



<b>Campaign, Only the Brave, mission 4-4 "Surprise"</b>						
"Surprise"						
By Tomb						
<b>Falcon Version</b>	<b>Patch Status</b>	<b>Theatre of Operations</b> (Check one)				
Allied Force	V1.12	<b>Balkans</b>		<b>Balkans 2005</b>		<b>Balkans 2010</b>
		<b>Korea</b>	x	<b>Korea 2005</b>		<b>Korea 2010</b>
<b>Package Information</b>						
<b>Takeoff time</b>	<b>Callsign</b>	<b>Task</b>	<b>Target</b>	<b>Time on Target</b>	<b>Package #</b>	<b>AC # &amp; Type</b>
09:18	Cowboy	Air defence	Inbound raiders	09:30	2010	F16 blk42
09:20	Falcon	Air defence	Inbound raiders	09:30	2014	F16 blk42
09:24	Chalis 1	AWACS		09:30	2020	E3
(1) Blue colour indicates for human use. Red colour indicates for AI only.						
<b>Mission Success criteria</b>			<b>Callsign</b>	You must destroy more aircraft in air to air combat than you lose to all causes, and prevent the destruction of any of the three depots Sep'o, Kojo, T'ojo		
			<b>Callsign</b>	As above		
<b>Mission Partial Success criteria</b>			<b>Callsign</b>	You must prevent the destruction of any of the three depots Sep'o, Kojo, T'ojo OR you must destroy more bandits in air to air combat than you lose to all causes but any of the depot's get damaged		
			<b>Callsign</b>	As above		
<b>Air to Air Weapon Loadout</b> (Free or Fixed)			<b>Fixed/guns only</b>			
<b>Air to Ground Weapon Loadout</b> (Free or Fixed)			<b>Fixed/none</b>			
<b>Mission Flight plan</b> (Free or Fixed)			<b>Free</b>			

### Primer

Long ago a small nation took a large one on in a war. The interesting thing is the small nation had poor technology, low tech and low numbers and low production. They changed the way the large nation thought because in the air to air arena the large nation lost defeated by a small cadre of very determined pilots who were always outnumbered, did not have enough planes or weapons but had the most important attribute...the will to win and they were in it for the long haul.

Historically they produced some four guns only aces and some sixteen missile/gun aces.

In the mini campaign the guns only period is quite short (all being well) since the time span will cover a period of 8 years so planes and weapons will evolve.

All the missions are based on real missions that took place and at the end of a Sunday TE I will post the historical result just for interest, every mission and flight group has been hand flown (for both sides). Each intercept mission can in fact be achieved by one or two planes but you will have up to eight. I created the TE's so have 20/20 hindsight which you will not. Also an AWACS is airborne to give you the radar picture from the ground (no GCI available in F4AF) to give you a strong hint and idea here, if the EWR sites are all destroyed I will take the AWACS away. You are pure interceptors and while you won't have the full intentions of the inbound raid, thanks to a spy sleeping with the enemy highly placed political person responsible for target planning who like to show off what he knows to impress codename "wonson wendy", we can get the target list but not the actual target. During testing since this is all WVR combat, if you are lucky you will get to see a lot of stuff we don't get to normally see in our BVR blip shooting, some of the highlights were intercepting an attack using rockets and napalm on our troops below, plus turning hard behind a bandit at low level with contrails coming off as he dumps his weapons, SAMS coming up (ours)..all stuff we don't get to usually see. Some testers found it quite exciting flying, you will be on the limit of you and your planes ability's.

However be **WARNED** not to fly behind someone making a gun pass or shoot over his shoulder because bits of the bandit may well come off and hit you or him, you or him will simply explode or just lose your engine, this is not a TECH but a game limitation, WVR combat has its own hazards, hitting a chunk of debris shot off someone else airplane at 500kts won't do you any good at all.

I intend to keep a separate list from the CPL scores and I need to have the debrief.txt file from at least one member of each group of 4 planes that fly. I would like it posted onto the 185<sup>th</sup> forum in a place that will be created for them. The campaign is dynamic in the sense that events in the mission will be combined from all flights to effect events in the next, I do not need the TE file back, just the debrief .txt posted and the target(s) status at the end of the mission on the forum.

Remember our allies reinforce success so fly well and smart, you will never have enough of what you want, you must fight with what you have and long ago a real pilot sat in a cockpit in a subsonic fighter against the nation with the latest and greatest military force in the world flying supersonic missile armed fighters, the fate of his nation rested on his shoulders and now for this virtual nation its fate rests on the virtual pilots of the 185<sup>th</sup>, will you prevail or will your virtual nation be crushed. The flight commanders will have to balance the lives of their pilots against the value of the defended targets, some are worth getting shot down for some for, some are not. . this is reflected in the partial result which can be achieved by defending the target regardless of loss of pilots OR shooting down more aircraft than you lose to all causes. Failure to do either is a mission fail, succeed at both is a mission success.

## BACKGROUND

Thier has been an incident of the UFS navy spying within our territorial waters, when our patrol boats investigated they were attacked and retaliated damaging one of the UFS navy ships. The UFS navy carriers have been bombing targets in our country, this must be opposed by all means possible. A small cadre of pilot's have just finished training in a friendly allied country and have been provided with aircraft to oppose any more raids

## CURRENT SITUATION

To keep our aircraft secret from spying eyes they have been hidden in caves.

The enemy leader has announced that a retaliatory raid has occurred attacking our depots in the bay area on the coast. This we find interesting since he obviously forgot the time

difference as the raid has not occurred yet. Helicopters are moving our aircraft onto the tarmac right now. Due to strict weight limits the aircraft are fully fueled and loaded with cannon ammunition. There is NO other ordnance available. A light raid is reported approaching from the sea. You may launch from Taxi or gain more time by doing an emergency scramble from a Ramp start. Your mission is to prevent any damage to the depots listed and have a kill/loss ratio of parity or greater



#### MISSION DETAILS

##### Weather -

- a. Take off is 09:18
- b. Weather is clear, wind 185/5
- c. Weather is CAVOK

Enemy – Two carriers parked off the east coast, one medium sized and one large, both kept far enough away that their SAM defenses should not be a threat, we have our comrades in the fast attack boats to thank for that. A typical carrier wing has three sqn's aboard (Sqn = 4 planes), plus support aircraft (AWACS, Helios, recce) the make up is usually one Sqn of fighters, one Sqn of light attack and one Sqn of medium attack

The light attack Sqn is the AMX "skyhawk" armed with guns and bombs, the medium attack Sqn is the A10 "skyraider" armed with guns and bombs and the fighter depends on the carrier size, the medium size carrier is equipped with F8 "crusaders" which is armed with guns, bombs, rckts and air to air missiles, the large carrier is equipped with F4 "Phantom" which has no gun but missiles and bombs.

Land based units penetrating our airspace so far have consisted of high flying recce U2 spy planes and recce Su7BMK "Voodoo's" flying at very low level.

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 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 opponant 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 probailty 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 easly 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 priority, disrupting all the attackers your second priority, and getting a kill your third priority.

We have missile and engine upgrades for our fighters coming.. it is imperative we survive long enough to receive them

Route – bandits are approaching from the sea expect to intercept them over the sea

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

Ordinance – clean, guns only

After action reports are requested detailing what kills you got and/or what got you post them on the debrief forum, we are going to keep some stats for this one and they will have an effect on missions to come

EG

Tomb, EJT, shot down 1xF8E with guns, was shot down by F4B Aim9B

Pilot 2 RTB nothing further

Pilot 3 KIA, crashed

Pilot 4 RTB shot down 1xF4B

Notes (voluntary)

Feel free to add a little narrative, things learnt, things that went well or not etc

EXTRACTS from Jane's Big book of aircraft recognition

AMX "skyhawk" rolling in to attack ,Guns, rckts, bombs



A10 "skyraider", guns, rckts, bombs



SU7 "Voodoo" Recce plane on approach, note clean wings and fuselage fuel tanks, not to be mistaken for the SU7 "starfighter" with wing fuel tanks and a pair of Atolls pictured below, the "Voodoo" and "Starfighter" are not manoeuvrable but they are fast. We have observed that the Voodoo is often observed pre and post strike taking pictures, it is also thought they over fly the next target to be raided, shooting down one of these has no immediate impact but can effect later strikes in our favour, also observing where its turn point's are can give a clue to the next missions target.

