



Campaign, Only the Brave, Showtime, mission 5-3

By
Tomb

Falcon Version		Patch Status	Theatre of Operations					
Allied Force		V1.13	Balkans		Balkans 2005		Balkans 2010	
			Korea	x	Korea 2005		Korea 2010	
Package Information								
Takeoff time	Callsign	Task	Target	Time on Target	Package #	AC # & Type		
0924	Chalis	AWACS	Do not adjust times in any way	n/a	2020	E3		
0905	Cowboy	Air defense	Inbound strike package	0930	2026	F16-52		
0907	Falcon	Air Defense	Inbound strike package	0930	2026	F16-52		
(1) Blue colour indicates for human use. Red colour indicates for AI only.								
Mission Success criteria			Falcon	You must destroy more aircraft in air to air combat than you lose to all causes, AND prevent the destruction of any of the four bridges Kumya-up,Kowon-up,Saa-go Ch'onnae-up				
			Fury	As above				
Mission Partial Success criteria			Falcon	You must prevent the destruction of any of the four Bridges Kumya-up,Kowon-up,Saa-go Ch'onnae-up OR you must destroy more bandits in air to air combat than you lose to all causes but any of the army base's get damaged				
			Fury	As above				
Air to Air Weapon Loadout (Free or Fixed)			Fixed, 2xaim9P, guns only					
Air to Ground Weapon Loadout (Free or Fixed)			Fixed, 1x centreline fuel tank					
Mission Flight plan (Free or Fixed)			Free					

BACKGROUND

After the Raid from the UFS carriers was repulsed by our heroic pilots and the UFS airforce got defeated, UFS morale is low, they clearly have to change thier tactics, however thier is one more raid left before the full might of the UFS is unleashed upon us, again intelligence reports air raids from the sea and the south, this is our final chance to learn the lessons we need to before the major air war starts

CURRENT SITUATION

We are expecting a LARGE sized raid, air raid warning GREEN, from the south as the UFS are intending to continue an operation called "creeping storm" they are now permitted to

attack target further north so expect raid targets to be between the south Border and Tokson area, our spy "wonson wanda" has given us which bridges are under threat. Our analysts have determined this is a bottle neck, if those bridges go down we will be unable to move fuel and missiles to the south, the consequences are the 185th will have to re-deploy north of the bridges to Toksan and the same batteries to the south will be forced to shut down due to lack of missile reloads

MISSION DETAILS

Weather – -

a. take off time 0905/07

b. Weather wind 185/5 CAVOK

Enemy – The enemy airforce and navy are fielding some new planes, the carrier Eisenhower is now expected to be a factor in the forthcoming battles, the carrier Kitty hawk is the northern carrier and the Eisenhower the southern carrier NOTE the A6 is an incomplete model and does not show any control surfaces

Friendly – Only two sqns available, it is highly recommended that any flown by comrade AI are RTB'd since they will be rookies V ace and their loss counts against your result, RTB them.

You are part of an integrated air defense system and will get updates and hostile calls via our command system (AWACS)

Mission – you are a small band of our country's best pilots, you have been trained to take on a mighty foe who have numbers and technology on their side, however as uncle Ho Chi Tomb has said, it is not the size of the dog in the fight that matters, it's the size of the fight in the dog that counts, how often have you heard "it's the pilot not the plane", you comrades will get to prove that statement. However we will not win a war of attrition so it is imperative that we shoot down more bad guys than we lose aircraft and pilots so if 4 take off and only 2 land, for mission success, two or more bandits must be destroyed and the objective defended with no damage, otherwise it's a partial success if the objective has been defended but more of our aircraft have been lost due to crash/shot down or any other reason, than we shoot down in air to air combat.

Target – our advantages lay with our pilots and our aircraft which can out turn and out accelerate anything our opponent has. We are Guns only at the moment but a shipment of missiles for our aircraft and ground defence's are inbound via ship. The bad guys are known to have the AIM9B which requires them to be close in and in a narrow arc behind you and have you near boresighted in front of them, if fired upon, retard the throttle and turn tight, the missile is easily defeated..if its seen. The F4 can also carry the Aim7E which is radar guided but has a low probability of hit, basically fly lower than the bandit making it difficult for his radar to lock on, if he does lock on, beam the bandit, its a non pulse doppler radar and will usually lose lock, the aim 7 is easily defeated by the wary pilot.

Team tactics will count for a lot, the solo pilot will soon end up being painted as a star on the opponents aircraft, remember in most battles you will be outnumbered so choose the moment of attack carefully and have at least one pilot just watching that no one lines you up for the kill while you are concentrating on the bandit. Also remember that if the bomber has dumped its bombs in response to your attack you have achieved a mission kill, consider carefully before pressing the attack, surviving should be your first priority, disrupting all the attackers your second priority, and getting a kill your third priority

ROE - all combat is likely to be at very close range, there should be no reason to mistake an F16 for anything else

Ordnance – 2xaim9P+ Guns+centre line fuel tank only nothing else to be loaded

Extracts from Janes Big book of planes

F4B's seen flying around the carrier Eisenhower by our trawlers "fishing" in the area



F5A,missiles,guns,bombs

