



Campaign: Only the Brave

Mission Title: Men of Steel

Mission Type: 24 Player

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		
09:24	Chalis	AWACS	Do not adjust times in any way	n/a	2020	E-3		
05:20:00	Cowboy1	Sweep	Inbound strike package	05:23:41	2075	4 x F-16 - 52		
05:23:00	Falcon1	Sweep	Inbound strike package	05:26:41	2075	4 x F-16 - 52		
05:26:00	Fury1	Sweep	Inbound strike package	05:22:41	2075	4 x F-16 - 52		
05:29:00	Lobo1	Sweep	Inbound strike package	05:34:41	2075	4 x F-16 - 52		
05:32:00	Panther1	Sweep	Inbound strike package	05:35:41	2075	4 x F-16 - 52		
05:35:00	Python1	Sweep	Inbound strike package	05:40:41	2120	4 x F-16 - 52		
05:38:00	Serpent 1 <i>*Reserve group (PROC)</i>	Sweep	Inbound strike package	05:40:37	2122	4 x F-16 - 52		
05:41:00	Shark 1 <i>*Reserve group (PROC)</i>	Sweep	Inbound strike package	05:46:41	2122	4 x F16 - 50		
⁽¹⁾ Blue colour indicates for human use. Red colour indicates for AI only. Orange colour indicates EXTRA flights for human use, if needed they could be accessed from PROC								
Mission Success criteria			All flights	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 targets, Sinhung chemical plant,Hamju HQ, Ham Hung machine tool and NE sector command				
Mission Partial Success criteria			All flights	You must prevent the destruction of any of the four targets Sinhung chemical plant,Hamju HQ, Ham Hung machine tool and NE sector command OR you must destroy more bandits in air to air combat than you lose to all causes but any of the targets get damaged				
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 a victory UFS morale has improved, a small pause has occurred allowing a rapid expansion for both sides and the 1st air division has been renamed the 1st Airforce, the navy units have been combined and renamed Task force 11, the end result is larger attacking forces can be expected. You the 185th air defence regiment will deploy some 6+ units (24+ aircraft and pilots) in an attempt to stem the tide of enemy aircraft coming our way

CURRENT SITUATION

We are expecting a VERY LARGE sized raid, air raid warning GREEN, from the south and from the sea, as the UFS are intending to continue and expand 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 targets are under threat. Our analysts have determined they are going for industrial and command and control targets in the Hamju area, two new SA2's battalions were deployed to cover the gap the UFS navy attempted to exploit

MISSION DETAILS

Weather –

A. take off time (Check package information).

B. Weather wind 185/5 CAVOK

Enemy – the enemy are expected to be able to attack with 30+ raiders using any of the bases where units are based (within the 4 per unit limit)

Friendly – 6 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 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 How ever 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, other wise 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 opponants 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 responce to your attack you have achieved a mission kill, consider carefully before pressing the attack, surviving should be your first priorty, disrupting all the attackers your second priorty, and getting a kill your third priority

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

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

Ordnance reserve Blk 50 flying from PROC (china) 2xAim9M + camera (gun) pod, more advanced missile than our BLK 52 but less available fuel and more drag from the camera (gun) pod

No big book of Janes this week but UFS air force flying camo painted F4C

SPECIAL RULES

-Once you join the TE you MUST stay in the TE until it's completed even if you are shot down or fail to Ramp Start

-Connection speed is **196/384**

-External views will be disabled.

-If you are disconnected you may NOT rejoin unless TE is restarted

-External views are DISABLED for this one.

-If you fail to ramp start, then you won't be able to fly and your jet stays on the ground and you should NOT exit/disconnect from the TE for any reason.

-TE result of partial/Full success or fail will apply to all flights on this TE so if your flight gets a rough mission but that ensures another flight gets to a target you will share in the success or failure as will all the other flights. All flight losses will be totalled and compared with the overall bandit losses for the mission result and applied to all flights

-If it's possible, pilots over the 24 limit will get to fly for the Chinese in F16-50's coming south to help their comrades in the combat zone, don't know if it will work but we will try. If it works then you need to be aware of the following:

- The SA2's will fire at you, stay clear obey AWACS instructions.
- AWACS controller MAY NOT see you on the AWACS page.

-Suggest all pilots fly with their formation lights on to aid ID also leaders have them on flash

-One 4 ship flight each will be allocated as the following:

Cowboy1:
Green

Falcon1:
Black

Fury1:
Red

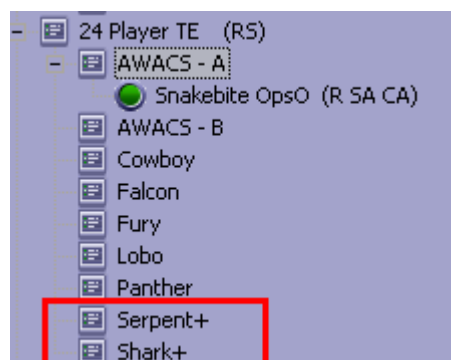
Lobo1:
Blue

Panther:
Green - Red

Python11:
Blue - Black

**Serpent1 & Shark1: Those are extra flight marked with a (+) beside the callsign in TS.*

**Check the picture below.*



Those two channels are extra channels, and should be used once all the flights are filled. AS IT MAY OR MAY NOT WORK IN FALCON.

-Keybinds: Check the forum for more details.

-We have had 26-28 players turning up and there are 22-23 seats for sure plus 1-2 AWACS seats, total 24 and **MAYBE** 8 more (china team - PROC) so need I say more, don't be late.

-Its first come first served basis but each initial flight of 4 will fill up first by their respective colours then the spares by order of arrival.

-Chalis stays on the ground since the F4's have a habit of shooting it down, the AWACS radar still works as (from all the other radar's feeding in)

First Flight Take-off time is 20:00 UK. Be on TS at 19:15:00 or you might not find a seat. First come, first in. If you come after 1930 then you might not get a set unless one is available.

To ensure maximum TE stability with so many players, If you fail to perform a successful Ramp start I'm sorry but your jet stays on the ground there will be no TE restart, so make SURE you know how to Ramp start. Anyone who steps in the TE CANNOT exit the 3D world for any reason. So don't do it, some ignored this instruction last time and take my advice, make sure this is not your last invitation to a 24 player TE by ignoring it this time. Sorry to be so draconian but many hours by many people are put into these and one selfish act can bring the whole TE to an early end.

Happy Flying