



Campaign, Only the Brave, Burning arrow, mission 5-1							
By Tomb							
Falcon Version	Patch Status	Theatre of Operations (Check one)					
Allied Force	V1.12	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 alter flightplan or time	0930	2020	E3	
0917	Cowboy	Air defense	Inbound raiders	0930	2010	F16-42	
0920	Falcon	Air Defense	Inbound raiders	0930	2014	F16-42	
(1) Blue colour indicates for human use. Red colour indicates for AI only.							
Mission Success criteria			Cowboy	You must destroy more aircraft in air to air combat than you lose to all causes, and prevent the destruction of any of the two depots Sep'o, T'ojo			
			Falcon	As above			
Mission Partial Success criteria			Cowboy	You must prevent the destruction of any of the two depots Sep'o, 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			
			Falcon	As above			
Air to Air Weapon Loadout (Free or Fixed)			Fixed, no missiles, guns only				
Air to Ground Weapon Loadout (Free or Fixed)			Fixed, no bombs, ECM or fuel tanks				
Mission Flight plan (Free or Fixed)			Free				

BACKGROUND

After the Raid from the UFS carriers was repulsed by our heroic pilots, the UFS airforce has been deploying assets to this area, notably the J22 "hun" fighter and the Su22 "thunderchief" fighter bomber and the IL28 "canberra" light bomber, thier is quite a bit of interservice rivalry between the UFS naval and airforce so we are expecting the UFS airforce to be aggressive, we will be waiting for them, our aircraft are still ferried in by helicopter prior to launch so again its guns only, this situation will be rectified shortly with the installation of SAM sites at own active airfields and air to air missiles on our aircraft. We are avoiding having pre-strike CAP or attacks on our active airfields by hiding our aircraft off the airbase and in caves, this does give us the advantage of rapidly deploying to other airfields just prior to a raid.

CURRENT SITUATION

We are expecting a raid from the south as the UFS are intending to send us a message using an operation called "creeping storm" so expect raids to be between the south Border and Wonson area, we intend to give them a message of our own

MISSION DETAILS

Weather – Tell them the weather is. Ensure it is accurate and give, as a minimum, the following information: -

- a. take off time 0917.
- b. Weather wind 185/5 CAVOK

Enemy – Enemy Su22 "thunderchiefs" have been arriving in theatre, these are supersonic fighter bombers (medium attack) we have also observed J22 "Huns" arriving at Kanung, these are transonic fighter bombers (light attack), we also notice some Su20 "delta dart" supersonic fighters in the area, Il28 "Canberra" bombers (light attack) have also forward deployed

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 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.

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

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 nothing else to be loaded

Extracts from Janes Big book of planes

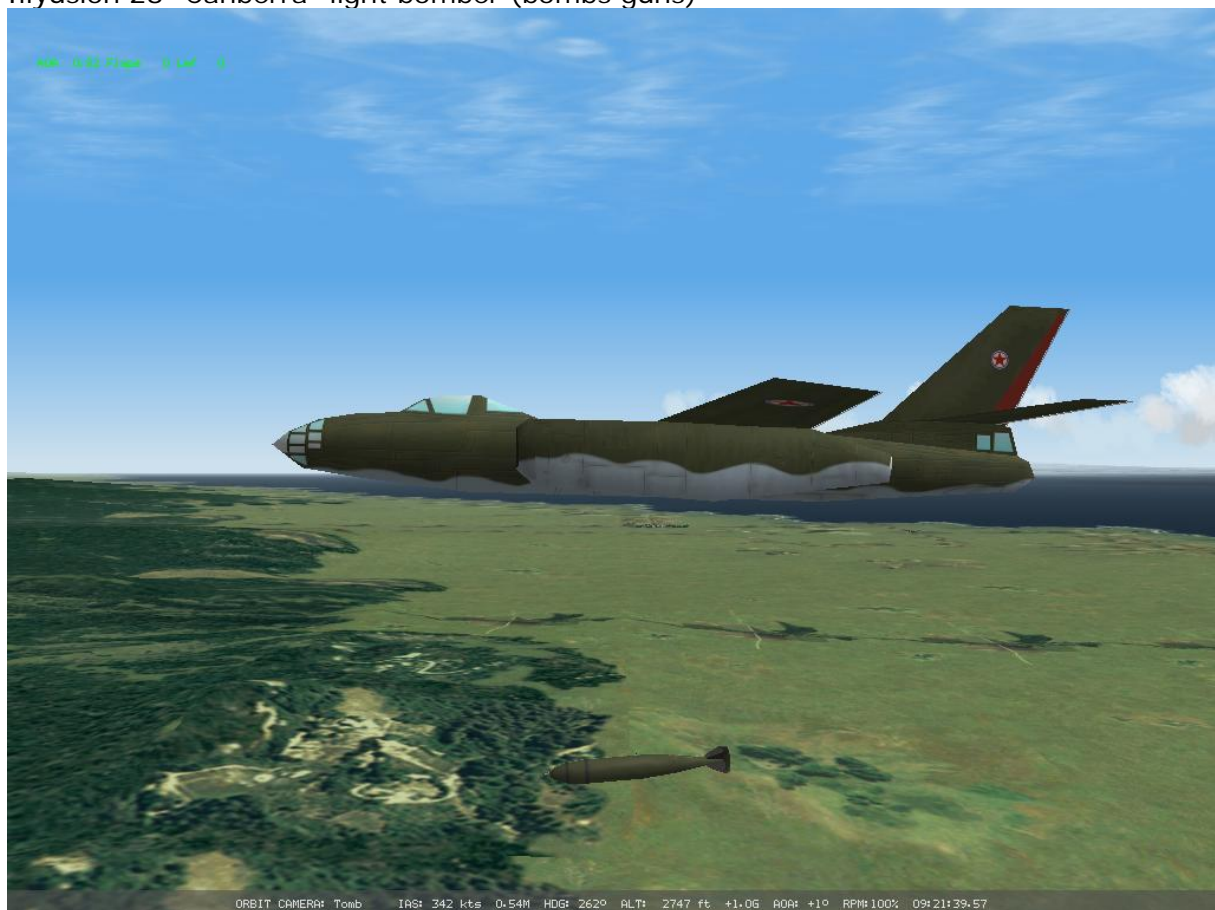
Su22 “Thunderchiefs” blue fin attack Sqn on a training mission (guns,bombs,missiles)



Su20 "delta darts" interceptor Sqn (guns missiles) recognition feature notice red V by intake



Illyusion 28 "Canberra" light bomber (bombs guns)



J22 "hun" fighter bomber, guns,missiles,bombs



Unidentified high flying plane caught on camera at 50000ft and going up

