

Planning/preflight:

Once again the ordnance shop has the disappointing news that we have no Durandals in the inventory, leaving us to make due with what we've got. On a whim, I decide to load GBU-32 and -34 JDAMs. This will be the first time in the entire campaign I've used JDAMs and frankly I have no idea how to use them. Learning "on the job" can be exciting.

Plasma 1 T.O. - 22:04:00

LT. BEACH	UNASSIGNED	UNASSIGNED	UNASSIGNED
Max Weight : 42300			
Gross Weight : 36447			
Clean Weight : 18700			
Munitions : 10585			
Fuel : 7162			
Drag Factor : 61.0			

Loadout	INV	QTY	9	8	7	6	5	4	3	2	1
AIM-9M	OUT	4	●	●	●				●	●	
ALQ-184	HGH	1					●				
GBU-32/GP JDAM	HGH	4			●	●		●	●		
GBU-34/PEN JDAM	HGH	2			●	●		●	●		

Looking at the intel report I take notes on exactly which structures our flight needs to attack to do maximum damage to the airfield. This marked up map shows the intended targets for the follow-up mission. The targets are:

- Ammunition dumps – red circle, pink circle
- Aircraft hangar – yellow circle
- Fuel depot – green circle
- Last half of runway 33 – green box
- Three undamaged sections of runway 19 – brown boxes



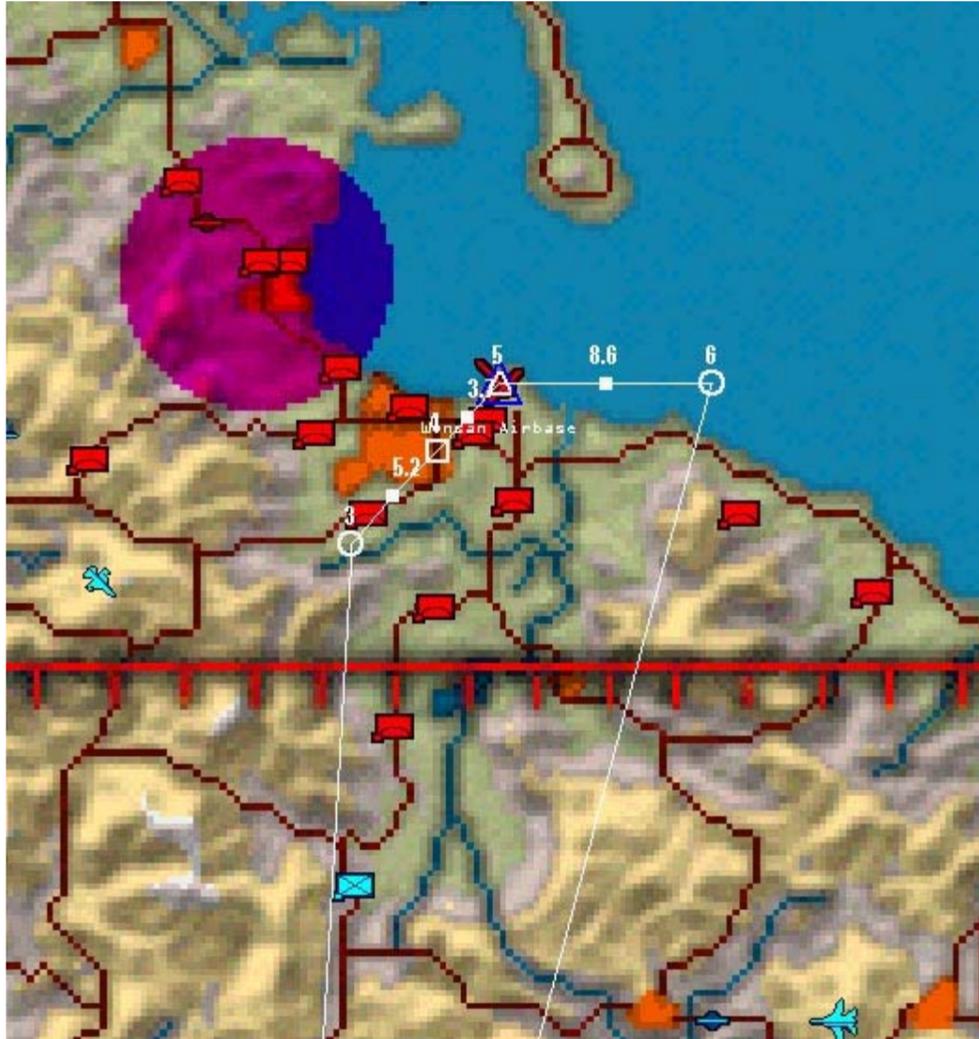
One of the ammo dumps:



The fuel farm:



Once again our flight will be escorted by a SEAD flight and a CAP flight. Successive strikes on Wonsan have significantly reduced the air defenses over Wonsan so we can expect relatively light defenses over the airfield:



Debrief:

With JDAMs loaded we head off to re-visit Wonsan. (Note: screenshot shows only one GBU-32 JDAM beneath each wing, but in fact 2 are loaded on those stations, this is a graphical glitch of some sort):



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 07-23-2004 23:51

While climbing out toward Wonsan I do the routine things such as turning off the external lights and pulling up the air-to-ground armaments. Switching to the smaller GBU-32 I see the "POWER" indicator so figuring the JDAM is similar to the Maverick I select power ON:



Then I selected TGP figuring the image would come up on the right MFD, but I was met with a blank page on the TGP screen. Hmm...good thing I started this process early in the flight. I then selected the WPN page and again was met with a black screen. Remembering that the Maverick has a protective covering on the seeker head, I hit the "U" key and I was in business!



On the 80 mile radar range I can see the blips indicating structures; it is easy to deduce where land ends and the ocean begins:



Leveling off at around 20-thousand feet I can see I'm about 60 miles from the target area, and 3 minutes away:



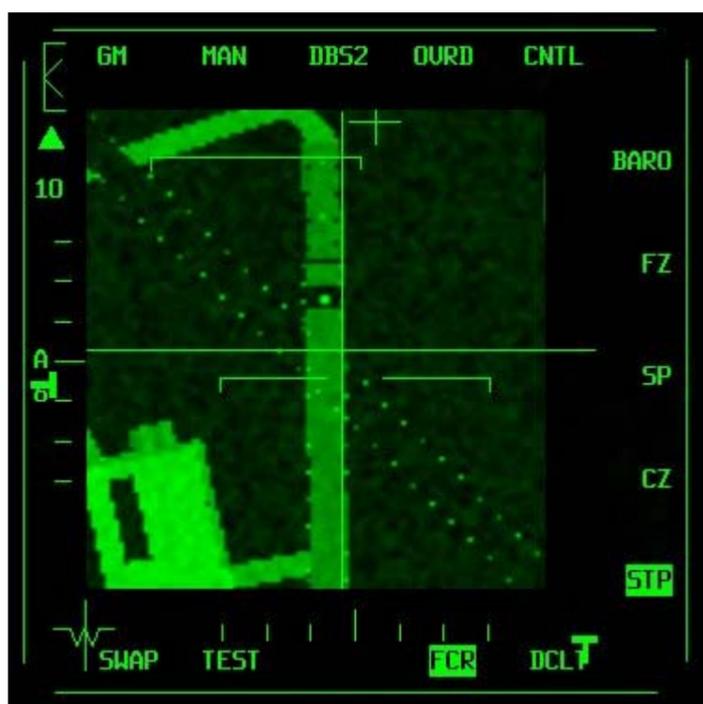
I order my wingmen into tight trail formation so that I can direct their strikes first, saving my ordnance for any targets left over:



Pulling up the 40 mile DBS mode gives me a broad overview of the airfield area:



Using the 10 mile DBS mode gives excellent resolution in the target area as the radar cursors settle on the intersection of runways 01/19 and 15/33:



Slewing the cursors to one end of the runway using the JDAM FLIR image I hit the lock key and order my wingman to engage that point:



Cont...

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

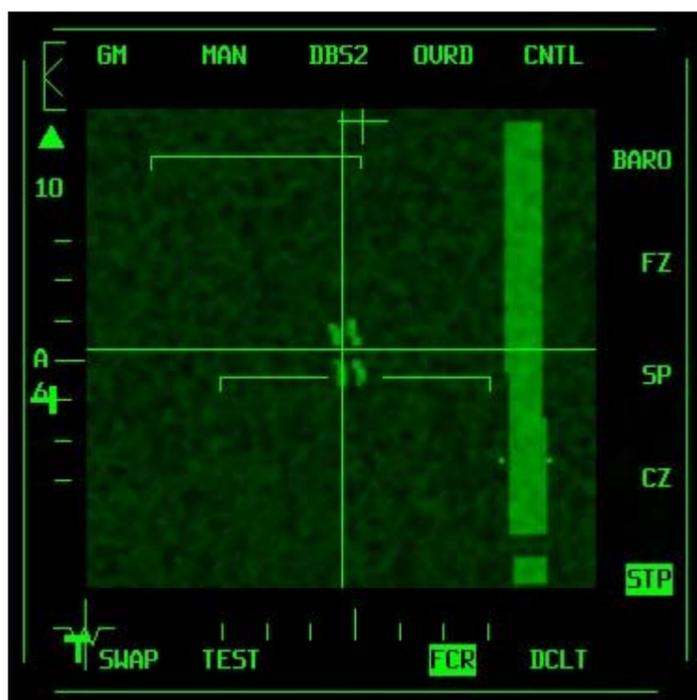
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

posted 07-23-2004 23:51

Next I slew the cursors over one of the ammo dumps, lock it, and hand it off to the element (wingmen #3

and #4):



Meanwhile, the SEAD flight arrives over the airfield and immediately starts firing HARMs at emitters in the area, most likely radar guided AAA sites:



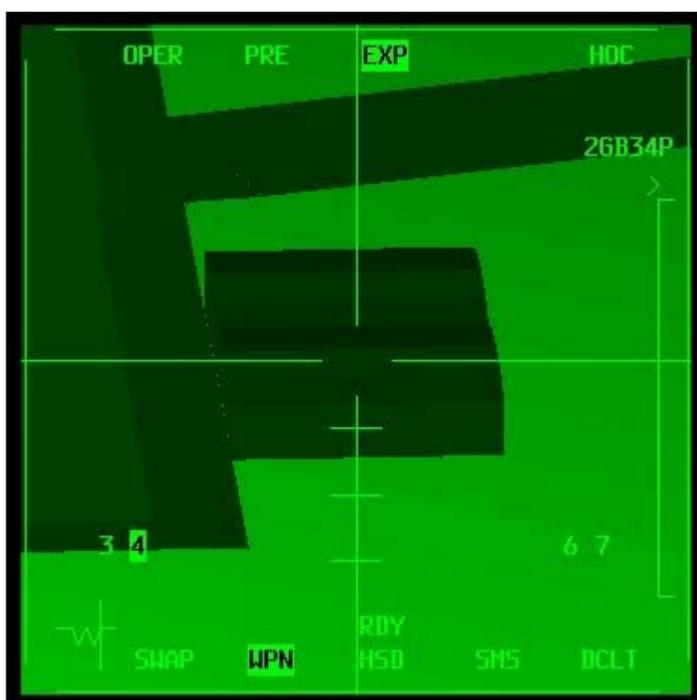
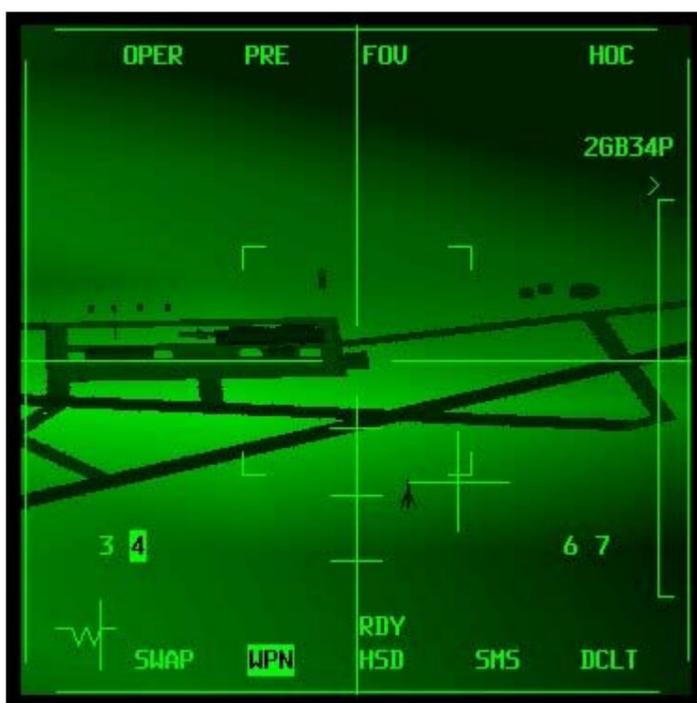
One of my wingmen, responding to the first attack command, releases his JDAM while overhead the smoke trails from HARMs rain down on the defenses around the airfield:



I watch out the left side of my cockpit for the results of the first strike and observe smoke plumes and explosions as first the designated runway, then the ammo dump are hit just seconds apart:



Turning back inbound toward the airbase I quickly find and lock-up one of the pre-briefed hangar targets and hand it off to my wingman:



Several SA-13 sites and a naval-based radar are showing up on the RWR scope. The SA-13s will be of no danger as long as we stay above 14-thousand feet or so, but the naval radar could be a more serious threat and one that bears watching:



Cont...

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

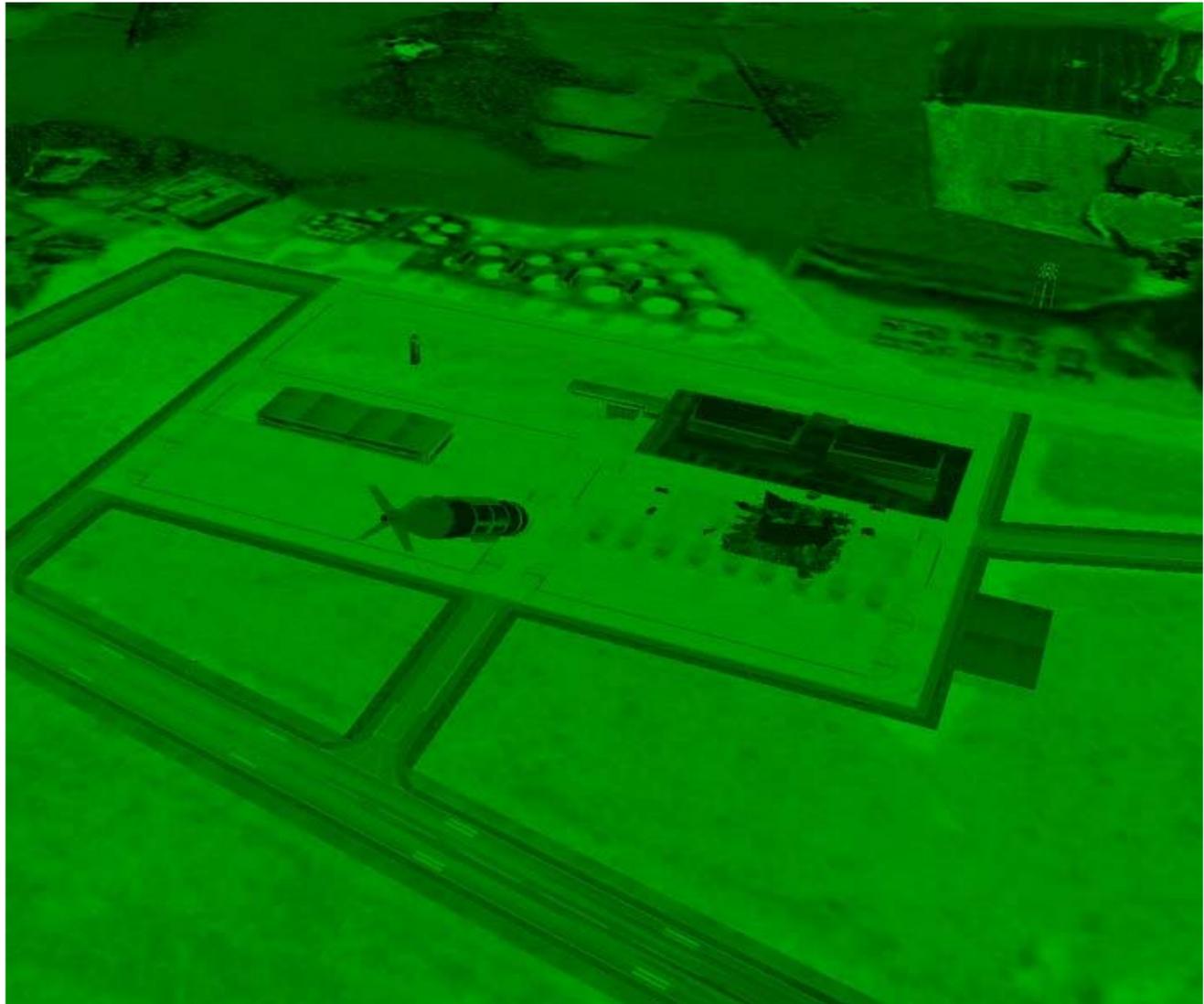
From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

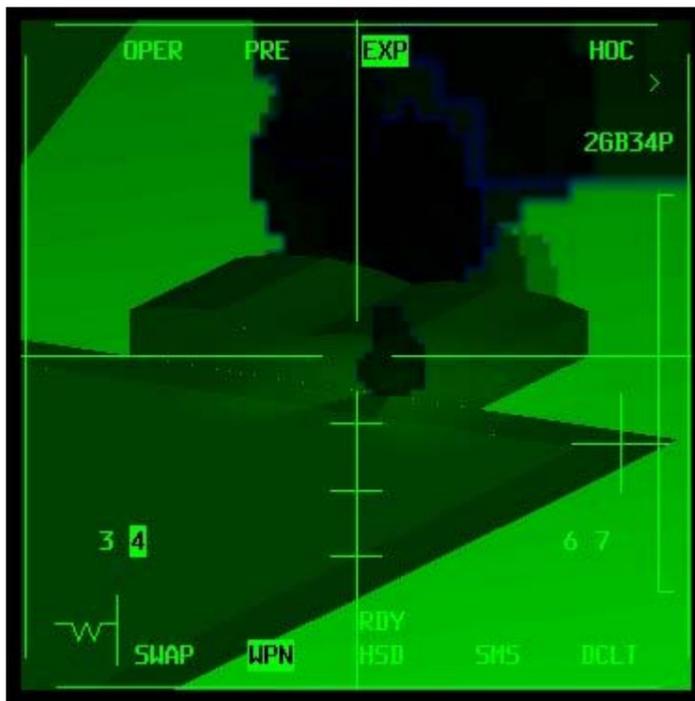
posted 07-23-2004 23:51       “ ”

Another wingman drops on the hangar:

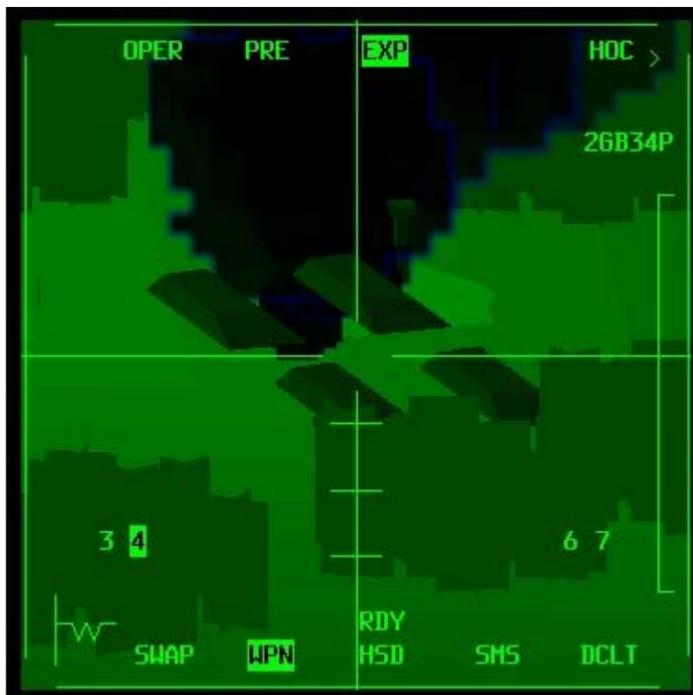
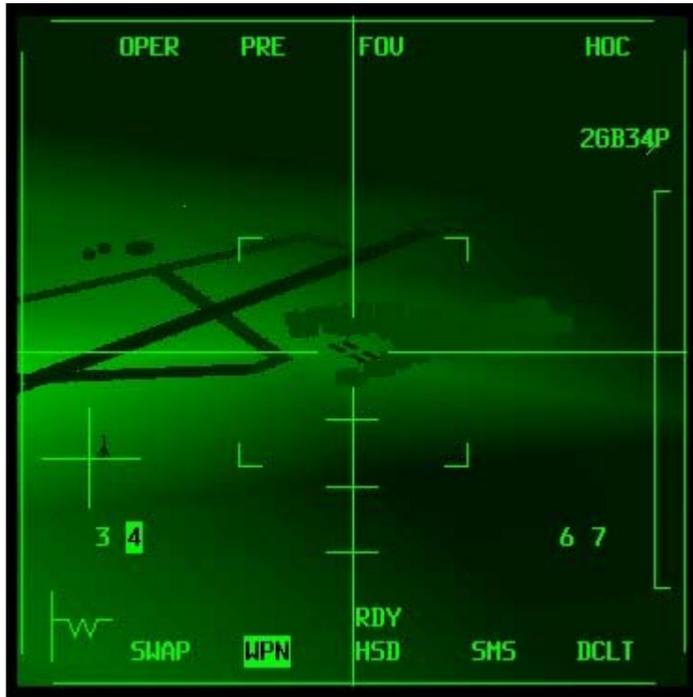




Direct hit! The hangar pours smoke, but I don't realize until later that it is only damaged, not totally destroyed:



Slewing my JDAM seeker onto the second ammo-dump I order the element to attack it and soon bombs rain down setting it ablaze as well:



I continue placing my cursors on runway segments and ordering my wingmen to drop their bombs until they go "Winchester".

Cont...

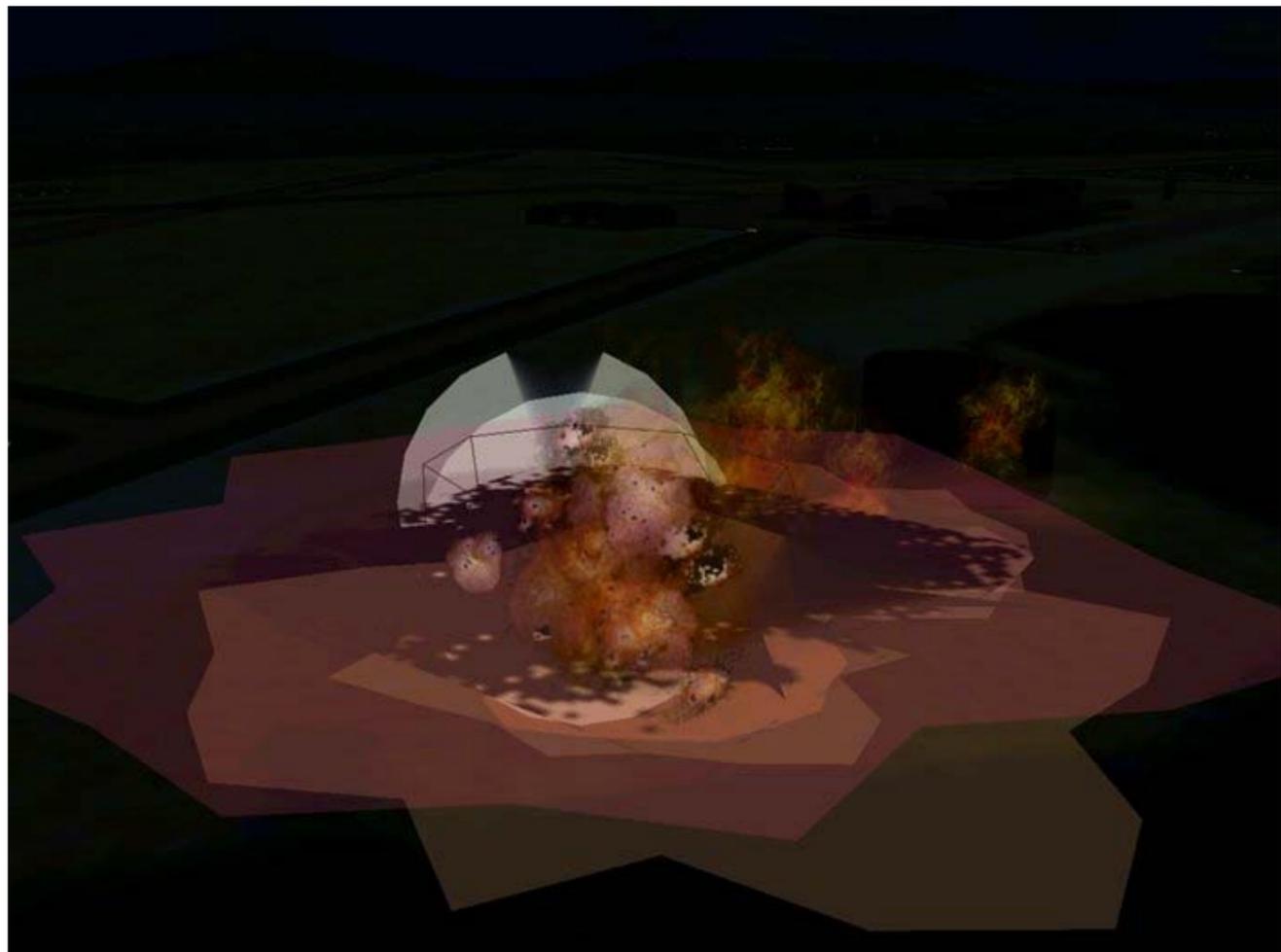
<http://home.carolina.rr.com/beachav8r>

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

BeachAV8R
Member
Member # 3055

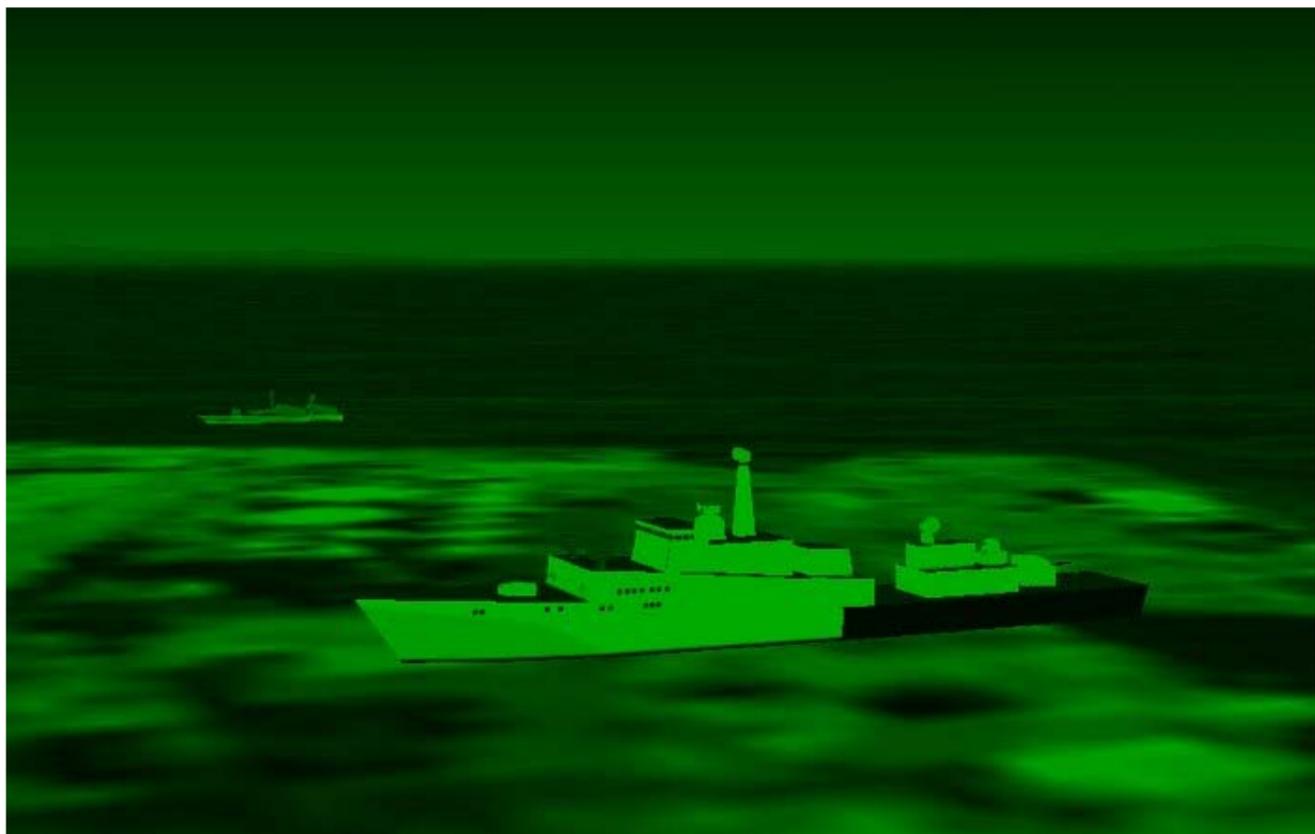
posted 07-23-2004 23:51  

With all of my wingmen's bombs expended, I turn to my own weapons and starting setting up on the remaining targets. The first target I find is the fuel farm and after dropping two bombs all three tanks are destroyed:





I target three of my four remaining JDAMs against runway sections to assure they at least take some damage. I save my last JDAM for a special target though as put my nose on the bearing to the naval threat emitter and slew my targeting image around until I find the Grisha:



I drop the JDAM on the Grisha and it smokes, but doesn't appear to be destroyed. Whatever the case, as soon as my bomb hit the boat the skies erupted with AAA, almost as if the attack on the Grisha was the last straw for the defenders of Wonsan!



With empty racks I order my flight to regroup and we head back to base.



Cont...

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

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

BeachAV8R
Member
Member # 3055

posted 07-23-2004 23:52  

Conclusions:

The mission is again a success, with the airbase taking substantial damage. Once again, however, portions of the runways remained undamaged after the attack, making it readily apparent how effective the Durandal is and how sorely it is missed when the inventory is empty.

Of all the bombs our flight dropped though, 21 were hits and only 3 were misses. The SEAD flight took out 5 targets. Our bombs did a lot of damage to the airbase, but only solid kills are counted in the air-to-ground kill total. Thus, the damaged hangar and ammo depots do not count as "kills" although they do come up as damaged under the itemized airbase operational listing.

DEBRIEFING

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

Actual TOT: 22:32:41 (14 minutes late)
 Losses: 0

PACKAGE STATISTICS:

Flight	Aircraft	Comments
Plasma1 (OCA Strike)	4 F-16CG	Mission success: Significant damage to target site. Event List
Zipper2 (SEAD Escort)	4 F-16CJ	Mission success: No losses to enemy AD. Event List
Tracker1 (Escort)	4 F-16CG	Mission success: No losses to enemy AD.

FLIGHT STATISTICS:

Callsign	Status	Ordnance Fired	Results
Plasma11	Functional	4 x GBU-32/GP JDAM 4 hits (100%) 2 x GBU-34/PEN JDAM 1 miss, 1 hit (50%)	
Plasma12	Functional	4 x GBU-32/GP JDAM 4 hits (100%) 2 x GBU-34/PEN JDAM 2 hits (100%)	
Plasma13	Functional	4 x GBU-32/GP JDAM 4 hits (100%) 2 x GBU-34/PEN JDAM 2 hits (100%)	
Plasma14	Functional	4 x GBU-32/GP JDAM 4 hits (100%) 2 x GBU-34/PEN JDAM 2 misses (0%)	

PILOT STATISTICS:

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Plasma11	F-16CG	Lt. Beach	OK	0 (0)	2 (0)	Excellent
Plasma12	F-16CG	Lt. Webb	OK	0	0	Excellent
Plasma13	F-16CG	Cpt. Lautenbach	OK	0	0	Excellent
Plasma14	F-16CG	Lt. Merryweather	OK	0	1	Excellent
Zipper21	F-16CJ	Maj. Fahlen	OK	0	1	Excellent
Zipper22	F-16CJ	Lt. Affergan	OK	0	1	Excellent
Zipper23	F-16CJ	Lt. Steadman	OK	0	1	Excellent
Zipper24	F-16CJ	Lt. Miller	OK	0	2	Excellent

With this mission we took the airbase from 65% operational capacity down to 15% capacity. I will be curious if a 3rd strike will be scheduled to fully shut down the field.

TARGET	CONDITION	VALUE
Wonsan Airbase	15% Operational	
Runway	No damage	Very high
Runway	No damage	Medium
Runway	Damaged	Medium
Runway	Damaged	Medium
Runway	No damage	Medium
Runway	Damaged	Medium

I was very pleased with the mission as a whole, though disappointed that the bigger JDAMs didn't have enough oomph to destroy runway segments. The wingmen did a great job though and were very efficient in taking commands and getting their bombs on target.

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](#)

JohnTheLuck
 Member
 Member # 14723

posted 07-24-2004 00:09

Good report again Beach. It is always a pleasure to see a new report from you. I wonder why you didn't try to capture this airbase and use it later as your operational base. It is nearer to Pyongyang than other

airbase in South Korea.

In my campaign, I was able to capture Wonsan, but its runway are still destroyed, so I cannot use it yet.

JTL

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

BeachAV8R
Member
Member # 3055

📧 posted 07-24-2004 00:19     “ ”

I was actually going to ask about that very thing..I currently have airbase relocation off..I've heard you need to keep it off until you are really ready to move. Supposing I turn it ON now..how long before my units will move and is there any logic or reason to WHICH base they will move too?

I've been wondering about that very thing....

BeachAV8R

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

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

20mm
Administrator
Member # 2515

📧 posted 07-24-2004 00:24    “ ”

Have I said "wow" in responding to your mission reports before? I have? Well, I just did it again!

Very good stuff, I love the follow up mission being generated, as you pointed out, just like in real life. You sure made maximum effectiveness out of your wingies, and they done good too!

You seemed to be able to find and lock up quickly different targets at the base, ie, fuel dump, hanger, ammo dump, was that the case, or was it a little more difficult finding them? Perhaps a good pre-flight examination of the target layout, as in your 4th screen shot paid off? And that is just like real life, as well. I wonder, would it be that much easier in the day time? 😊

I'm still in the daytime, of day 4, and we are getting tasked with a lot of ground pounding. I did one last night and we had a mix of Hogs and Vipers in the kill boxes, and I was thinking, what am I doing in a high threat environment with those guys? I don't even have a titanium bathtub to sit in! It was cool though, and a succesful strike. Watching those Hogs roll in and launch is something! Perhaps I should give it an F4 try... 😊

Thanks Beach!

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](#)

Wilko
Member
Member # 1154

📧 posted 07-24-2004 00:41    “ ”

Great stuff Beach, I almost posted inbetween page 1 and 2 when I released you must be uploading so I waited and came back.. well worth it I might add 😊

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

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

Agent X20
Member
Member # 675

📧 posted 07-24-2004 01:09     “ ”

Well having been shot down by an SA14 and subsequently by a ZSU (Yes *REALLY!*) this morning - it's nice to see someone flying and inflicting serious damage on the bad guys!

Great report - and excellent work managing your wingmen. Ive still to mirror your success with the DBS modes but it makes me want to keep trying!

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

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

JohnTheLuck
Member
Member # 14723

📧 posted 07-24-2004 08:10    “ ”

quote:

Originally posted by BeachAV8R:
I was actually going to ask about that very thing..I currently have airbase relocation off..I've heard you need to keep it off until you are really ready to move. Supposing I turn it ON now..how long before my units will move and is there any logic or reason to WHICH base they will move too?

I've been wondering about that very thing....

BeachAV8R

Beach,

Airbase relocation is off also for me. Never tried it, but that was my intend by keeping the runway intact. I didn't want to wait a few day until they are repaired before being able to use them. Just try to direct (with a lot of patience...) your ground troupes waypoints to the airbase and they will eventually capture it. When you have a sufficient secure perimeter around this airbase, enable relocation (I don't know exactly how to direct my squadron to this specific airbase).

JTL

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

cd_jakevas posted 07-24-2004 14:34

Junior Member
Member # 20357

Again nice report Beach. Quick question for anyone that might know, when I scan in DBS2 with the AG radar, this is what mine look like:



Nothing like above. Its very hard to distinguish anything. Anyone know why? 😞

Registered: **Jul 2004** | IP: [Logged](#)

20mm
Administrator
Member # 2515

posted 07-24-2004 14:48

Your left MFD shows Ground Map radar, but the right is on the HSD. Had you been in the A2G weapons page and locked a ground target before this screenshot?

Cause that's my guess, you don't have a ground target selected and locked, the radar is looking ahead of the aircraft at nothing in particular.

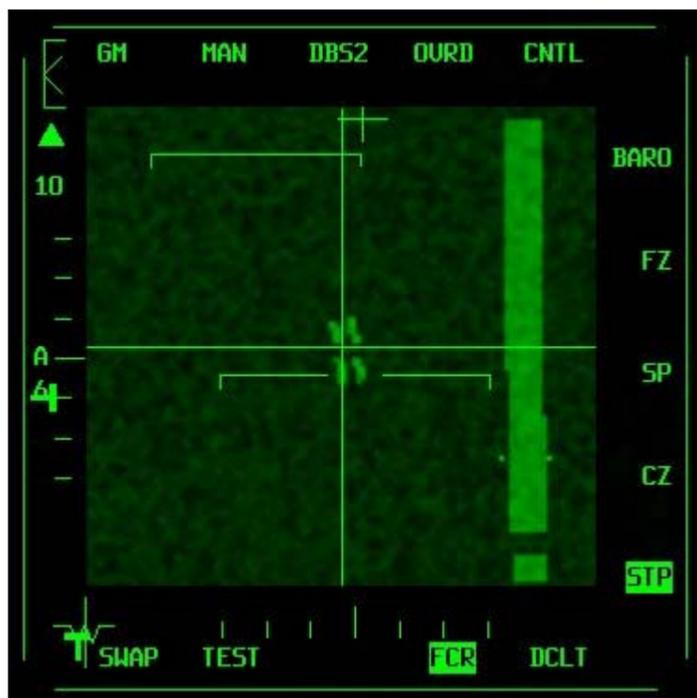
Pat Tillman (1976-2004):
4 years Arizona State University, graduated with high honors.
5 seasons National Football League player, Arizona Cardinals.
Forever United States Army Ranger.

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

cd_jakevas
Junior Member
Member # 20357

posted 07-24-2004 14:57

It the detail Beach gets on his A-G radar in DBS2.



I've never seen anything like that. If you look at my pic, thats what it looks like from mine all the time. I cant see any detail like that. I dunno.

[07-24-2004, 15:00: Message edited by: cd_jakevas]

Registered: Jul 2004 | IP: Logged

BeachAV8R
Member
Member # 3055

posted 07-24-2004 15:51

Thanks for the comments guys..

20mm - Yeah..studying the intel map and pictures of the target area really help in designating and handing off targets. I really don't designate all that quickly though..in this mission I had a very "safe" area to orbit south of Wonsan to direct my wingmen's strikes. I probably loitered over the area for a good 15 minutes...allowing plenty of time to direct attacks and fly my own attacks..

CD - The highest resolution using DBS2 mode is achieved by using the 10 mile range on the A2G radar. This was something I didn't really understand until someone pointed it out to me. You don't have to be within 10 miles of the target to use DBS mode at the 10 mile resolution...so as an example. At 40 miles, you find the general area of your target (say a bright blip you have under a steerpoint that you know is directly over the target area). Staying in 40 mile range on the A2G radar, go to DBS2 mode, then you will get a fuzzy picture like you were showing. Then select 10 mile range on the left side of the MFD and you will get zoomed in on the target area in much higher resolution like the pictures I took...

Hope that helps..

JTL - Yeah..I'm curious to see if airbase relocation will put a squadron at Wonsan..that would sure be nice!
☺

BeachAV8R

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

From: Charlotte, NC USA | Registered: Jan 2001 | IP: Logged

dyoox01
Member
Member # 13218

posted 07-24-2004 18:07

Great mission!

You should really try using the cordinates with the JDAMs. I know there is a tutorial around somewhere. I think it's supposed to be more realistic. It does get kinda boring though. You can release from a reativly safe distance.

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

MeanGreeny
Junior Member
Member # 8923

📄 posted 07-24-2004 18:37     “ ”

Beach,

Nice write up 😊

Use Frugals to PM me your email address and I'll send you a tutorial on how to manually relocate your airbase. It's worth doing it manually and leaving the "airbase relocation" patch off.

MeanGreeny

From: **UK** | Registered: **Jan 2002** | IP: [Logged](#)

hansundfranz
Member
Member # 4220

📄 posted 07-24-2004 19:21   “ ”

CD, you can adjust the brightness of the radar picture with F3 and F4.

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

Redbird1
Member
Member # 17445

📄 posted 07-24-2004 19:31    “ ”

Beach, if you can't get the durandels lgb 24b's will do the job on a runway every time.

From: **Jacksonville, Florida** | Registered: **Nov 2003** | IP: [Logged](#)

cd_jakevas
Junior Member
Member # 20357

📄 posted 07-25-2004 21:09    “ ”

hansundfranz, F3 and F4 adjust the view distance on the A-G radar for me. I looked through the key stokes and it said that the LMDF brightness was Ctrl F and Ctrl G, but all it did was changed the outside numbers menu letters that out line the mdf. Ive also tried decreasing the distance and getting closer, but I get alot of that bright stuff around. Anyone else get this. I have had this since I started with falcon, FF2.1+bms1.03.

Registered: **Jul 2004** | IP: [Logged](#)

Operator
Member
Member # 11662

📄 posted 07-25-2004 22:03    “ ”

quote:

Originally posted by cd_jakevas:

Again nice report Beach. Quick question for anyone that might know, when I scan in DBS2 with the AG radar, this is what mine look like:

Nothing like above. Its very hard to distinguish anything. Anyone know why? ??? 😊

Radar gain...

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

cd_jakevas
Junior Member
Member # 20357

📄 posted 07-26-2004 07:40    “ ”

radar gain???

Registered: **Jul 2004** | IP: [Logged](#)

Robbster
Member
Member # 131

📄 posted 07-26-2004 13:05    “ ”

BeachAV8R

I really appreciate your Mission Reports. I just started playing Falcon again after a 2 year layoff. I've completely forgot many things about this fine sim, thus I've been reading all of your Mission Reports to help me with protocols and such.

Registered: **Oct 1999** | IP: [Logged](#)

BeachAV8R
Member
Member # 3055

📄 posted 07-26-2004 21:38     “ ”

quote:

Originally posted by Robbster:

I really appreciate your Mission Reports. I just started playing Falcon again after a 2 year layoff. I've completely forgot many things about this fine sim, thus I've been reading all of your Mission Reports to help me with protocols and such.

Hey..glad you are getting something out of them. The sim is a continuing learning process and really I should be thanking everyone here and at Frugal's because everytime I post a report I get useful input on

how to do things differently, or better...the F4 community is awesome...warts and all 😊

BeachAV8R

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

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

📄 posted 07-27-2004 16:35    “ ”

20mm
Administrator
Member # 2515

quote:

the F4 community is awesome...warts and all

We got warts?!! 😬

Oh, yeah...we do... 😊

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](#)

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