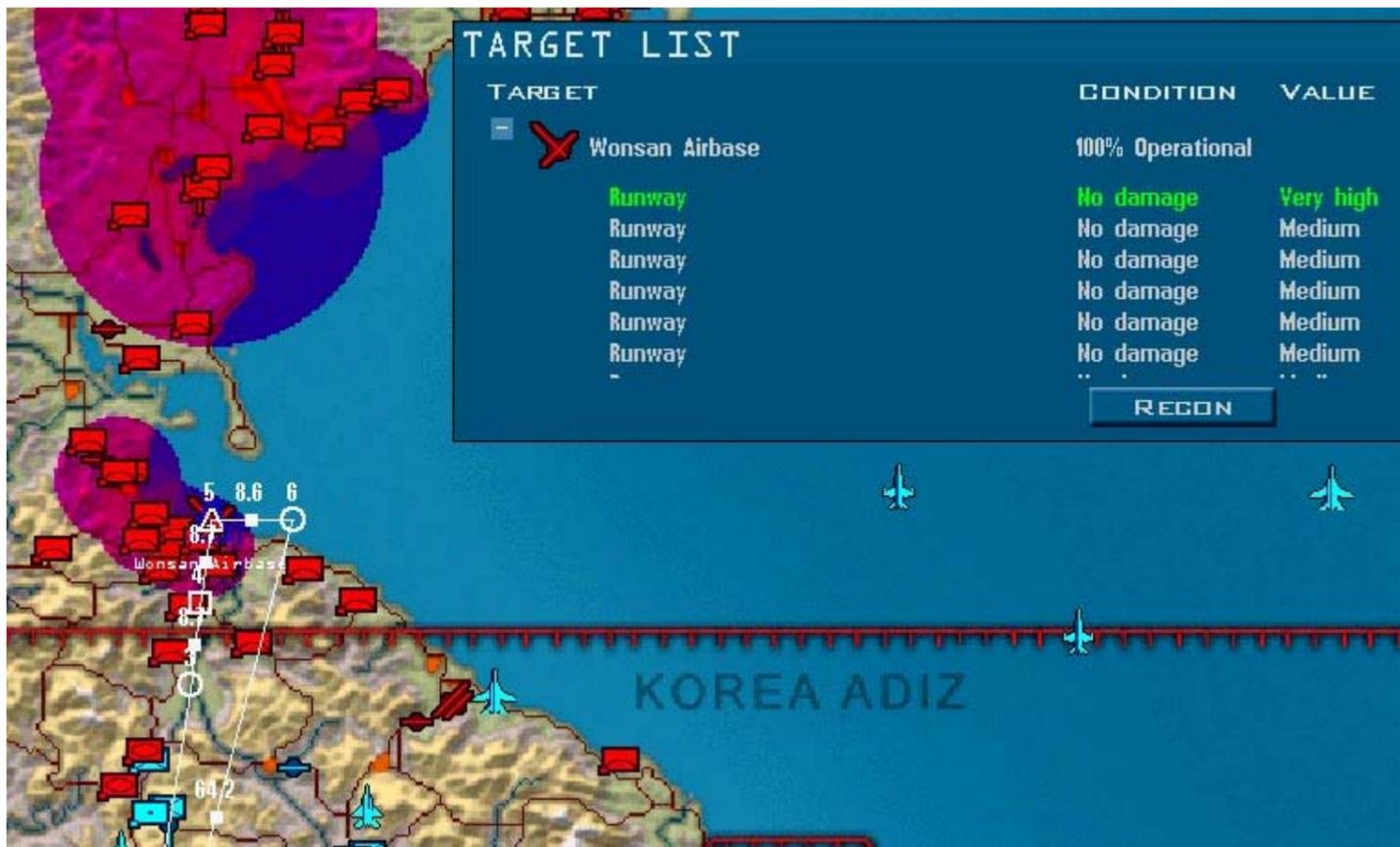


Planning/preflight:

Advance missions have already softened up the enemy air defenses in the Wonsan area (we flew some of them as a matter of fact!). Our strike today will be another large package strike with our 4-ship flight being supported by a 4-ship F-16CJ flight based out of Seoul (callsign Jumbo) tasked with SEAD and another 4-ship flight of CGs from our own squadron flying CAP.

The primary targets are the runways, control tower and base structures on the airfield:



The only threats on the intel map seem to be low altitude radar sites including a single SA-3 site and a couple radar guided AAA sites located in the immediate area around the airbase. The more lethal SA-2 and SA-5 sites well to the north of Wonsan should not be a factor. I've adjusted the IP waypoint to give us a lead in heading straight down the northwest heading runway (runway 32) to be followed by an immediate low altitude right turn around to line up on the the southwest facing runway. This should keep our flight path out over the water with minimal exposure to the enemy air defenses located just west of the airfield:



The SEAD flight (Jumbo) should provide a distraction to the enemy air defenses providing us an opportunity to dart in and out of the target area. Wingmen 2,3 and 4 will attack airfield structures at my direction and I will attack both runways.

Unfortunately the inventory is devoid of Durandals, which will significantly reduce the effectiveness of our strike. In order to maintain a low altitude profile for the strike we will instead carry BSU-50, 2000 pound retarded bombs for our strike:



Debrief:

With full darkness setting over the peninsula, it is time to switch (unfortunately) to the low-light camera:



As we lumber up to altitude for the short flight toward Wonsan I watch as Jumbo flight departs nearby Seoul loaded with their SEAD ordnance:



Pulling up my armament page I elect to have only a single bomb come off the racks per press of the pickle switch so that I can manually space my bombs down the runways. With only 4 bombs it will be hard to effectively shut down two runways with a single strike. I also adjust the bomb fusing to TAIL to ensure the bomb penetrates well into the concrete before exploding:



Cont...

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

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

**BeachAV8R**

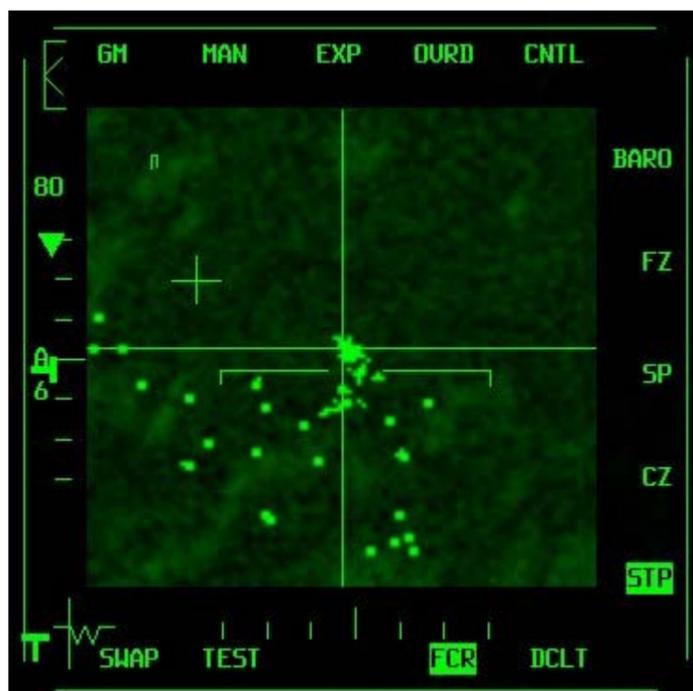
Member  
Member # 3055

posted 07-18-2004 22:42   “ ”

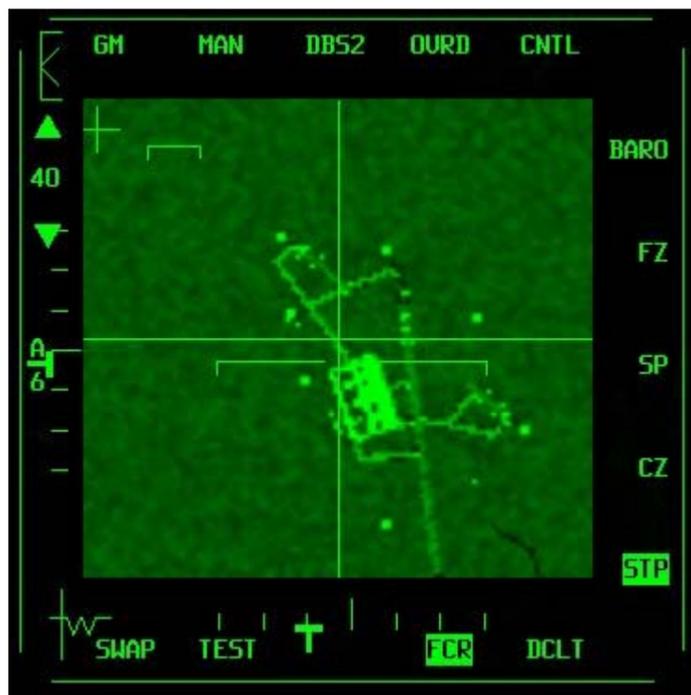
At 60 miles out I order my wingmen into the trail formation and I watch as my wingman kicks out behind me:



Using the 80 mile range of the air-to-ground radar I can make out the general airfield area, but without EXP or DBS modes available on this long range setting there is no real useful targeting information to be gleaned yet:



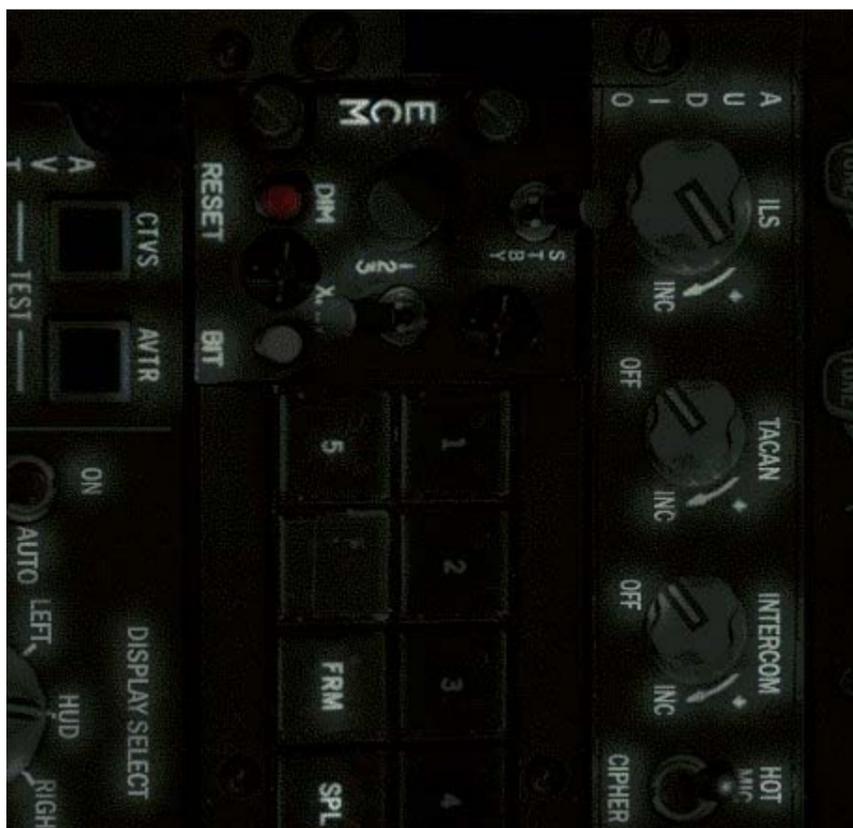
As we close to the 40 mile range the DBS2 mode clearly shows the airfield layout:



Reaching over to the countermeasures panel I rotate the knob to the PRGM 4 setting to give me a mix of flares and chaff when I hit my countermeasures button:



I also turn the ECM gear on and order the rest of the flight to do likewise. With the SEAD flight nearing the target there is no need for stealth now:



Approaching the target area I turn hard onto the IP heading and start descending for the low-level approach:



Meanwhile the CAP flight (Spartan) orbits over the target airfield, but AWACS repeatedly gives the all clear signal:



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 07-18-2004 22:42   🏠 👤 📧 🗒️ “ ”

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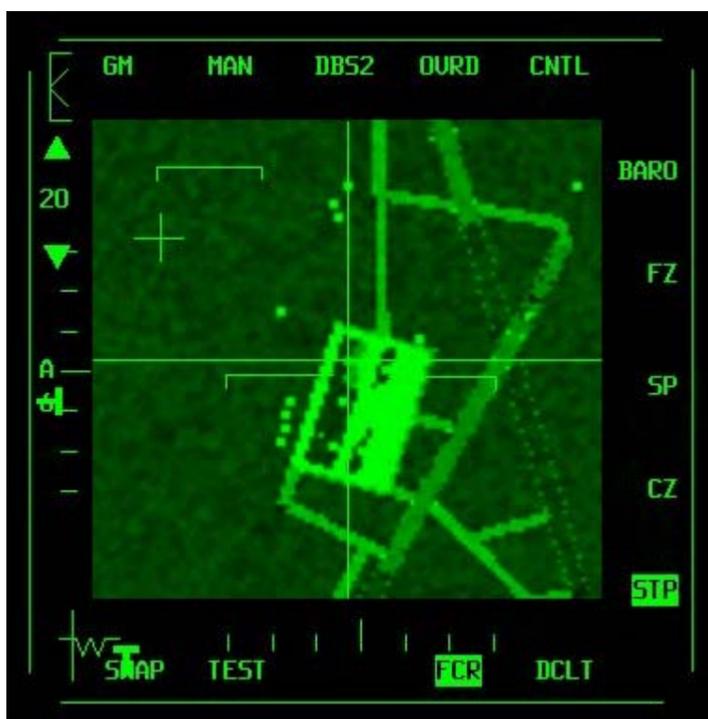
Moments later the SEAD flight arrives and soon shouts of "Magnum!" are heard over the radio as the CJs start firing their HARMs:



Still slightly offset from the target I further reduce my radar range to give me the best DBS picture I can get in order to best direct my wingmen on their attack runs:



The 20 mile DBS picture allows me to precisely place my cursors and direct my wingman and the element (#3 and #4) to different areas of the ramp area:

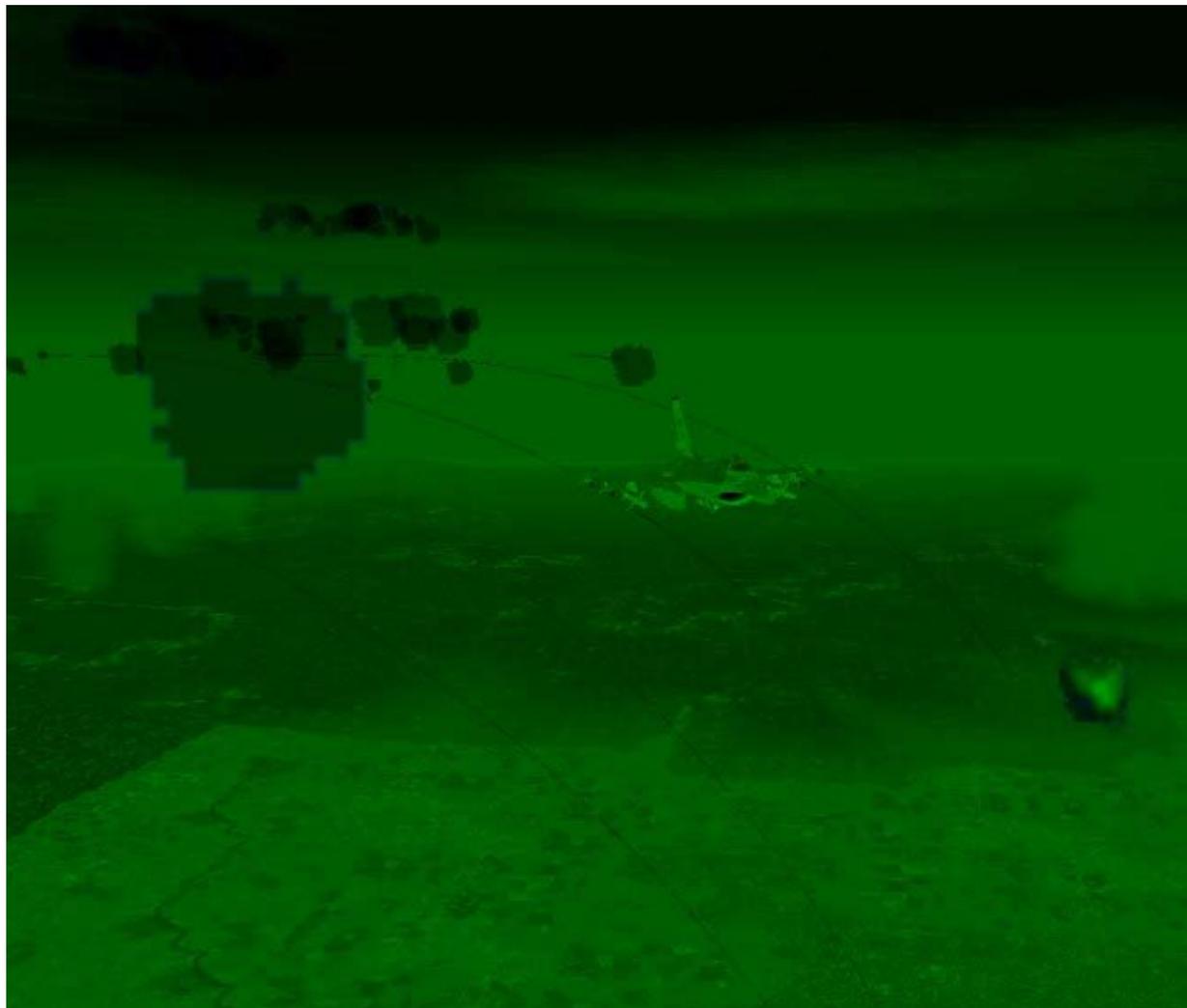


Off to my right side a long enemy column is working their way south down the coastal highway:



Above me I can see flares shooting down across the skies as the SEAD flight starts evading SAM launches. It appears they are doing a spectacular job of keeping the enemy defenses occupied since the only threats I'm showing are radar guided AAA:





Down on the deck I make my final adjustments and prepare to drop my bombs along the first runway:





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 07-18-2004 22:43   🏠 👤 📧 🗒️ “ ”

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Boom! Two solids hits on the first runway:



As I scream down the runway at low level the world erupts as my wingmen's bombs blast apart the hangers and buildings on the ramp to my left in a huge fireball:



Pulling off slightly to the right I can see the smoke rising from the initial strikes as I prepare to reverse and align myself with the second runway:



Coming back around the pillars of smoke make an easy reference point:



Concentrating on the second pass I hope to put my first bomb right on the intersection of the two runways:



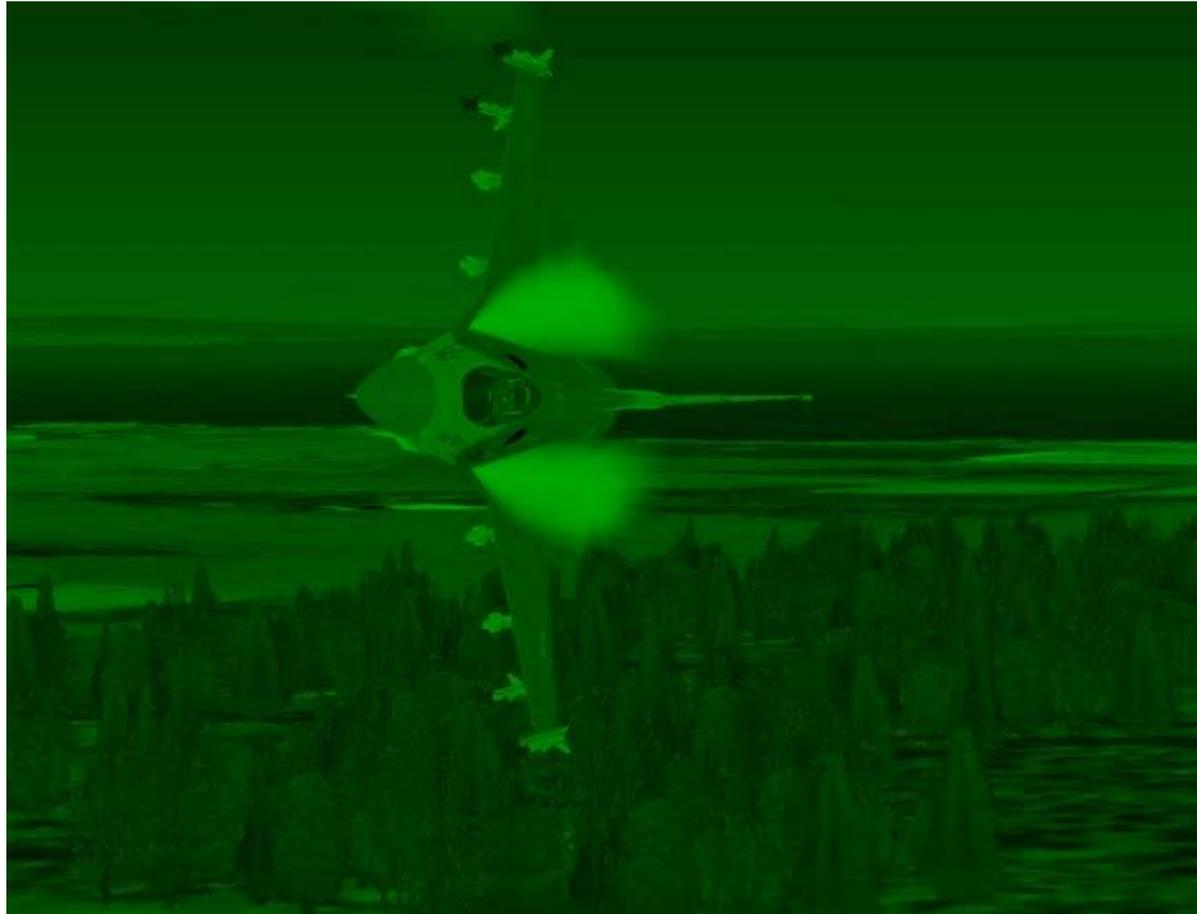
My BSU-50s drop from my airframe as I rocket down the runway past the smoke from the first pass:



Shack! Dead center on the runway intersection!



At the end of the runway I pull hard into a left turn and stay at low level to avoid the AAA while I punch chaff and flares to lure away any handheld SAMs:



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

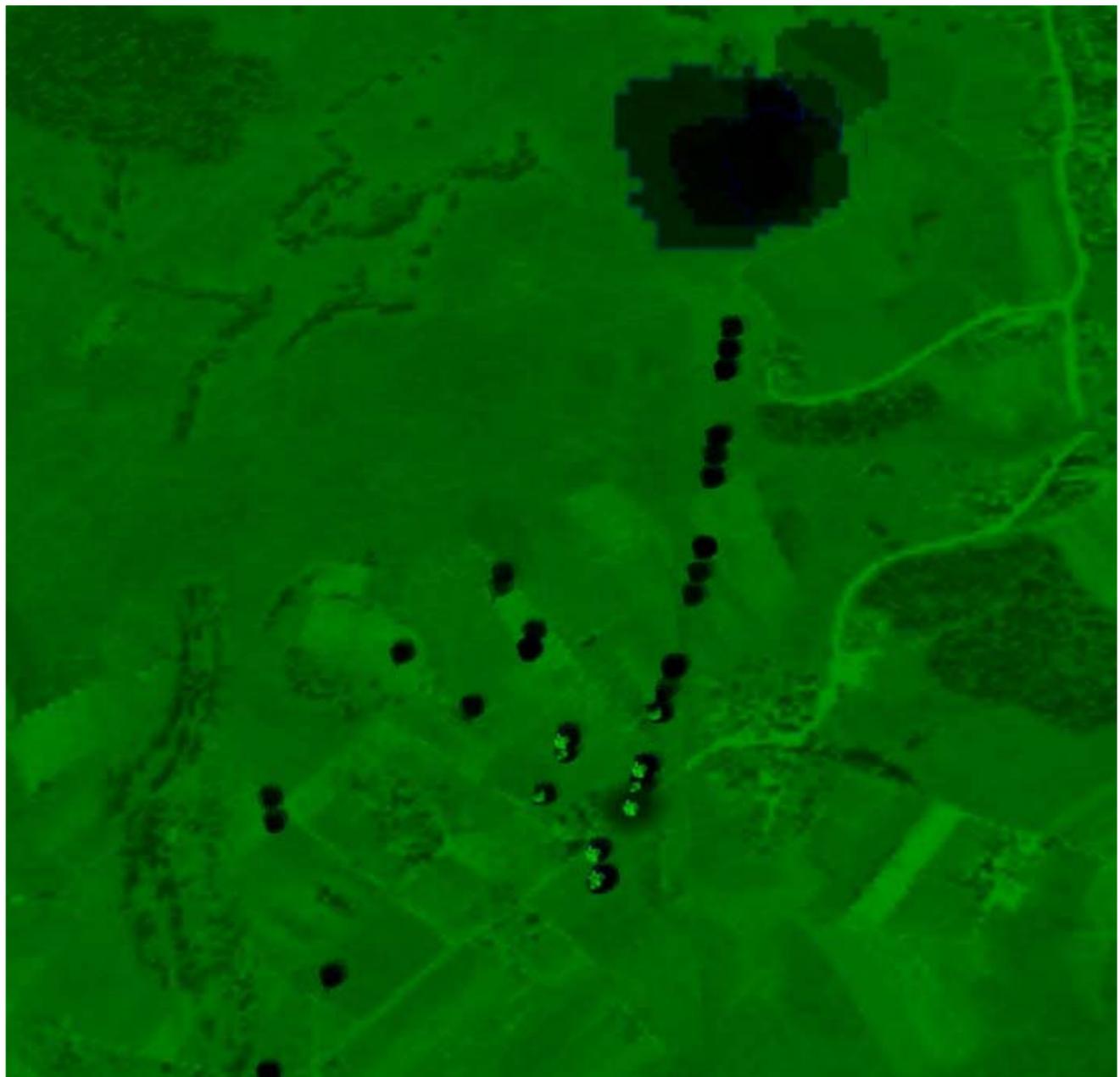
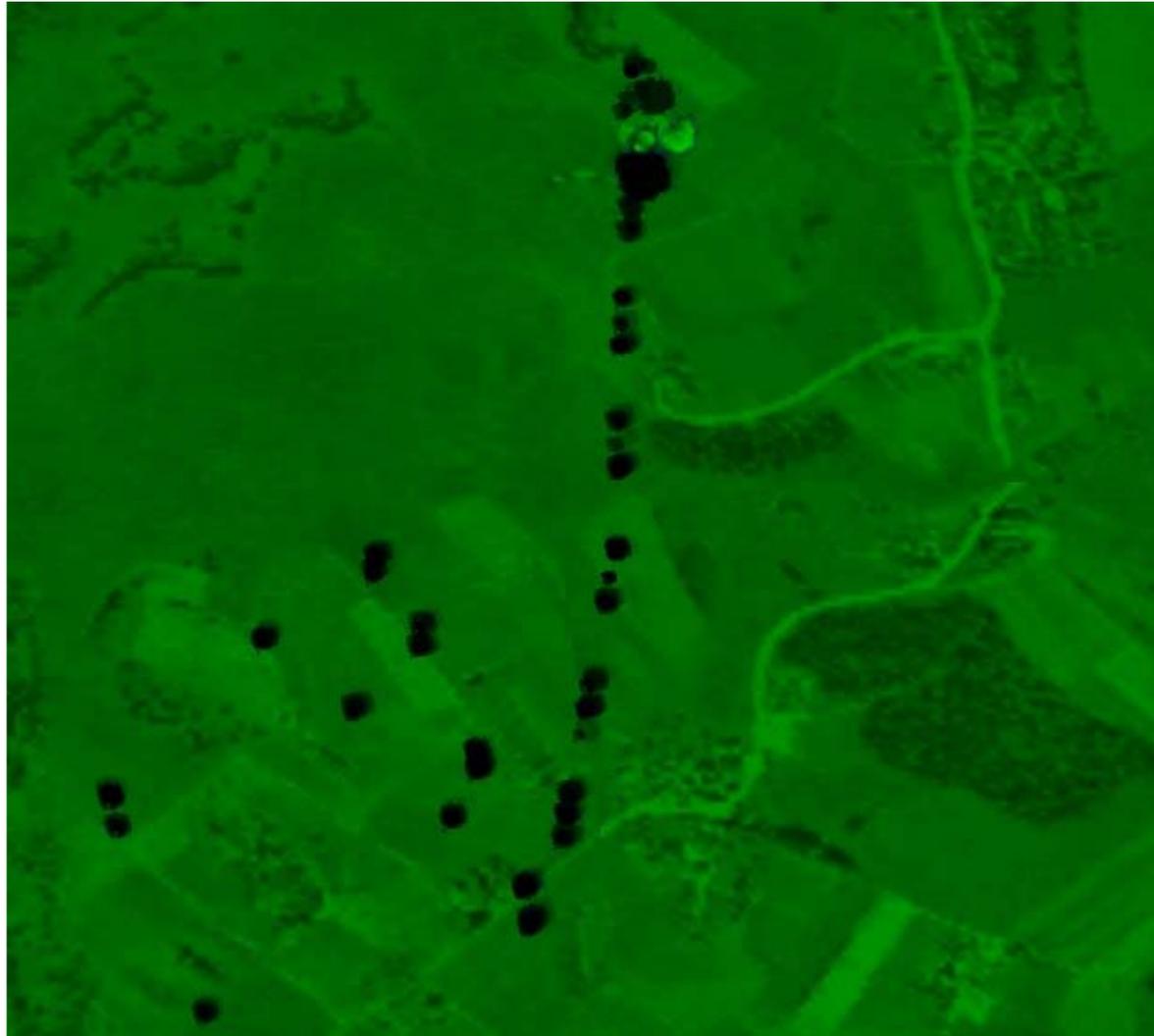
📅 posted 07-18-2004 22:44 🏠 👤 📧 🗑️ “ ”

---

Climbing out toward the south I spy the enemy column I had spotted on the run-in and after doing a weapons and status check with my wingmen I figure I have a bit of ordnance at my disposal:



Padlocking vehicles in the convoy I alternately order my wingman and element to drop their remaining bombs on the convoy, taking out a good many vehicles:



Wingman #3 pulls off his last pass with empty racks and we form up and head for home:



An uneventful flight home terminates with a safe landing. Despite repeated queries to AWACS we were unable to find any enemy air activity to duel with.



Opening my canopy I look across to a squadron-mate with envy when I see he has a full load-out of the increasingly rare AMRAAMs on his rails!



**Conclusions:**

The mission is a success, although without the runway cratering weapon of choice (the Durandal) the damage is somewhat limited. Both runways are out of operation, but not all segments of the runways are destroyed. The airbase operational rate has been reduced from 100% to 65%:

### DEBRIEFING

**MISSION:** Success (Strike Wonsan Airbase)  
**YOUR TASK:** Success (Destroy Runway or other facilities at target site)  
**PILOT RATING:** Excellent

Actual TOT: 21:00:48 (178 seconds late)  
 Losses: 0

#### PACKAGE STATISTICS:

Flight	Aircraft	Comments
Skyhawk1 (OCA Strike)	4 F-16CG	Mission success: Moderate damage to target site. Event List
Jumbo1 (SEAD Escort)	4 F-16CJ	Mission success: No losses to enemy AD. Event List
Spartan1 (Escort)	4 F-16CG	Mission success: No losses to enemy AD.

#### FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Skyhawk11	Functional	4 x BSU-50	4 hits (100%)
Skyhawk12	Functional	4 x BSU-50	4 hits (100%)
Skyhawk13	Functional	4 x BSU-50	4 hits (100%)
Skyhawk14	Functional	4 x BSU-50	4 hits (100%)

#### PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Skyhawk11	F-16CG	Lt. Beach	OK	0 (0)	0 (0)	Excellent
Skyhawk12	F-16CG	Lt. Goss	OK	0	9	Excellent
Skyhawk13	F-16CG	Lt. Haslam	OK	1	7	Excellent
Skyhawk14	F-16CG	Cpt. Lee	OK	0	10	Excellent
Jumbo11	F-16CJ	Cpt. Biemold	OK	0	1	Excellent
Jumbo12	F-16CJ	Lt. Affergan	OK	0	1	Excellent
Jumbo13	F-16CJ	Lt. Miller	OK	0	1	Excellent
Jumbo14	F-16CJ	Lt. Carr	OK	0	1	Excellent
Spartan11	F-16CG	Cpt. Christman	OK	0	0	Excellent
Spartan12	F-16CG	Lt. Merryweather	OK	0	0	Excellent
Spartan13	F-16CG	Lt. Summers	OK	0	0	Excellent
Spartan14	F-16CG	Lt. Hand	OK	0	0	Excellent

### TARGET LIST

TARGET	CONDITION	VALUE
Wonsan Airbase	65% Operational	
Runway	No damage	Very high
Runway	No damage	Medium
Runway	Damaged	Medium
Runway	Damaged	Medium
Runway	No damage	Medium
Runway	Damaged	Medium
-	..	..

RECON

Cont...

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

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

**BeachAV8R**  
Member  
Member # 3055

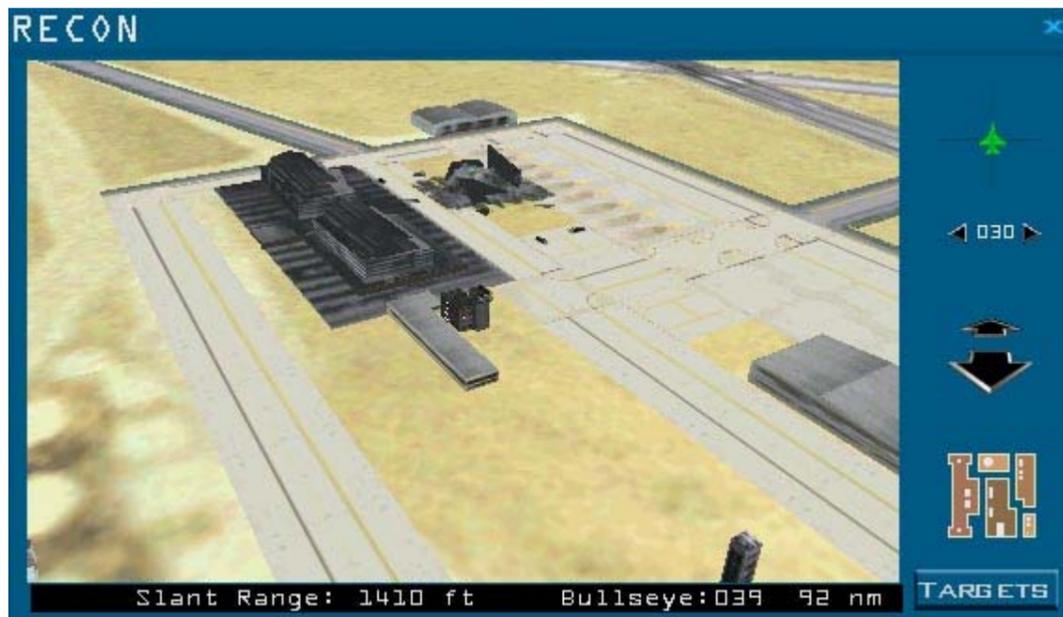
📅 posted 07-18-2004 22:44 🏠 👤 📧 🗒️ “ ”

Wingman #3s attack on the depot resulted in a secondary target kill of a parked J-7 though, which was an added bonus!j

```

Beach joined as Skyhawk11 at 20:43:00
DPRK Hangar destroyed by Skyhawk12 at 21:01:02
DPRK Weapon Trailer destroyed by Skyhawk12 at 21:01:02
DPRK Weapon Loader destroyed by Skyhawk12 at 21:01:02
DPRK M977 destroyed by Skyhawk12 at 21:01:02
DPRK Depot destroyed by Skyhawk13 at 21:01:17
DPRK J-7E downed by Skyhawk13 at 21:01:17
DPRK KrAz T 255B destroyed by Skyhawk12 at 21:05:38
DPRK KrAz T 255B destroyed by Skyhawk12 at 21:05:38
DPRK KrAz T 255B destroyed by Skyhawk12 at 21:05:38
DPRK KrAz T 255B destroyed by Skyhawk12 at 21:05:38
DPRK KrAz T 255B destroyed by Skyhawk12 at 21:05:38
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK KrAz F 255B destroyed by Skyhawk14 at 21:05:46
DPRK KrAz F 255B destroyed by Skyhawk14 at 21:05:46
DPRK KrAz F 255B destroyed by Skyhawk14 at 21:05:46
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK D-30 destroyed by Skyhawk14 at 21:05:46
DPRK KrAz T 255B destroyed by Skyhawk14 at 21:05:46
DPRK KrAz T 255B destroyed by Skyhawk13 at 21:06:58
DPRK KrAz T 255B destroyed by Skyhawk13 at 21:06:58
DPRK KrAz T 255B destroyed by Skyhawk13 at 21:06:58
DPRK D-30 destroyed by Skyhawk13 at 21:06:58
DPRK D-30 destroyed by Skyhawk13 at 21:06:58
DPRK D-30 destroyed by Skyhawk13 at 21:06:58
Beach landed at 21:23:43
Skyhawk13 landed at 21:26:37
Skyhawk14 landed at 21:27:40
Beach exited from Skyhawk11 at 21:27:50
    
```

The ramp area suffered fairly substantial damage with the depot, a large hangar and the control tower destroyed:



A successful strike given the limited ordnance selection, I could have redesignated areas of the airfield for further strikes by my wingmen, but leaving them exposed over an area with radar guided AAA and SAMs didn't seem like a wise decision. The target of opportunity strike on the enemy column went very well with 21 vehicles destroyed in a matter of minutes.

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](#)

**20mm**  
Administrator  
Member # 2515

📅 posted 07-18-2004 23:24 🏠 👤 📧 🗒️ “ ”

Well, the best just keeps getting better! Outstanding, Beach, and I am still learning things, so cool!

Liked the way you set up the waypoints to make that second pass. Question, I assume you would have

made only 1 pass if you had the Durandals? What release spacing would you use? Would a slower, somewhat higher pass let you get 4 BSU-50's on the runway?

Tail fusing, man I would have never thought to do that, excellent! Next question, release angle 23, have you experimented with this? I always leave it default, because I don't really know what I'm doing (I should probably leave more things default!).

Those night shots of the bombs going off (without night vision!) are spectacular, bet they looked even better at the time!

I keep getting small highway air strip strikes, I would just love to get a base strike like you had, loads of fun!

-----  
 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](#)

**Agent X20**  
 Member  
 Member # 675

📧 posted 07-19-2004 00:22     “ ”

Superb. I know how hard it is doing nighttime reports - and that was a great mission report. Loads of atmospheric action helps of course (even if it didn't include A2A kills). Those runway denial mission shots always have amazing an sense of in-your-face action and sheer impact. That's what I call immersion!

Never knew about the fusing options... but then I'm still grappling with things like targetting and firing Mavericks from A10s and how to change the burst altitude on CBUS.

Again - great effort! 😊

[ 07-19-2004, 00:23: Message edited by: Agent X20 ]

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

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

**Li'Jugs**  
 Member  
 Member # 2267

📧 posted 07-19-2004 00:38     “ ”

Another outstanding report, Beach! Thanks!

-----  
 "Never let it be said that I didn't do the least I could."

From: **St. Cloud MN USA** | Registered: **Dec 2000** | IP: [Logged](#)

**Overkill**  
 Member  
 Member # 1184

📧 posted 07-19-2004 10:23     “ ”

Awesome!

-----  
 Stephen  
 Specs:Lian-Li PC 60 case, Asus P4S333 DDR mobo, Intel 2.4ghz Northwood, 1gig of PC2700 333 Samsung, WD 1000JB SE, Lite On Burner at 40X, Lite On DVD and CD-ROM, 250mb Zip, SB Live!, VisionTek GF4 Ti4600, Windows XP Pro, Optquest 19" and the Cougar HOTAS

From: **Midlothian, Texas, USA** | Registered: **Aug 2000** | IP: [Logged](#)

**BeachAV8R**  
 Member  
 Member # 3055

📧 posted 07-19-2004 12:27     “ ”

Thanks guys...

20mm - If I had Durandals, I probably would have loaded them on all 4 hard-points giving me enough for runs down both runways (12 bombs). Generally I set the Durandals at maximum interval, 990 feet, for spacing. My logic is this..I want to press and hold the pickle button just once per run. I figure (theoretically) that most of the airbase runways in F4 are somewhere between 5000' and 8000' long (I'm sure some are shorter and longer..but it seems like a reasonable number). So 6 bombs at 990 feet interval will basically take out 6000 feet of runway..a pretty good compromise.

Here is a good pictures of that interval setting on a runway in a previous OCA mission..5 bomb craters..the 6th is off the right side of the picture..it filled the length of the runway perfectly.

[http://www.simhq.com/\\_air/images/air\\_077a\\_32.jpg](http://www.simhq.com/_air/images/air_077a_32.jpg)

Release angle and arming delay I've never messed with..I don't know much about them myself 😊 The only reason I picked TAIL fusing was because I knew that it would simulate a Durandal type bomb better (although I don't really think the sim uses the fusing option..its just cosmetic..).

I enjoy the OCA strikes.. 😊

BeachAV8R

[ 07-19-2004, 14:41: Message edited by: BeachAV8R ]

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

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

**hansundfranz**  
Member  
Member # 4220

posted 07-19-2004 13:40 “ ”

Runways in F4 are made out of 3 or 4 runway sections. To Destroy a section it must be hot twice with durandals or larger iron bombs. So with your load of 4 BSU 50s you could have destroyed one section of each runway be haveing a ripple of 2.

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

**BeachAV8R**  
Member  
Member # 3055

posted 07-19-2004 14:39 “ ”

quote:

Originally posted by hansundfranz:  
**Runways in F4 are made out of 3 or 4 runway sections. To Destroy a section it must be hot twice with durandals or larger iron bombs. So with your load of 4 BSU 50s you could have destroyed one section of each runway be haveing a ripple of 2.**

Aha..very good. So..will a single Durandal "damage" a section and two will "destroy" it?

Thanks for the clarification! 😊

BeachAV8R

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

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

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