



Campaign, Only the Brave, Beware of the snake, mission 5-2

By
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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		E3		
0914	cowboy	Air defense	Inbound strike package	0930	1996	F16-42		
0916	falcon	Air Defense	Inbound strike package	0930	1996	F16-42		
(1) Blue colour indicates for human use. Red colour indicates for AI only.								
Mission Success criteria			Callsign	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 infantry bases manned by the 1st infantry,2nd artillery,5th infantry and 806 mech				
			Callsign	As above				
Mission Partial Success criteria			Callsign	You must prevent the destruction of any of the four infantry bases manned by the 1st infantry,2nd artillery,5th infantry and 806 mech 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				
			Callsign	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 and the UFS airforce got a bloody nose on thier first outing "up north". We expect a somewhat violent response and an escalation of the war

CURRENT SITUATION

We are expecting a MEDIUM sized raid, air raid warning BLACK, from the south as the UFS are intending to intensify an operation called "creeping storm" so expect raid targets

to be between the south Border and Wonson area, we intend to resist with all possible means and so this is expected to be the last outing of our guns only fighter, we have some missile armed fighters now in the inventory but not enough for all pilots so we expect to fully convert each flight for the next mission

MISSION DETAILS

Weather – -

a. take off time 0914/16

b. Weather wind 185/5 CAVOK

Enemy – Enemy Su22 “thunderchiefs” have been given a bloody nose and we expect them to be out of action which leaves the IL28 “Canberra” light bombers plus the J22 “hun” fighter bombers, we are expecting to see the SU20 “daggers” air defence fighters to put in an appearance, the kitty hawk carrier is returning to station and not a factor and the carrier Enterprise is still doing workups with its air group and also not expected to be a factor

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 priority, 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 and they are about to arrive

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

Ordnance – clean Guns only nothing else to be loaded

Extracts from Janes Big book of planes

F8E crusader from the carrier Kitty hawk firing rockets



Mystery missile seen moving from the docks to an area near the 185th fighter base



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



New Jet being wrung out by a pilot of the 185th regiment, none seen in active service yet

