



New Topic Post Reply

[my profile](#) | [search](#) | [faq](#) | [forum home](#)

Previous < > Next

>> Hello, mutley [ [log out](#) ]

[SimHQ Forums](#) > [Air Combat Zone](#) > [FALCON 4.0](#) > [Operation Rolling Fire Mission #64](#)

Author Topic: [Operation Rolling Fire Mission #64](#)

**BeachAV8R**

posted November 04, 2004 22:07

Administrator  
Member # 3055

11/04/04  
Falcon 4.0/SP3 Campaign Mission Report #64  
OPERATION ROLLING FIRE  
DAY 6 - 0200 HOURS

**Campaign Status:**

The increased enemy air activity has held up throughout the night, distracting us slightly from our efforts to put pressure on the Wonsan area.

**Objective:**

Our objective is to fly a HAVCAP over the Seoul area to protect the air refueling tanker from being attacked. If enemy air activity during the mission is low we will also use our air assets to start degrading the substantial air defenses around P'yongyang.

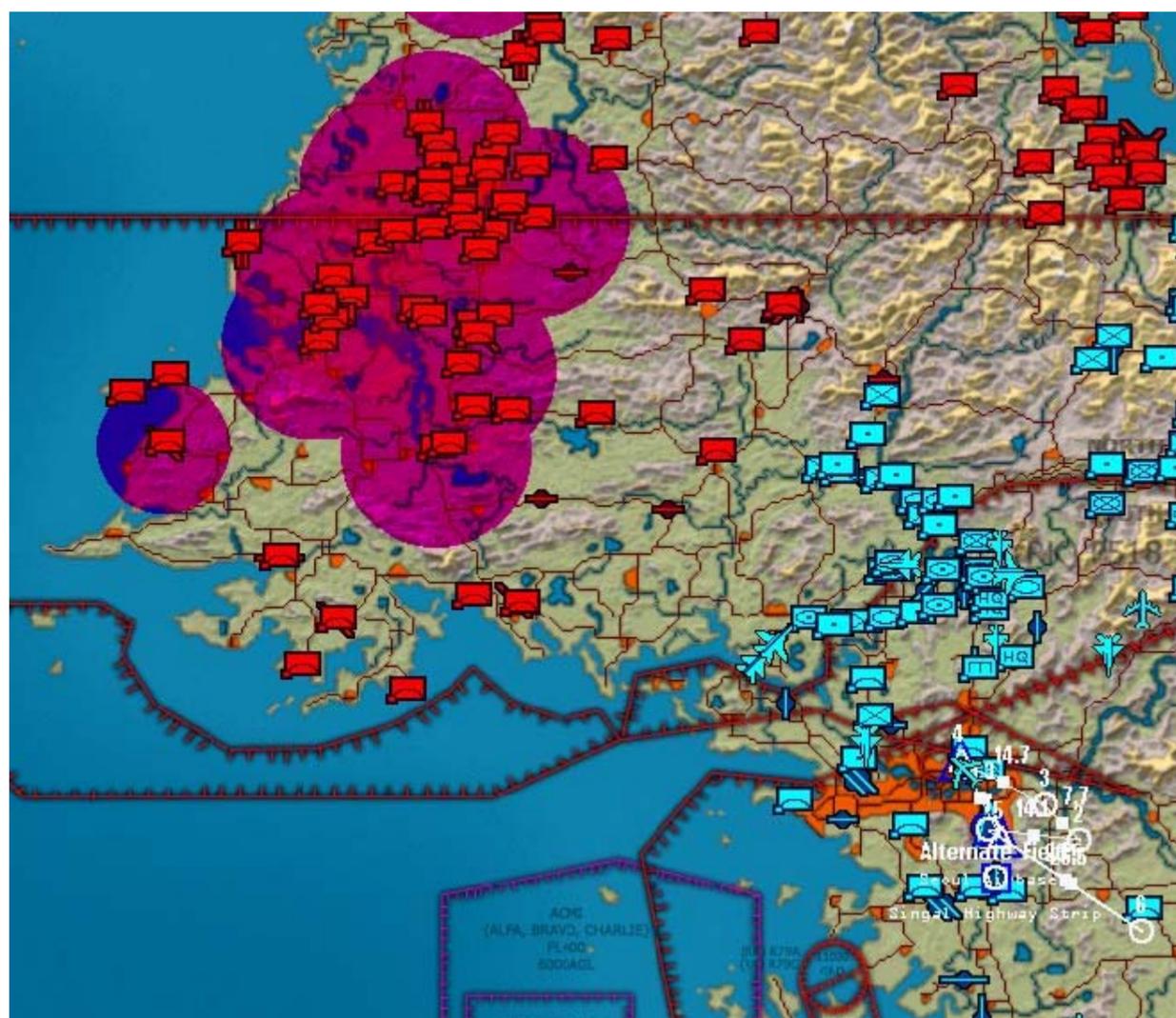
**BRIEFING**

**MISSION:** Refuel friendly aircraft  
**YOUR TASK:** HAVCAP  
 Station Area: 2 nm west of East Seoul.  
 Time on Station: 02:27:00  
 Patrol Time: 05:01:20

**SITUATION:**  
 Air command would like to maintain a tanker station in the area 3 nm northeast of Seoul due to the high volume near the region.

**PACKAGE ELEMENTS:**  
 Camel1 (Tanker) 1 KC-135 Refuel friendly flights  
 Ghost1 (HAVCAP) 2 F-16CJ Protect high value package assets from enemy aircraft

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.



**Planning/preflight:**

Our 2-ship flight of F-16CJs will depart Seoul and fly a brief picket to the north intercepting any incoming enemy aircraft that might threaten the tanker track south of Seoul. Once our time on station is completed will be released to fly north-west toward the southern approaches to P'yongyang where we will start the methodical process of destroying their air defense capabilities.

Since the inventory doesn't currently contain HARMs we will be forced to carry the somewhat stand-off capable JSOW and Mavericks.

Debrief:

After take off our flight heads up to the CAP area and does a few circuits querying AWACS for any business. Unfortunately it appears we've hit a lull in the enemy air activity and after wandering around a bit we check out of the orbit and head up to the north-west and certain action!

The most logical goal is, of course, the destruction of the long range SA-2 sites ringing P'yongyang. Unfortunately, without HARMs we also don't have the HTS system to help us find the SA-2 sites. We can, however, use the threat warning receiver as a poor man's ADF to find a relatively rough bearing to the sites and then actively search for them visually using the Maverick optics.

Approaching the southern outskirts of P'yongyang the threat warning receiver is going nuts with multiple SA-2, SA-5 and AAA radars illuminating us. It doesn't take long to pick out a bearing very near an airbase and slew the FLIR image onto a Fan Song radar vehicle. Selecting the JSOW I wait until I'm in launch range and pickle off the first bomb which tracks perfectly into the radar van:



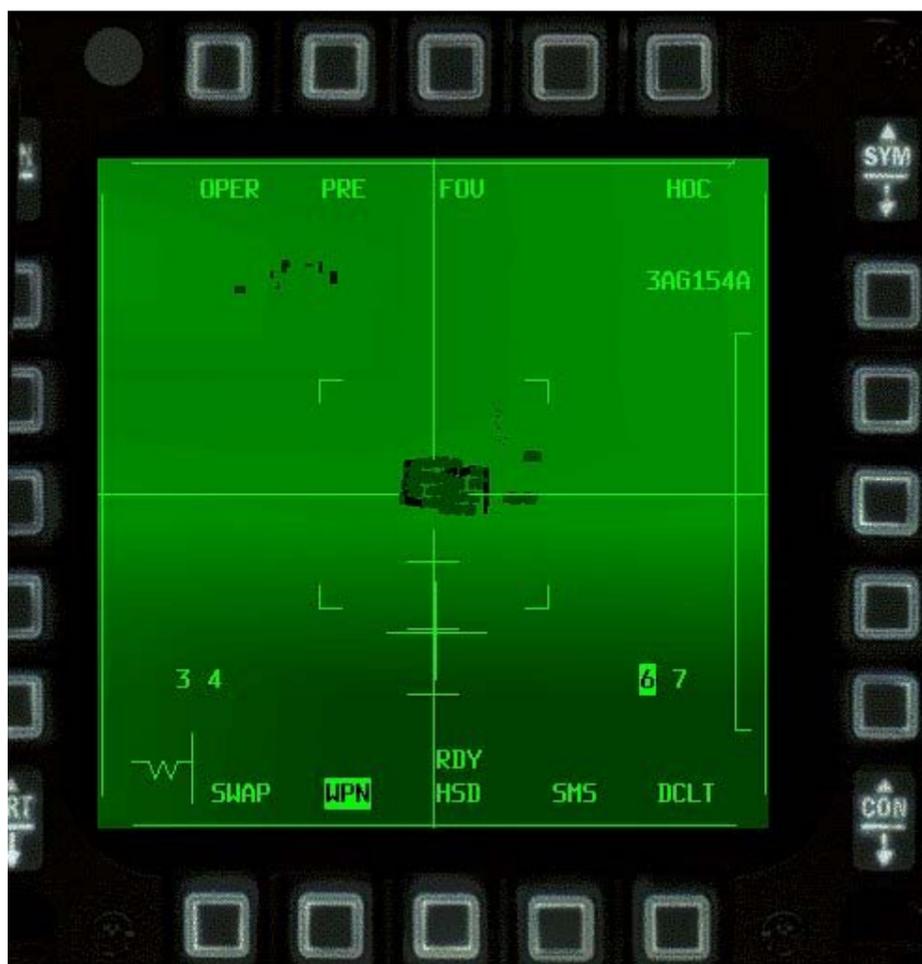
I've already ordered my wingman to turn his ECM on and I'm surprised that no SA-2 sites have launched on us yet. Last time I was up in this area the missiles were flying fast and furious at us.

The smoke from my first JSOW hit continues to rise from the airfield below as we nonchalantly head across it:



Every so often a AAA site will open up on us, but at 22,000 feet we are only within reach of the big, scattered stuff. Arcing back out to the south I set up for another run at another SA-2 site. Picking up the emitter symbol on my receiver I put my aircraft's nose on the bearing and start slewing my FLIR seeker out in front on the same bearing. It is only a matter of time before I come across the likely SA-2 site in a typical wooded configuration:





I launch another "Bruiser" and am rewarded a minute later by an impressive explosion as the entire SA-2 complex erupts in flames and begins smoldering. Another SA-2 emitter drops of the air:



Soon I'm out of JSOWs and start directing my wingman to drop his stores on suspected sites. Not all of them result in SA-2 symbols dropping off the threat receiver, I suspect some of them have either been hit earlier in the war or perhaps the trees are empty:



Cont...

[ 11-05-2004, 02:55: Message edited by: BeachAV8R ]

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

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

**BeachAV8R**

Administrator  
Member # 3055

posted November 04, 2004 22:07

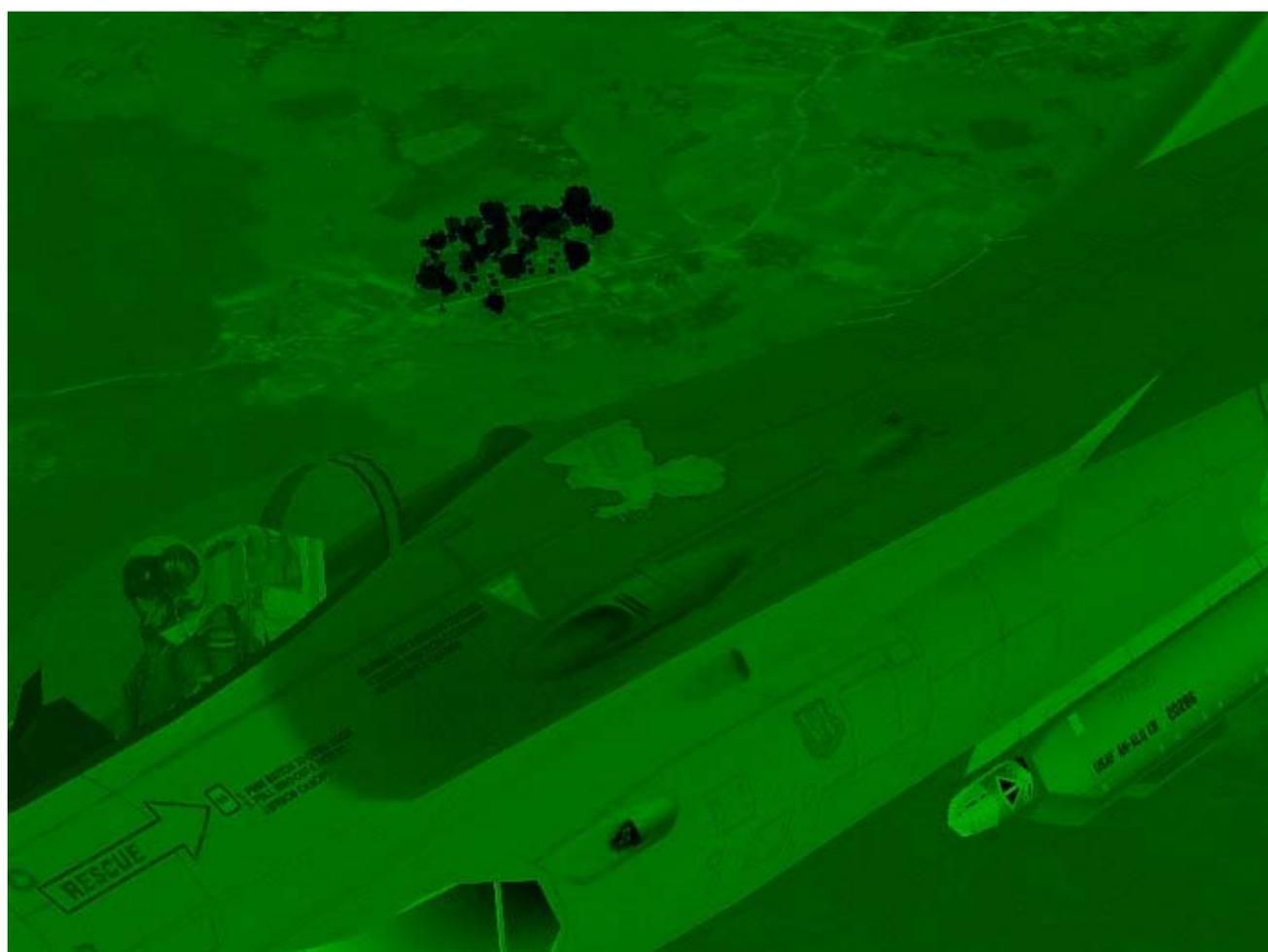
Out of JSOWs now I switch to my Mavericks and find another site. Since I'm only able to lock on one target with the Maverick and the blast radius is so much smaller I try to select what I think is the radar van instead of the launchers, but it is difficult to discern the difference from maximum range:



I pull the trigger and launch two Mavericks at different locations within the SA-2 site hoping I'll hit the radar:



As I pull off my wingman's last JSOW explodes another site:



As we buster south to egress the area a familiar chirp comes through the headset and I nervously glance at the threat warning receiver verifying a -29 symbol is on our rear quarter:



I query AWACS for the "nearest threat" and the plot thickens as they call the nearest bandit as a J-7 "singleton" at 8 o'clock, 15 miles:



I deduce I've got a closer in J-7 (MiG-21) that I should be able to outrun since he is climbing and I'm already at altitude and doing almost Mach .90 heading for home, but the J-11 or MiG-29 (I don't know which) a bit further out is a worry since he (or they) are probably at full speed and have a much longer reach than the J-7.

Multiple times I remind my wingman to "rejoin" and "weapons hold" because he is asking me for permission to engage over and over again. He wants at the J-7, which is understandable, I do too, but with the unknown threat of the J-11 or MiG-29 coming hard on the J-7s heels we don't have the firepower to deal with both threats. I feel we could take the J-7 even though all we have is AIM-9Xs, but the risk isn't worth it.

As we had for friendly territory I repeatedly call AWACS asking for help and they respond that they are looking for fighters. The distance to the J-7 is holding steady at 15 miles, so he isn't gaining on us but I'm still anxious to have someone take the heat off us.

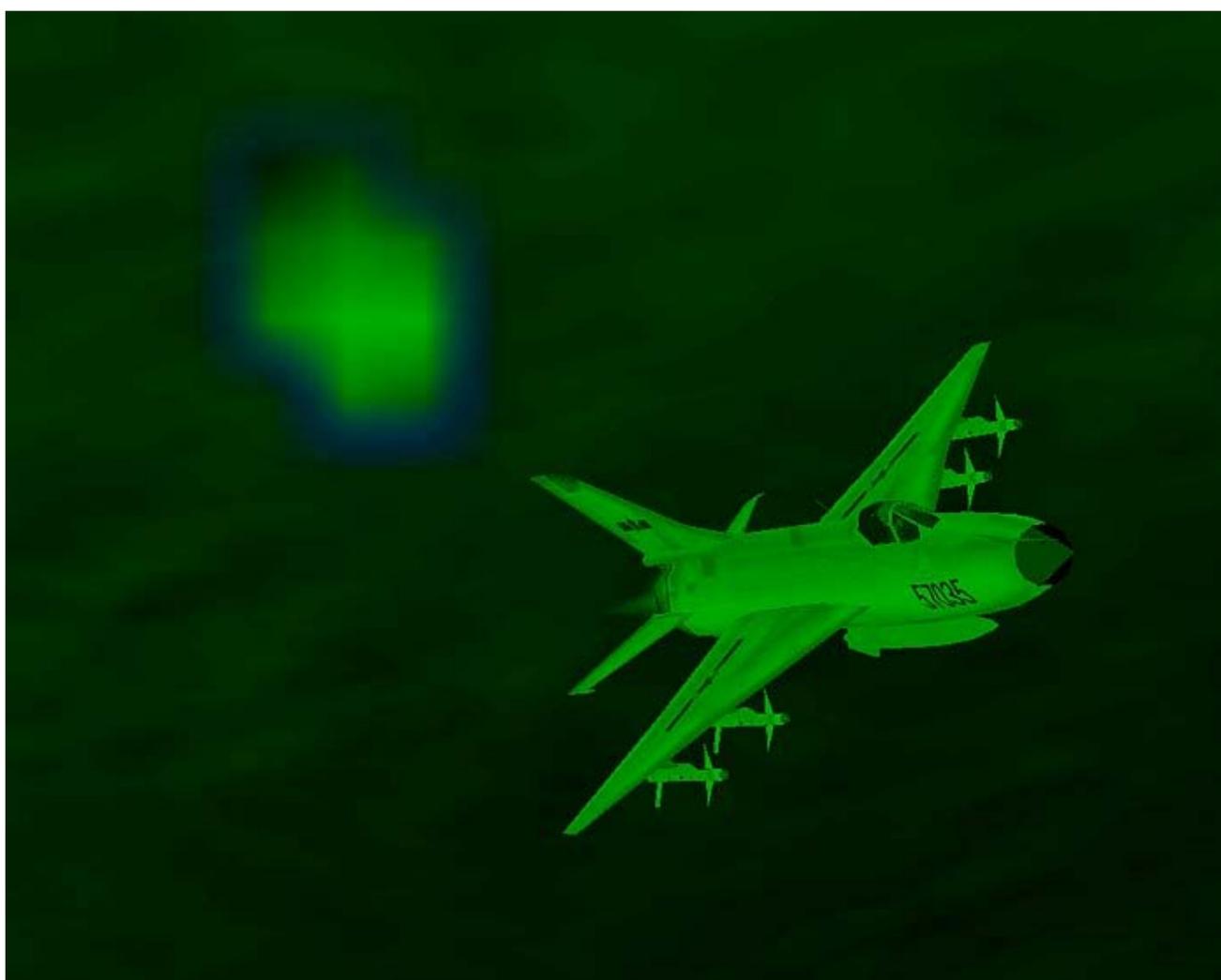
As we approach the FLOT several -14 and -15 symbols appear on the threat warning receiver and as I see their bearing fall down left side of the scope, verified by the radar, I know they are heading north to engage the incoming bandits!



One of the F-15s strikes first with a "Fox-3 long!" call:



Taking out the immediate threat, the J-7:



Cont..

[ 11-05-2004, 02:56: Message edited by: BeachAV8R ]

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

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

**BeachAV8R**

Administrator  
Member # 3055

📅 posted November 04, 2004 22:07   🏠 👤 ✉️ 🗒️ “ ”

I look over my left shoulder and see the blot in the sky where the J-7 used to be and breathe I sigh of relief:



Now let's see how they handle the follow-up threats, now determined by AWACS to be MiG-29s instead of the more lethal J-11s! The MiG-29s are in a tight 3-ship, the most MiG-29s I've seen in one place since the early days of the war.

The Tomcats enter the fray from the south-east firing their Sparrow missiles from maximum range:

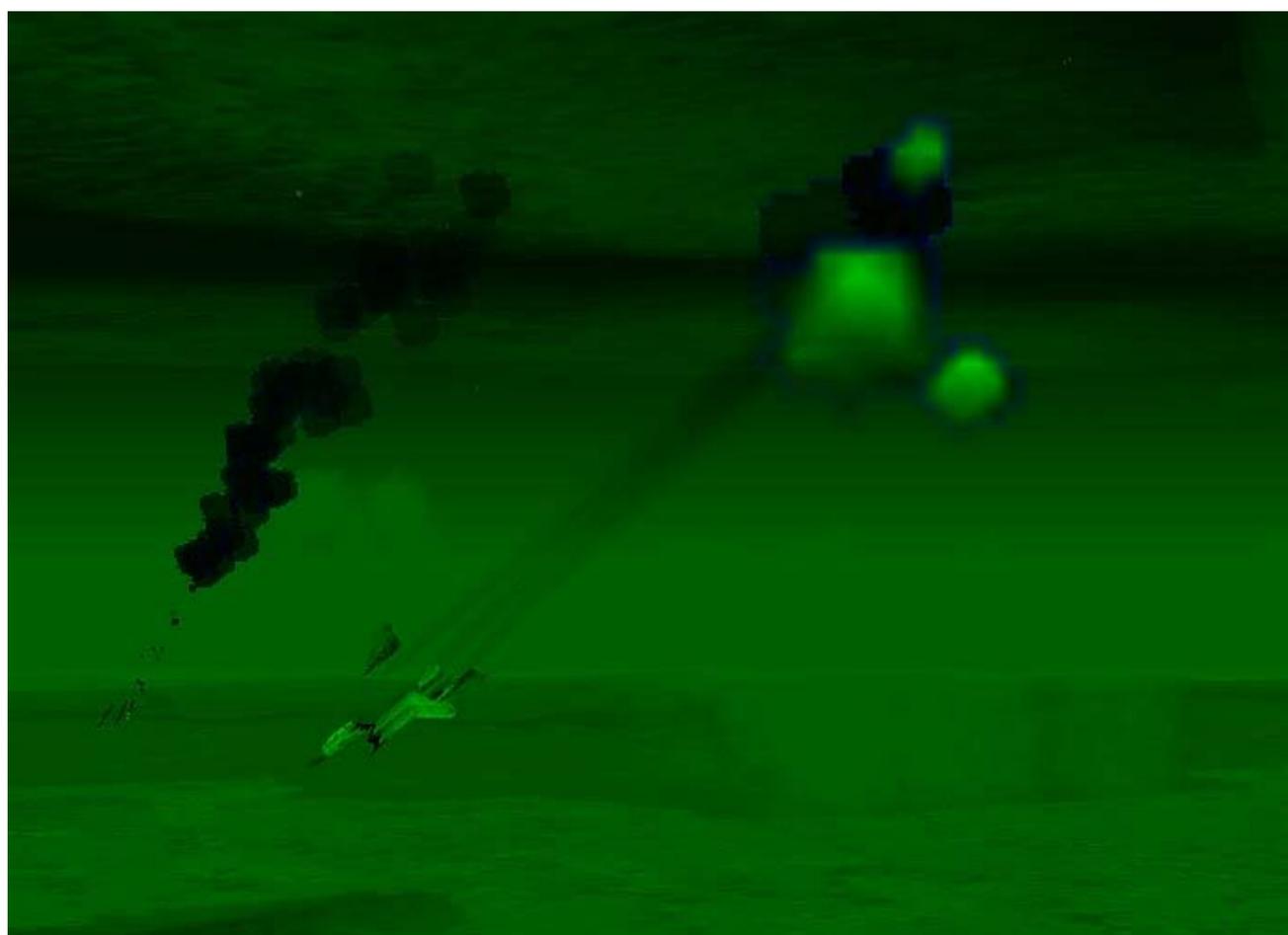


The MiG-29s respond with long range Alamo shots of their own but it is hard to tell if they are targeting the F-15s or the F-14s. All I know is that it isn't me!

In seconds the Tomcats merge with the Flankers and it is every man for himself. Unfortunately the lead MiG-29 gets the drop on this Tomcat and fires two Aphids at him, the first damaging him, the second finishing him off:



Seconds later AMRAAMs scream in from the F-15s simultaneously killing two MiG-29s, their debris raining down from the sky in macabre synchronicity:



One MiG-29 escapes back to the north, last seen at low altitude and full afterburner!

Touching down at base with minimum fuel I feel the tension release from my shoulders as another mission comes to a close:



Conclusions:

The mission is rated as a failure, again because I didn't stay "on-station" during the HAVCAP for a long enough period before abandoning my post. We did some good damage to the P'yongyang air defense network though, and the psychological effects of having enemy aircraft pounding the capitol city defenses can't be good for the North Koreans.

**DEBRIEFING**

**MISSION:** Failed (Refuel friendly aircraft)  
**YOUR TASK:** Success (Protect high value package assets from enemy aircraft)  
**PILOT RATING:** Excellent

Actual TOT: 02:23:00 (240 seconds early)  
 Losses: 0

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Camel1 (Tanker)	1 KC-135	Mission failed: Station time was not completed.
Ghost1 (HAVCAP)	2 F-16CJ	Mission success: Station time completed with no critical friendly losses.

[Event List](#)

**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Ghost11	Functional	1 x AGM-65G 1 miss (0%)	
		4 x AGM-154A JSOW 4 hits (100%)	
Ghost12	Functional	2 x AGM-65G 2 misses (0%)	
		4 x AGM-154A JSOW 2 misses, 2 hits (50%)	

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	AA Kills	AG Kills	Rating
Camel11	KC-135	Col. Klemmick	OK	0	0	Poor
Ghost11	F-16CJ	Lt. Beach	OK	0 (0)	10 (0)	Excellent
Ghost12	F-16CJ	Lt. Daugherty	OK	0	1	Average

The entire mission was incredibly immersive; probably one of the most exciting missions I've ever flown in a flight simulator. I can't stress enough how awesome this campaign engine is and how the AI seems to react how one would expect. I spent a good 20 minutes loitering over that enemy airbase south of P'yongyang and sure enough, as I was exiting the area, fighters were on their way to deal with me. I don't know if it was coincidence that a J-7 and three MiG-29s were pointed at me, but it sure feels like the North Koreans were reacting to me.

Then seeing my friendly flight respond to my AWACS plea for help was also incredible. I don't know if the campaign engine actually moved those fighters toward me since they were available or if they were just responding to the fact that enemy fighters were coming south, but either way the outcome was the same. Seeing the F-14s and -15s mix it up and save my bacon was a very rewarding mission experience.

BeachAV8R

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

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

**peppergomez**  
 Member  
 Member # 10976

posted November 05, 2004 08:38

nice stuff. those jsows are weapons of the gods, aren't they? great standoff range and wide

damage radius. were you low on them in your supplies, cuz i know that something between 8-10 can be carried on the triple ejector ranks, right? that amount would have given you some serious firepower.

---

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

All times are Eastern Time Zone

[New Topic](#) [Post Reply](#)

 [Close Topic](#)  [Move Topic](#)  [Delete Topic](#)

[Previous](#)  [Next](#) 

 [Printer-friendly view of this topic](#)

**Hop To:**

[Contact Us](#) | [SimHQ.com](#) | [Privacy Statement](#)

Copyright 2004 SimHQ.com. All Rights Reserved.

Powered by  **INFOPOP** ©2002  
UBB.classic™ 6.4.0.1