

## Mortal Combat

This is the situation:

The DPRK have been steadily retreating under the pressure from US/ROK forces and are now on the brink of defeat. They have however carefully husbanded their airforce from our assaults and can still muster large numbers of high-end fighters such as the MiG-29 and SU-27.

Our main objective is to shut down their few remaining airbases so they may have aircraft but no bases to fly from.

This strike is to put Samjiyon-up Airbase out of commission.

This will be done with 2 F-4E attack aircraft.

For protection we have tasked F-16 flights to fly TARCAP and SEAD in the region.

We are flying out of Manpo airbase, which is a dangerous place to be.... It's located very far into the salient created by our groundforces. We have enemies on three sides.

Be careful on this one, even if our bombers get the job done the enemy will be alerted and start scrambling fighters to try and prevent us from getting home! We have no knowledge of if the enemy knows we are coming either....

The TARCAPS flightplan is set so they can assist the F4E:s in taking care of air threats, the F4:s don't carry BVR weapons in this mission so they are vulnerable!

Best thing for them is to use the eminent speed of the F4E to steer clear of trouble.

Ok, let's get down to specifics:

There are 3 flights in this mission.

Package 3693 SEAD strike which contains 2 F-16C, loaded with 2 Aim-9M, 3 Aim-120B, 1 AGM-88, 6 MK-20 Rockeye.

Package 3720 TARCAP which contains 4 F-16C loaded with 2 Aim-9M, 3 Aim-120B, 1 AGM-88, 2x 370Gal droptanks. Patrol time 1 min 30 sec. Remember to check in and check out!!

Package 97 Deep Strike which contains 2 F-4E loaded with 4 Aim-9P and 6 BLU-107.

Only the TARCAP and the Deep Strike are for human use!

The SEAD takes off too far ahead of the rest so waiting time on clock screen would be too long.

**Loadouts are free choice, with ONE exception: The F4E:s a-a loadout is fixed.**

**Steerpoints fixed.**

The F-4:s flight profile is a low-level insertion down in the valleys, will probably be great fun!





It may be wise to load the TARCAP with a HARM or two, the SA6 will be a pain in the 6...

A quick note for those bent on flying the F4E: It's takeoff speed is rather high, 220-250 kts, so it is easy to damage your gear if you are careless! Take it easy, and enjoy the great flying the Phantom provides!

Watch yourselves out there, you'll have to work as a team to survive!

Good Luck!

Col. Triton