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Author Topic: [Operation Rolling Fire Mission #65](#)

**BeachAV8R** posted November 05, 2004 01:33

Administrator  
Member # 3055

11/04/04  
Falcon 4.0/SP3 Campaign Mission Report #65  
OPERATION ROLLING FIRE  
DAY 6 - 0400 HOURS

Campaign Status:

Depending on the tempo of enemy air activity, we will resume daylight bombing of Wonsan in the early morning hours of Day 6.

Objective:

Our mission for this morning is to fly support for an early morning raid on the Sariwon textile mill. Since the target underlies the defensive anti-air umbrella surrounding P'yongyang our flight will fly the SEAD role to take the heat off the strike flight.

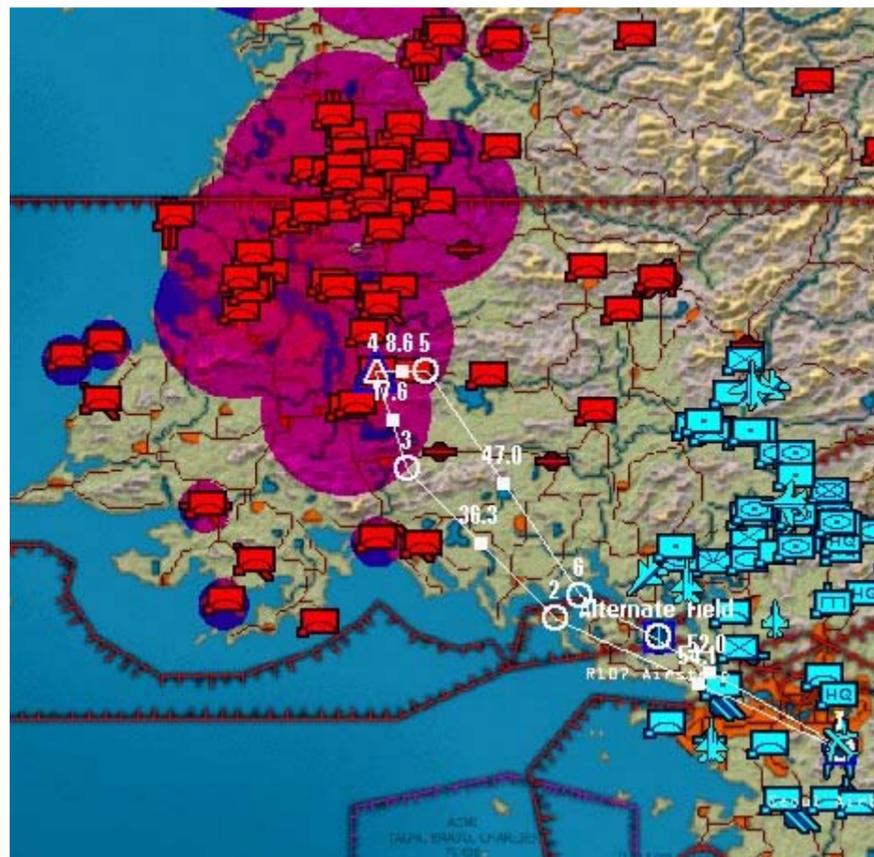
**BRIEFING**

**MISSION:** Strike Sariwon Textile Mill  
**YOUR TASK:** SEAD Escort  
 Time on Target: 04:18:48

**SITUATION:**  
 Be advised: Starting at 05:00:00, our ground forces will be making a major push towards P'Yongyang.  
 Reports show the Sariwon Textile Mill is currently producing war materials for the enemy. We would like to effort to slow its output.  
 Intelligence reports the highest impact targets are:  
 Admin Building  
 Factory  
 Warehouse  
 Mixing Building  
 Office

**PACKAGE ELEMENTS:**  
 Rider1 (Strike) 4 F-16CG Destroy Admin Building at target site  
 Stingray1 (SEAD Escort) 4 F-16CJ Protect package from enemy air defenses

**THREAT ANALYSIS:**  
 No enemy air response is anticipated.  
 Known or suspected enemy air defenses along your flight path include:  
 SA-5 missile launchers 3 nm northeast of Hwangju  
 SA-5 missile launchers 6 nm northeast of Hwangju  
 KS-19 anti-aircraft guns 1 nm east of Sariwon



Planning/preflight:

Our 4-ship flight will take this opportunity to not only cover the Sariwon flight, but to strike a serious blow to the P'yongyang air defense network and remind the enemy that we ARE coming.

Our flight will carry a mix of HARMs and JSOWs for use against surface to air missile emplacements. Of particular value would be the destruction of the SA-2 and SA-5 sites that continue to defend the area.

Debrief:

Rocketing off into the early morning dawn we can just start to see the first tendrils of light in the eastern sky:



Quickly getting down to business during the short flight to the target area I pull up the Harm Targeting System (HTS) page and on the other MFD overlay the HSD that shows individual threat rings and signal strengths:

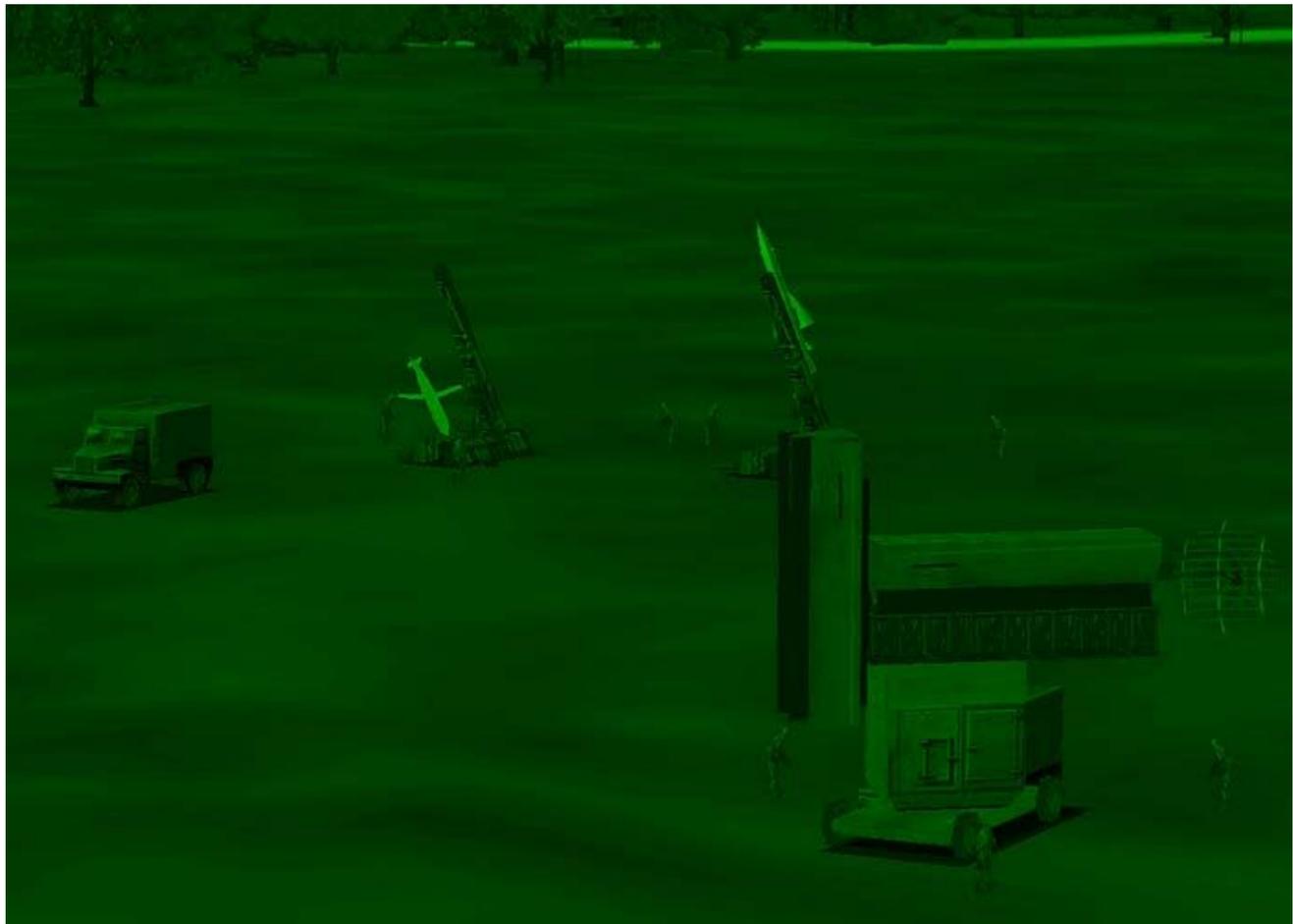






Turning my attention back to the SEAD mission I quickly find an SA-2 site using a modification of the technique I used in the last mission. This time finding the sites is even quicker since I can use the HTS to designate the target quickly. Once I can see the HARM TD circle on the HUD I can note the position of the emitter on the ground and switch to JSOWs to find the exact same spot. Following this procedure I find an SA-2 site and launch my first JSOW at it.

What you don't want to see if you are an SA-2 operator:



Cont...

[ 11-05-2004, 02:53: 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 05, 2004 01:33 🏠 👤 📧 🗑️ “ ”

I turn back to the south and call for my flight to rejoin so we can set up another run at the air defenses after gaining a bit of distance to work with. Just as I start my turn to the south AWACS comes up on the frequency again and calls out a threat at 5 miles! That's pretty damn close. Glancing around outside the cockpit I see I'm directly over the airfield south of P'yongyang and I have a sneaking suspicion the enemy is coming up from below to bag me and my raiders. Switching back to air-to-air

mode I excitedly dump my nose toward the airfield hoping I can catch a fighter as he staggers into the air but I can't get a return on my radar.

I was figuring on something like a J-7 or J-8 coming up to duel, so imagine my horror when my threat warning receiver starts chirping with a -29 symbol. A pair of J-11s gracefully arcs up toward me, their overwhelming thrust taking them from gear up to almost straight up in no time:



I give up on trying to get radar lock on them and switch to my Sidewinders, still coming downhill like a box of bricks. Switching to padlock mode I uncage my missile but the J-11 is off to my left, outside the seeker limits. I watch in detached fascination as first one, than a second missile drops off the rail of the J-11. The missiles do a slightly arcing lag pursuit and for a second I think they are going to overshoot but both make the correction, arc up and slam into my aircraft leaving me as just a smudge in the sky.

**Conclusions:**

Wow. A relatively short mission, but it was incredible! I feel like I went to the well a couple too many times in the past few missions. I've been hassling those guys up around P'yongyang all night and they finally caught us in the act. I was super-surprised to see those J-11s come up off that runway and I wish I could have caught them on the ground with some JSOWs!

The really disappointing thing is that I had a 4-ship flight with 4 HARMs each and I think we could have put a real hurt on the air defenses up there, but I'll give credit to those J-11s for taking us out of the picture.

**DEBRIEFING**

**MISSION:** In progress (Strike Sariwon Textile Mill)  
**YOUR TASK:** Failed (Protect package from enemy air defenses)  
**PILOT RATING:** Average

Actual TOT: Never arrived  
 Losses: 2

**PACKAGE STATISTICS:**

Flight	Aircraft	Comments
Rider1 (Strike)	4 F-16CG	Mission in progress:Mission still in progress.
Stingray1 (SEAD Escort)	4 F-16CJ	Mission failed: Escorted aircraft never arrived at target.

**FLIGHT STATISTICS:**

Callsign	Status	Ordnance Fired	Results
Stingray11	Destroyed	2 x AIM-120C	2 hits (100%)
		1 x AIM-9M	1 miss (0%)
		1 x AGM-154A JSOW	1 hit (100%)
Stingray12	Destroyed	1 x AGM-88	1 hit (100%)
Stingray13	Functional	2 x AGM-88	1 miss, 1 hit (50%)
Stingray14	Functional	4 x AGM-154A JSOW	3 misses, 1 hit (25%)
		2 x AGM-88	2 misses (0%)
		4 x AGM-154A JSOW	4 misses (0%)

**PILOT STATISTICS:**

Callsign	Aircraft	Pilot	Status	A,A Kills	AG Kills	Rating
Rider11	F-16CG	Lt. Goss	OK	0	0	Average
Rider12	F-16CG	Cpt. Lee	OK	0	0	Average
Rider13	F-16CG	Cpt. Lim	OK	0	0	Average
Rider14	F-16CG	Unassigned	OK	0	0	Average
Stingray11	F-16CJ	Lt. Beach	KIA	1 (0)	12 (0)	Average
Stingray12	F-16CJ	Lt. Daugherty	MIA	0	1	Poor
Stingray13	F-16CJ	Lt. Affergan	OK	0	4	Poor
Stingray14	F-16CJ	Lt. Lyle	OK	0	0	Horrible

BeachAV8R

[ 11-05-2004, 02:53: Message edited by: BeachAV8R ]

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

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

**Sparverius**  
Member  
Member # 13954

posted November 05, 2004 08:47

Fantastic screenshots as usual.

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

**peppergomez**  
Member  
Member # 10976

posted November 05, 2004 08:48

i noticed your wingies more or less botched the jsow delivery. any ideas why? are there any issues with ai jsow usage?

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

**Deathscythe**  
Member  
Member # 13891

posted November 05, 2004 09:08

Hey Beach, why didn't you Mad-Dog your last AIM-120 - i.e. launching it without a lock? It would be something I would do instead of going for the AIM-9 shot.

Great report.

From: **Canada** | Registered: **Dec 2002** | IP: [Logged](#)

**Zog**  
Junior Member  
Member # 20822

posted November 05, 2004 10:33

Argh, I just got this game about a week ago patched it up to 4.1 and have eagerly looked around for people to play multiplayer with. All I ever get is find a squadron find a squadron as a response for my inquiries. Single player bores me on most games very fast and it is unfortunate that I seem to be having the same problem with the best jet sim as i did with the best heli sim (EECH) not long ago that I cant find people to fly with occasionally, nevermind on a regular basis or non stop as I would like :- ( I am about to throw in the towel on trying and stick with some simple always full of kids point and shoot games like desert combat. Does anyone have any final suggestions on how I can find people to actualy play with, and searchign for a squad is not one...sorting through broken links for hours on google and having to apply to fly in a game with people as if I am on a job interview is pathetic.

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

**Wildman**  
Member  
Member # 1350

posted November 08, 2004 00:02

Try looking for 16th Fighter Wing.

A [www.16thaccw.org](http://www.16thaccw.org) or something like that. Also check at Frugals.

From: **Seoul, Korea** | Registered: **Aug 2000** | IP: [Logged](#)

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