

650113 BEN KEN BRIDGE

TARGET: BEN KEN BRIDGE, LAOS
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: 67TFS, TAKHLI RTAFB, THAILAND
AIRCRAFT AND NUMBER (16) F-105D
ORD LOADOUT: (2) AGM-12B, 600 RND 20MM
CALL SIGN: BISON

HEADING/DISTANCE TO TGT: 005 / 145 NM
ETD: 1000
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1100
WEATHER BRIEF: BKN 7500 FT WINDS 3606G10 VIS 20 NM
TARGET PHOTO: 650315 RF-101 2000 FT.

TOP SECRET



HISTORY

The first strike of the war was against the Ben Ken Bridge in northern Laos. Sixteen Thuds from the 44th TFS and 67th TFS, TDY from Japan, destroyed the bridge in Northern Laos.



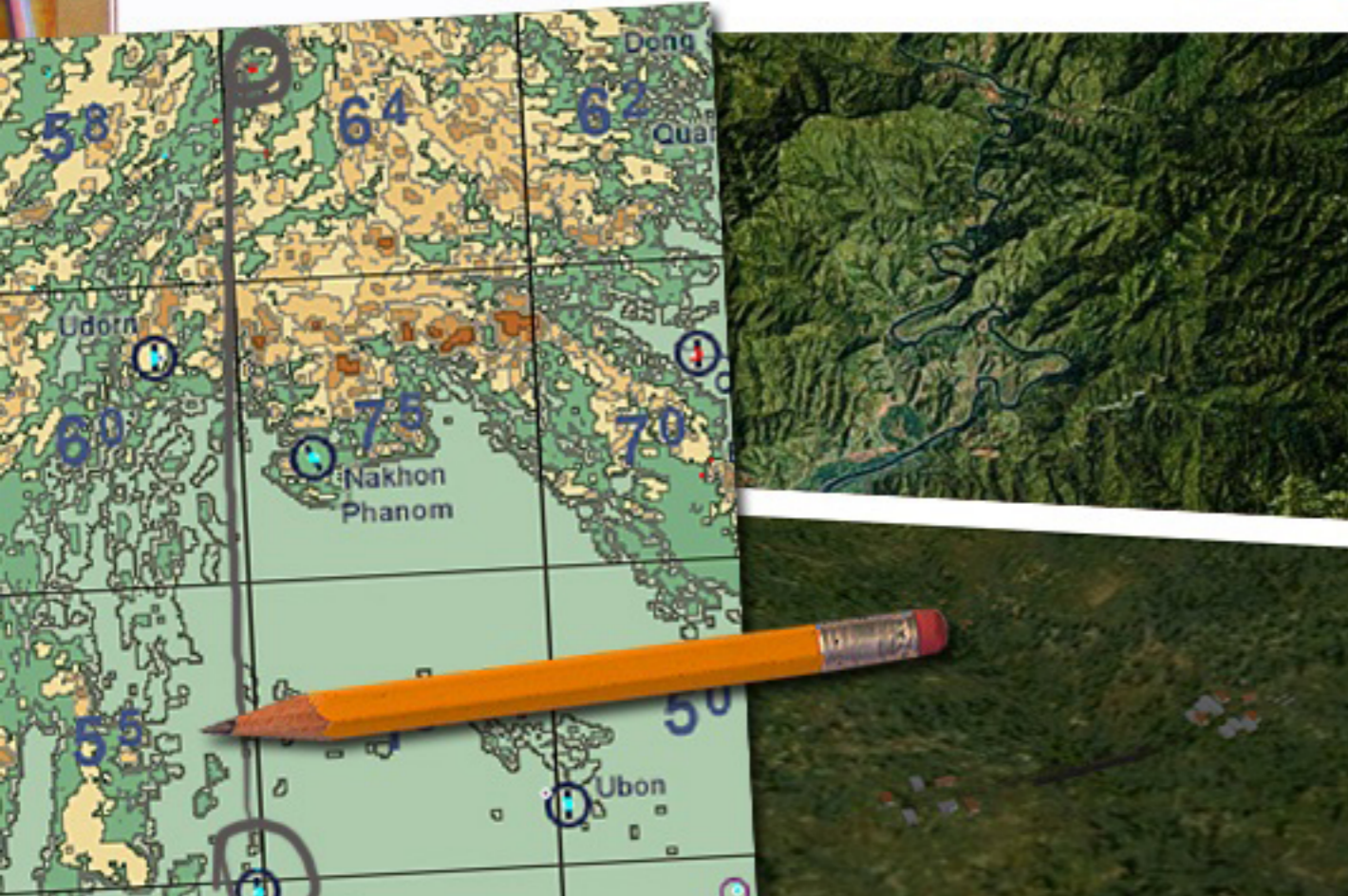
GAMEPLAY

This mission is not hard. But you have lousy weapons, poor technique and bad tactics. Stay in formation then attack the bridge with your Bullpups and find targets to stafe.

The longer you stay in the fight, the more enemy will appear at their guns.

Watch your fuel. When you get home, taxi in the revetments between the parked aircraft.

You're an FNG.
Watch it.



[MISSION NAME] 650207 FLAMING DART
TARGET: BARRACKS, DONG HOI AIRFIELD NVN
TARGET PHOTO: RA-5C

SECRET/NOFORN



DEFENSES: HEAVY AAA DEFENSE
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VA-212 USS HANCOCK YANKEE STATION
AIRCRAFT AND NUMBER (8) A-4E
ORD LOADOUT: (6) MK82, (600 RDS) 20MM
CALL SIGN: TUNA
HEADING/DISTANCE TO TGT: 350/83 NM
ETD: 1325
TANKER RENDEZVOUS: N/A
TIME OVER TARGET: 1355

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OSCT 7500 FT WINDS 27004G08 VIS 30 NM



HISTORY

Operation Flaming Dart was a U.S. military operation, conducted in two parts, during the Vietnam War. United States President Lyndon B. Johnson in February 1965 ordered a series of reprisal air strikes after several attacks on U.S. bases by Vietcong (NLF) units, particularly in reply to a mortar attack at Pleiku. These strikes had originally been intended to be part of a three-phase "program" beginning with attacks in Laos in December, 1964 (Operation Barrel Roll) to bring pressure to bear on North Vietnam, and so had been ready to fly.

GAMEPLAY

You are the last of your squadron to launch. You have to wait for a Whale to go then launch and find your flight. You have NO autopilot. You must find your way there on the wing and back again the same way. You may have to use your radar to locate the ship to land.

Approaching the airfield, pick a target. Stay high and plan for a steep dive to avoid making it easy for the gunners. Drop all your bombs in one pass and head for the ship.

A fast and easy mission if you don't get greedy and can land on a ship.



[MISSION NAME] 650207 TIP OF THE SWORD

TARGET: BARRACKS, DONG HOI AIRFIELD NVN

TARGET PHOTO: RA-5C

SECRET/NOFORN



DEFENSES: HEAVY AAA DEFENSE
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VF-211 CVA-43 CORAL SEA
AIRCRAFT AND NUMBER [4] F-8E
ORD LOADOUT: (8) MK-82SE
CALL SIGN: TOMAHAWK
HEADING/DISTANCE TO TGT: 350/83 NM
ETD: 1325
TANKER RENDEZVOUS: N/A
TIME OVER TARGET: 1355

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: OSCT 7500 FT WINDS 27004G08 VIS 30 NM



HISTORY

Operation Flaming Dart was a U.S. military operation, conducted in two parts, during the Vietnam War. United States President Lyndon B. Johnson in February 1965 ordered a series of reprisal air strikes after several attacks on U.S. bases by Vietcong (NLF) units, particularly in reply to a mortar attack at Pleiku. These strikes had originally been intended to be part of a three-phase "program" beginning with attacks in Laos in December, 1964 (Operation Barrel Roll) to bring pressure to bear on North Vietnam, and so had been ready to fly.

GAMEPLAY

You are en-route to Dong Hoi airfield, leading a flight of four F-8Es. Your mission: to pummel the runway and put it out of action before they can send up any fighters to cause trouble for the rest of this massive Alpha Strike.

You have Snakeyes, so come in low, high speed and high interval. Instruct your wingman to do the same. drop your sticks and get back to the boat.

You have the benefits of and F-8E escort, but they'll hang around a little longer to nurse the rest of the package.

You might have neutralised dong Hoi, but it's not the only game in town.

Quick and easy. just the way we like it.



650219 A FIRST BLOOD

TARGET: VIET CONG LOCATION VCNY BEN GAI, SVN

TARGET PHOTO: O1E 5000 FEET DATE UNKNOWN.

SECRET/NOFORN



DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM BATTLE AREA

SQUADRON ASSIGNMENT: 8 BOMB SQUADRON, BIEN HOA AB RVN
AIRCRAFT AND NUMBER (2) B-57B
ORD LOADOUT: (4) BLU-1, (6) MK-82, (700 RDS) 20MM
CALL SIGN: DENVER

HEADING/DISTANCE TO TGT: APPROX 170/28 NM
ETD: 0830
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0900

CONTROLLING AGENCY: SNOOPY
WEATHER BRIEF: SCT 4000 FT WINDS 2705 VIS 30 NM



HISTORY

This is the first airstrike against enemy troops in the Vietnam War. It was a suspected enemy location that turned out to be hot. B-57's carried the air war at the beginning and you will feel their inadequacies as time goes on. But in their time, they kicked butt.



GAMEPLAY

These B-57's are sweet bombers in a safe environment. Look at that bomb load! Fly on down and get some.

Take a LONG roll on takeoff. LONG.

Use the F7 key to watch the battle. Try to kill the enemy before he kills your side. It's a war thing. There are going to be shooters but you should be able to deal with them.

Take your time. You have a lot of fuel and ordnance. The FAC should mark your target clearly. The friendlies will mark theirs.

It's simple, not easy.
Be accurate.



650219 B FIRST BLOOD PAC

TARGET: VIET CONG LOCATION VCNY BEN GAI, SVN

TARGET PHOTO: O1E 5000 FEET DATE UNKNOWN.

SECRET/NOFORN



DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM BATTLE AREA

SQUADRON ASSIGNMENT: 19th TACTICAL AIR SUPPORT SQUADRON, BIEN HOA
AIRCRAFT AND NUMBER [1] O-1E
ORD LOADOUT: [8] 2.75 inches WP (White Phosphorous) SMOKE ROCKETS
CALL SIGN: RAMBLER

HEADING/DISTANCE TO TGT: APPROX 170/28 NM
ETD: 0830
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0900

CONTROLLING AGENCY: SNOOPY
WEATHER BRIEF: SCT 4000 FT WINDS 2705 VIS 30 NM



HISTORY

The Cessna O-1E Bird Dog's combat service began in the Korean War, where it served in a scouting role for Army and Marine units, soon followed by active utilization in the Vietnam War as a Forward Air Control aircraft, or FAC.

As late as 1968, O-1Es pilots patrolled over the Vietnam jungles in search of targets, which were marked then with signal rockets, then directing the air strikes for tactical aircraft. Its slow speed proved to be really valuable in observation missions, both along friendly convoy routes and while in contact with ground units, to report locations of enemy ambushes.

GAMEPLAY

This is the first airstrike against enemy troops in the Vietnam War. It was a suspected enemy location that turned out to be hot. B-57's carried the air war at the beginning and you will feel their inadequacies as time goes on. But in their time, they kicked butt.

Your role in this mission is to direct the Canberras to their targets by marking them with your Willie Pete rockets. Aim for the Small Arms first, then mark whatever you can before going home.

Note: orbit in the area until enemies appear.

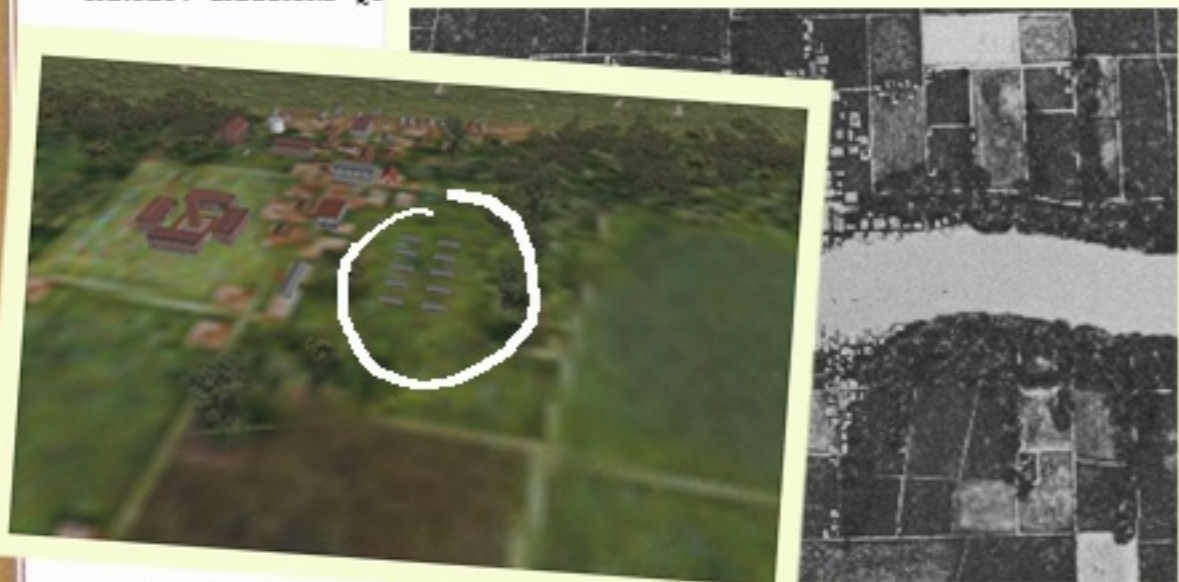
It's simple, not easy.
Be accurate.



TOP SECRET

650302 ROLLING THUNDER I

TARGET: BARRACKS QU



DEFENSES: AAA
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, DANANG AB, RVN
AIRCRAFT AND NUMBER (2) B-57B
ORD LOADOUT: (4) M117, (6) MK-82 (700 RDS) 20MM
CALL SIGN: DAGGER

HEADING/DISTANCE TO TGT: 300/ 80 NM
ETD: 0845
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0915

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 3601G03 VIS 20 NM

TARGET PHOTO: 650315 RF-101 8000 FT.



HISTORY

Rolling Thunder. Thuds. Yankee Station. Korat. Skyhawks.

Nope. The first bombs fell from B-57's from Da Nang as well as South Vietnamese Skyraiders. Granted, the Thuds and Scooters struck moments later. Still, the opening shot of the largest air operation in the history of war belongs to the 13th Bomb Squadron.



GAMEPLAY

You are flying as Dagger into North Vietnam in the first strike of Rolling Thunder. It's a long safe flight up. The weather is lousy but at least they don't know you are coming for a while.

Keep climbing back to altitude. Don't grind down onto the deck or the little guns will get you. One pass ought to do. Find the barracks and bomb them and head out over the water for the long flight home.



It's easy.
Maybe it will scare
them into quitting?



SECRET/NOFORN

[MISSION NAME] 650302 XOM BONG AMMO DUMP

TARGET: Ammo bunkers, Xom Bong NVN

DEFENSES: AAA, SMALL ARMS

BEST BAILOUT: High ground to west or feet wet to east

SQUADRON ASSIGNMENT: 67th TFS, Korat RTAFB Thailand

AIRCRAFT AND NUMBER (2) F-105D

ORD LOADOUT: (8) M117, (600 RND) 20MM

CALL SIGN: DODGE

HEADING/DISTANCE TO TGT: 078/137 NM

ETD: 0800

TIME OVER TARGET: 0900

TANKER RENDEZVOUS: TAMPA/ZEBRA TRACK

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 12000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The first strike against North Vietnam by the F-105 was against the ammunition storage area at Xom Bong just north of the DMZ.

Early defenses were not very sophisticated, the pilots were well-trained but new to combat operations. What worked on the gunnery range would cost you your life in North Vietnam. The flights were very long and all required aerial refueling.



GAMEPLAY

You are leading Dodge flight of two against an ammo dump 137 miles to the east. Use your radar to find and join with Tampa or Zebra. Then proceed on heading to the target. Use the Map to locate Buick and keep your spacing between him and Rambler.

You will see Buick's bombs impacting as you cross the ridge. Find your target and make as many passes as it takes. You must bomb precisely to destroy it. Direct your wingman also. Look around for strafing targets but be aware that the longer you stay in the area, the more people will man their guns.

As an aid to navigation, if you toggle through all the waypoints, your HSI will point to Korat and give you the distance from there. At 137, you are over the target area.

Tanker rendezvous and formation.
Navigation to target. Hitting the target.



[MISSION NAME] 650303 DRAGON'S JAW 1

SECRET/NOFORN

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 67th TFS, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (2) AGM-12B, (600 RDS) 20MM
CALL SIGN: DODGE

HEADING/DISTANCE: 135/156 NM
ETD: 0730

TANKER RENDEZVOUS: ZEBRA PRE-STRIKE
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt. Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it...and eventually will drop it into the river.



GAMEPLAY

The Air Force hit this bridge two days in a row. So we will, too.

The first day starts with you flying as Dodge Lead approaching Zebra Anchor for pre-strike refueling. You are armed with Bullpups. You will not knock down the bridge but if you survive, land back at Korat.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall. Just get there and back twice and you will have been through some terrible airspace.

Sometimes, getting home is good enough.

Hit the tanker on your way to the target.



[MISSION NAME] 650303 DRAGON'S JAW SEAD

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 469th TFS DA NANG
AIRCRAFT AND NUMBER: (2) F-100D
ORD LOADOUT: (2) LAU-3A, (2) BLU-1
CALL SIGN: HAMMER

HEADING/DISTANCE: 135/156 NM
ETD: 0730
TANKER RENDEZVOUS:
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000

SECRET/NOFORN



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt. Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it...and eventually will drop it into the river.



GAMEPLAY

You're not hitting the bridge. That's for the F-105s.
You're performing SEAD: Suppression of Enemy Air Defenses.

In other words you're making sure the Thuds don't get their asses blown off by AAA, SAMS, or both.

And while you're at it, don't get your asses blown either.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall. Just get there and back twice and you will have been through some terrible airspace.

Sometimes, getting home is good enough.



[MISSION NAME] 650403 DRAGON'S JAW 2

SECRET/NOFORN

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 67th TFS, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (8) M117, (600 RDS) 20MM
CALL SIGN: DODGE

HEADING/DISTANCE: 135/156 NM
ETD: 0730

TANKER RENDEZVOUS: ZEBRA PRE-STRIKE, COBRA POST STRIKE
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt.

Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it... and eventually will drop it into the river.



GAMEPLAY

The Air Force hit this bridge two days in a row. So we will, too. The first day started with you armed with Bullpups to knock down the bridge.

Today you will depart Korat as Dodge 4. You will be armed with M117's. Meet Zebra short after take off for refueling. You will need it, since you are going through some terrible airspace.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall.

Again, you will not knock down the bridge then join with Cobra tanker on your way to Da Nang, because you might need some more fuel.



Keep your eyes peeled...



[MISSION NAME] 650303 DRAGON'S JAW ESCORT

SECRET/NOFORN

TARGET: HAM RONG BRIDGE, THANH HOA, NVN

DEFENSES: HEAVY AAA DEFENSE,
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 469th TFS DA NANG
AIRCRAFT AND NUMBER: (4) F-100D
ORD LOADOUT: (4) AIM-9B
CALL SIGN: DAGGER

HEADING/DISTANCE: 135/156 NM
ETD: 0730
TANKER RENDEZVOUS:
TIME OVER TARGET: 0900

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT WINDS 2215G25 VIS 30 NM

TARGET PHOTO: RF-101 650226 1130 3000



HISTORY

The Ham Rong Bridge was a major choke point in the transportation system of North Vietnam. But it had been over-built when rebuilt. Over a hundred pilots were shot down in the vicinity of the Dragon's Jaw. The first strike with Bullpups was ineffective. So the Air Force went back again the next day armed with bombs. Again the bombs were ineffective. Planes were lost the second day to anti-aircraft and MiG's. Yankee Air Pirate will have 5 strikes against it...and eventually will drop it into the river.



GAMEPLAY

"Once more unto the breach, dear friends..."

Nothing changes. The bridge still stands, so we're going in again. The 105s are hitting the bridge, doing their own CAS, but we're here to serve also.

You are leading a flight of 4 F-100Ds on a mission to protect the strike package from enemy fighters. Two more F-100Ds are on SEAD. Let's hope that this time it's a Mission Accomplished.

This mission is long but not as long as the real ones. Aerial combat is described as "hours of boredom interspersed with moments of stark terror". You won't be bored but you may experience losing your flight in the target area and having to make your way home. We are keeping this mission historically accurate in that the bridge is not going to fall. Just get there and back twice and you will have been through some terrible airspace.

Sometimes, getting home is good enough.

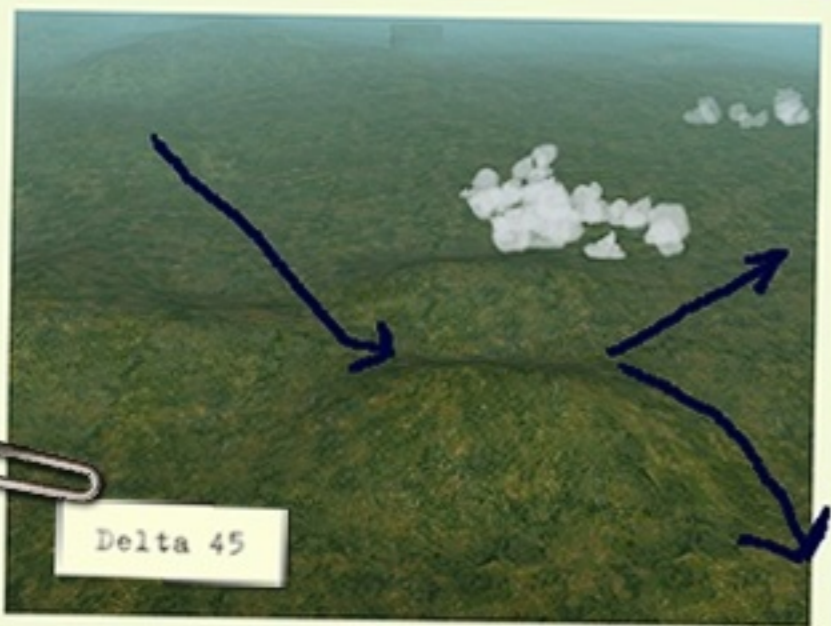


SECRET/NOFORN

[MISSION NAME] 650314 HO CHI MINH TRAIL

TARGET: INTERDICT TRUCK TRAFFIC VCNTY DELTA 45, LAOS

TARGET PHOTO: BIRD AIR INC. VIENTIANE, LAOS



DEFENSES: 57MM, 37MM, 23MM, ZPU, 51 CAL
BEST BAILOUT: WEST OF TRAIL AREA

SQUADRON ASSIGNMENT: 13TH BS, DANANG AB, RVN
AIRCRAFT AND NUMBER (2) B-57B
ORD LOADOUT #1: (4) M117, (6) MK82, (720 RDS) 20MM
ORD LOADOUT #2: (6) MK82, (4) LAU62 FLARE, (720 RDS) 20MM
CALL SIGN: DAGGER
HEADING/DISTANCE TO TGT: 290/80 NM
ETD: 1900
TIME OVER TARGET: 1930
CONTROLLING AGENCY: BLIND BAT, 374 TCW DET4, DANANG AB, RVN
WEATHER BRIEF: BKN 12000 FT WINDS 27001G03 VIS 30 NM



HISTORY

The place to stop the supplies from reaching enemy forces was at the docks at Haiphong. American air crews were not allowed to hit them so were forced to try to stop them en route along a maze of roads that became known as the Ho Chi Minh Trail. The airplanes came out when the trucks did...at night. One very successful early attempt was to combine a C-130 flare ship as a FAC and two B-57's as bombers. Relying upon nothing more than binoculars and flares kicked out the back, Bat directed strikes nightly all over Laos.



GAMEPLAY

You are flying a B-57 for the Grim Reapers on a night mission to bomb trucks and supplies on the Ho Chi Minh Trail. You are Dagger. Taxi to the north and hold short of the runway until Lead "appears". When he does, he will be rolling so roll onto the runway and go. Join up for the flight to meet Blind Bat FAC at Delta 45 on the Trail in Laos. He will locate and drop flares on the targets. They will detonate at 2500 feet and burn for 90 seconds, enough for two passes. After that, if Blind Bat is done, you can self-flare if you want to finish off the trucks below.

Then fly home with Dagger 11 and land back at Da Nang.

This is going to be a tough one for the obvious reason...you can't see very well. Getting in and out and home again with decent BDA will earn you 4 stars, a cup of bad coffee and a plate of cold eggs at the DOOM Club.



[MISSION NAME] 650403 First Shots (YAP version)

TARGET: destroy AAA defending Dong Phong Thuong Bridge

DEFENSES: HEAVY AAA
BEST BAILOUT: FEET WET

TOP SECRET

SQUADRON ASSIGNMENT: VA-211 "Fighting Checkmates" CVA-19 Hancock
AIRCRAFT AND NUMBER: (4) F-8E Crusaders
ORD LOADOUT: (2) LAU-10A, (4) LAU-3A, 20MM
CALLSIGN: COBRA

HEADING/DISTANCE TO TGT: 319 / 15 NM

ETD: 09.38

TIME OVER TARGET: 09.40

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: OSCT 7500 FT WINDS 27004G08 VIS 30.NM



HISTORY

The first acknowledged engagement between US Navy Crusaders and Vietnamese People's Air Force (VPAF) MiG-17s occurred on April 3 1965 during a Rolling Thunder strike. The targets were several bridges, considered to be a key part of the enemy supply lines to the south. A-4s Skyhawk from VA-212 and VA-216 were sent to hit the Dong Phong Thuong Bridge near Ham Rong, while VF-211 F-8Es from USS Hancock, armed with Zuni rockets, were supposed to suppress the AAA. The Crusaders, in sections of two planes each, were flown by Lt. Jerry Unruh and his wingman, Lt. Bobby Hulse, and by Lt. Cdr Spence Thomas and his wingman Ens. Ray Lorang.

The Crusaders climbed to 10,000ft, to start their run against AAA sites defending the bridge. Clouds and fog obscured the target and as they were closing up six MiG-17s of the 921st Fighter Regiment from Noi Bai, near Hanoi, rose to intercept. Two of them homed in on the F-8s whose pilots, now making a second run, were intent on the bridge. Lt. Cdr. Thomas F-8, hit by a 23mm and 37mm burst, literally seemed to explode.

The Crusader, although severely damaged, incredibly remained in the air. Thomas punched in his afterburner and raced away from the MiGs, diverted to Da Nang airbase and safely landed.



GAMEPLAY

This mission starts quite close to the target area. Your primary job is to suppress the enemy anti-air artillery operating in the vicinity of the Dong Phong Thuong Bridge. If you or the A-4s are jumped by the MiGs, jettison your ordnance and go after them. If you survive or when all enemy planes are down or gone go back to the Hancock.

This time you have no missiles but only 20mm cannons. Four stars if you manage to get aboard in one piece.



[MISSION NAME] 650403 First Shots VPAF

TOP SECRET

TARGET: A-4 Skyhawks
DEFENSES: F-8 Crusaders

SQUADRON ASSIGNMENT: 921 FR, Quang To Airfield
AIRCRAFT AND NUMBER: (3) MiG-17
ORD LOADOUT: 23MM, 37 MM

CALLSIGN: Nhat Chieu
HEADING/DISTANCE TO TGT: 188 / 12 NM
ETD: 09.38 TIME OVER TARGET: 09.45

WEATHER BRIEF: OCST 4000 FT WINDS 3603G08 VIS 30 NM



HISTORY

The first acknowledged engagement between US Navy Crusaders and Vietnamese People's Air Force (VPAF) MiG-17s occurred on April 3 1965 during a Rolling Thunder strike. The targets were several bridges, considered to be a key part of the enemy supply lines to the south. A-4s Skyhawk from VA-212 and VA-216 were sent to hit the Dong Phong Thuong Bridge near Ham Rong, while VF-211 F-8Es from USS Hancock, armed with Zuni rockets, were supposed to suppress the AAA. The Crusaders, in sections of two planes each, were flown by Lt. Jerry Unruh and his wingman, Lt. Bobby Hulse, and by Lt. Cdr Spence Thomas and his wingman Ens. Ray Lorang.

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GAMEPLAY

The mission starts in the air. You are patrolling the area over the city of Thanh Hoa when the radio calls for several enemy aircrafts approaching from the East. Their objectives are various important structures in the vicinity, and your job is to intercept and prevent them to drop their ordnance.

Since you are closer to the A-4 Skyhawks, they will be your primary target. This mission takes part early in the war, and you are flying a MiG-17 Fresco-A with no afterburner.

When you are out of ammo go back to Quang To and land.



650421 DOOM PUSSY

SECRET/NOFORN

TARGET: BRIDGE/TRUCKS, SON XA, NVN

DEFENSES: AAA

BEST BAILOUT: HIGH GROUND TO WEST

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, DANANG AB, RVN

AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (4) M117, (6) MK-82, (700 RDS) 20MM

CALL SIGN: DALLAS

HEADING/DISTANCE TO TGT: 330/ 80 NM

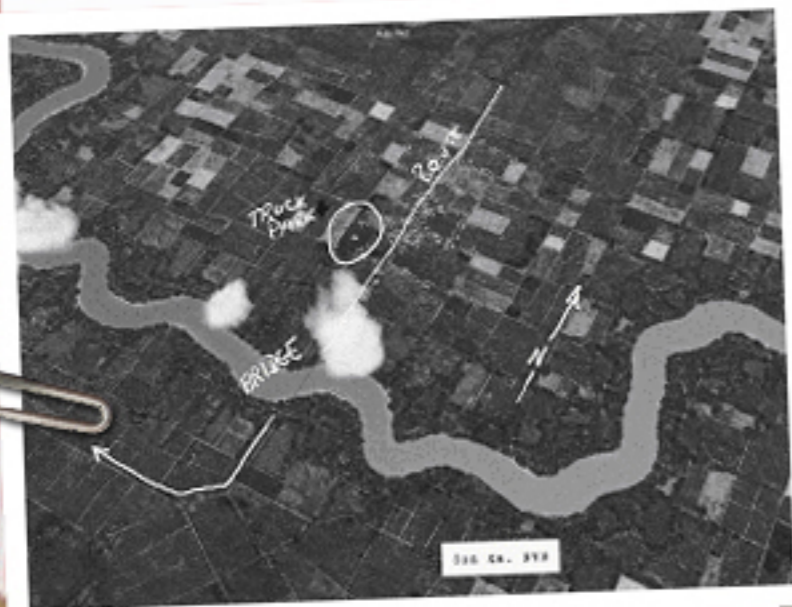
ETD: 1815

TIME OVER TARGET: 1900

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 12000 FT WINDS 3601G03 VIS 20 NM

TARGET PHOTO: 650315 RF-101 8000 FT.



HISTORY

The name comes from combining the letters of Da Nang Officer's Open Mess (DOOM) and the generic call sign "Pussy". But it became associated with the B-57 Night Intruder that worked nights over the Ho Chi Minh Trail in Laos and North Vietnam. It was considered too dangerous to send C-123 and C-130 flare ships to North Vietnam, so DOOM Pussy worked alone.

The phrase on the patch says in Vietnamese something like "I have flown into the Jaws of the Cat of Death". You know it meant something else. These guys were the ones who threw the first punches of the war. Most of their underpowered and technically unsophisticated aircraft were lost in very tough combat situations.

The first strike was 25 miles north of the DMZ, near Son Xa.



GAMEPLAY

You are leading a flight of two into North Vietnam in one of the first strikes of Rolling Thunder. It's a long safe flight up. Enjoy the view. It will be dark when you arrive. You will need to use the radar to see the targets. Hit the bridge if you can and direct your wingman to help out with the trucks. Then fly back to land at Rocket City or Da Nang.

Keep climbing back to altitude. Don't grind down onto the deck or the little guns will get you. Don't become disoriented. Check your gauges. Don't waste your bombs or make blind passes. Use your wingman. Fighting at night is hard work.

It sounds easy. It is not. You have to fly, watch your instruments, and try to put bombs where the targets are. Then you have to get home



650430 A MOVING MUD

CONFIDENTIAL

TARGET: TROOPS IN CONTACT, AP NHI, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: VA-25/ CVA-41 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-1H
ORD LOADOUT: (10) MK81, (2) MK82, 20MM
CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 280 / 21 NM
ETD: 1000
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1015
CONTROLLING AGENCY: 1 TASS FAC (AUSTIN)
WEATHER BRIEF: BKN 12000 FT WINDS 3602G05 VIS 20 NM
TARGET PHOTO: 650315 RF-101 8000 FT.



HISTORY

It is early in the Air War in Southeast Asia. Viet Cong troops have been spotted in a clump of trees outside a small village. Your mission is to join with the FAC (Austin), watch for his mark, then deliver your ordnance.

Remember this date: It is April 30th, 1965.



GAMEPLAY

Launch from the deck of the USS Midwa as Ramrod Lead, for the flight to the Mekong Delta. Austin should mark the target area clearly for you.

They WILL shoot at you. You may choose to take out the VC that are firing at you but be certain to hit your assigned target. Some of the firing might come from the village. If fired upon, shoot back. If you play without the icons, you will bomb treelines like the real thing.

Then return to trap at the Midway. Lacking radar to search for blips, you have to follow the waypoints of your recorded course and look for an aircraft named "BALL" (Default command = F6). Padlock your view onto the ball (F4) and make the approach. Remember to free your view before trapping.

Lots of ordnance. Take your time.
Pick your targets. Be a Spad driver.



NAVIGATION DEAD RECKONING

650430 B MOVING MUD FAC

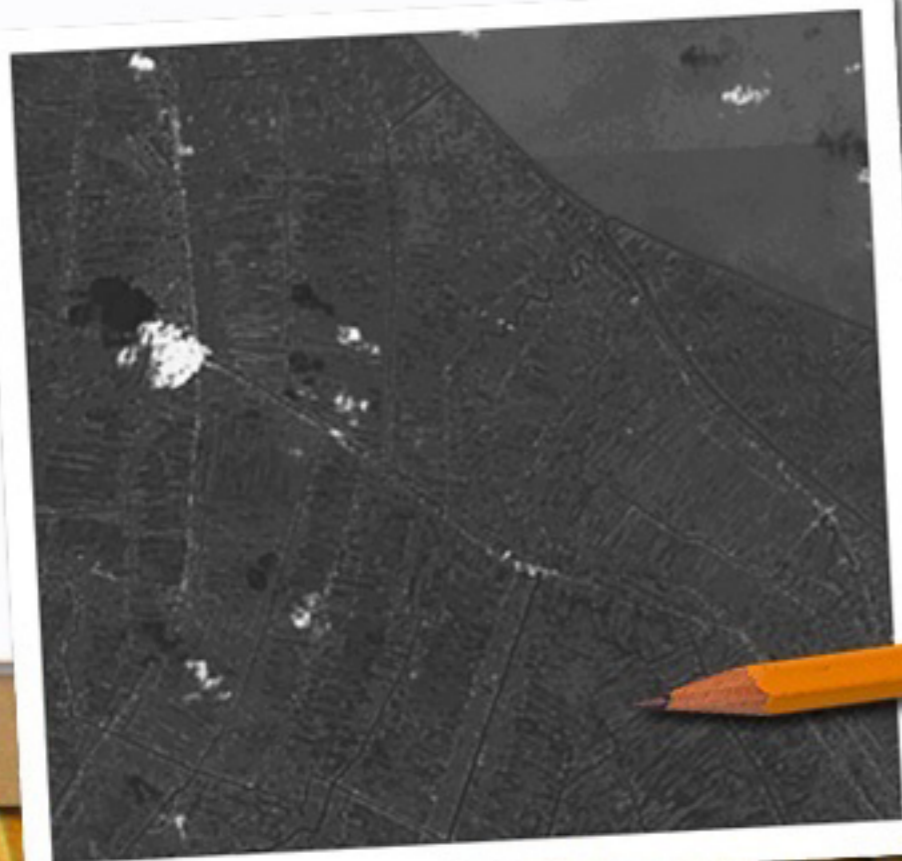
CONFIDENTIAL

TARGET: TROOPS IN CONTACT, AP NHI, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

STRIKE FLIGHT: VA-25 / CVA-41 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-1H
ORD LOADOUT: (10) MK81, (2) MK82, 20MM
CALL SIGN: RAMROD
TIME OVER TARGET: 1015

FAC FLIGHT: 19th TACTICAL AIR SUPPORT SQUADRON, BIEN HOA
AIRCRAFT AND NUMBER: (1) O-1B
ORD LOADOUT: (8) 2.75 inches WP (White Phosphorous) SMOKE ROCKETS
CALL SIGN: AUSTIN

TARGET PHOTO: 650315 RF-101 8000 FT.



HISTORY

It is early in the Air War in Southeast Asia. Viet Cong troops have been spotted in a clump of trees outside a small village.

In a situation like this, it is normal to send in an O-1B Bird Dog FAC to seek out the enemy troops and mark them with the white phosphorous rockets, so that the bomber boys know where to drop their loads.



GAMEPLAY

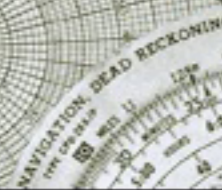
You are Bird Dog in this mission and as a FAC (Forward Air Control) it is your job to locate the enemy troops and mark them for when Ramrod Flight arrive with their bombs.

You are loaded with eight 2.75'' rockets which explode in a cloud of White Phosphorous when they hit the ground. They are affectionately known by absolutely everybody as "Willie Pete".

The advantage of using Willie Pete is that its cloud can be seen from quite some distance, and the bomber boys know that wherever there is Willie Pete, there are juicy targets to obliterate.

You will be flying low over the area, looking for clusters of enemy Viet Cong. You see them, you hit them with your rockets. You might take a few out, but most importantly, you'll be leaving a marker for Ramrod Flight to home in on.

Once you've expended your rockets, you can hang around from a distance to watch the fireworks, if you like. Then waggle your wings at the Skyraiders, and head for home. Pass Waypoint 5 to get Mission Accomplished message from Red Crown.



650509 A DIXIE STATION

CONFIDENTIAL

TARGET: TROOPS IN CONTACT, TAN CHAU, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: EAST OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: VMF-212, CVA-34 ORISKANY
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) LAU-33A, (12) MK81, 20MM
CALL SIGN: TOMAHAWK

HEADING/DISTANCE TO TGT: 300 / 57 NM
ETD: 1630

TANKER RENDEZVOUS: A-4C ZEBRA

TIME OVER TARGET: 1700

CONTROLLING AGENCY: 1 TASS FAC (GOPHER)

WEATHER BRIEF: BKN 12000 FT WINDS 3606G10 VIS 20 NM



HISTORY

Their first day on station off the coast of South Vietnam near Vung Tao, the Oriskany launched air strikes against Viet Cong positions at Tan Chau near the Cambodia border. One of the first off the deck were pilots of the Marine contingent on the ship flying the F-8E which carried serious loads of attack ordnance.



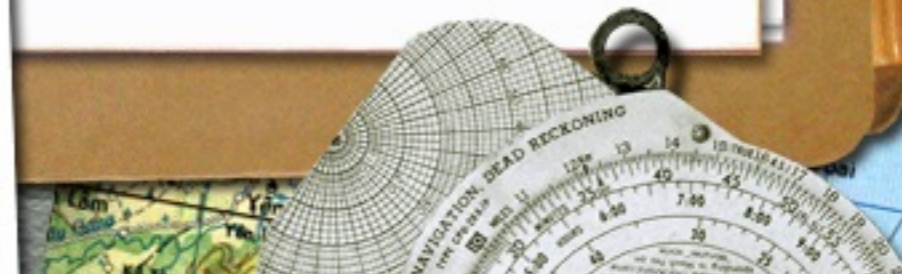
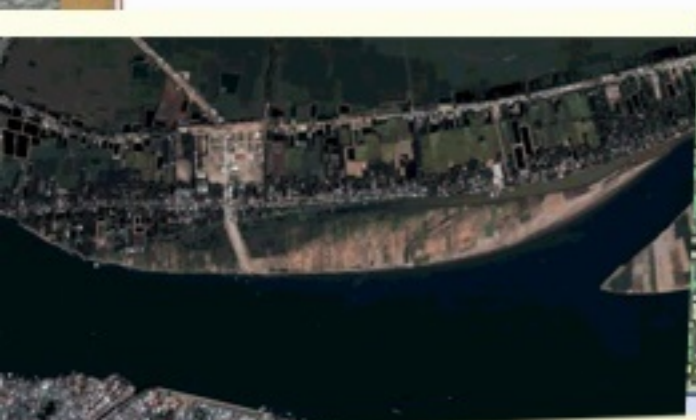
GAMEPLAY

You are to launch as Tomahawk, join on Lead and proceed to the vicinity of Tan Chau under the control of Gopher. His smokes mark enemy positions. The friendly units may pop a smoke to mark their locations. Avoid the Special Forces Camp.

Upon completing your attack, intercept and join on Zebra, an A-4C aerial refueler. Take enough fuel to get back aboard but no more.



Dodge groundfire. Hit the target. Then gas up for the ride back to the carrier. Lots of flying and fighting.



650509 B DIXIE STATION FAC

CONFIDENTIAL

TARGET: TROOPS IN CONTACT, TAN CHAU, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: EAST OUT OF COMBAT AREA

STRIKE ASSIGNMENT: VHF-212, CVA-34 ORISKANY
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) LAU-33A, (12) MK81, 20MM
CALL SIGN: TOMAHAWK

FAC FLIGHT: 19th TACTICAL AIR SUPPORT SQUADRON, BIEN HOA
AIRCRAFT AND NUMBER: (1) O-1E
ORD LOADOUT: (8) 2.75 inches WP (White Phosphorous) SMOKE ROCKETS
CALL SIGN: GOPHER



HISTORY

Their first day on station off the coast of South Vietnam near Vung Tao, the Oriskany launched air strikes against Viet Cong positions at Tan Chau near the Cambodia border. One of the first off the deck were pilots of the Marine contingent on the ship flying the F-8E which carried serious loads of attack ordnance.



GAMEPLAY

So this is where you come in - that great double act of Willie Pete and the Bird Dog.

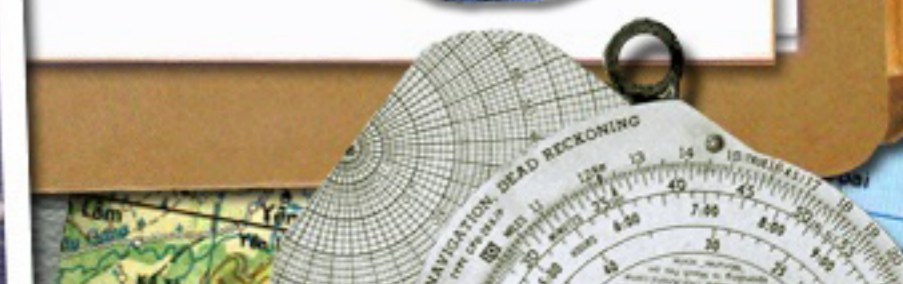
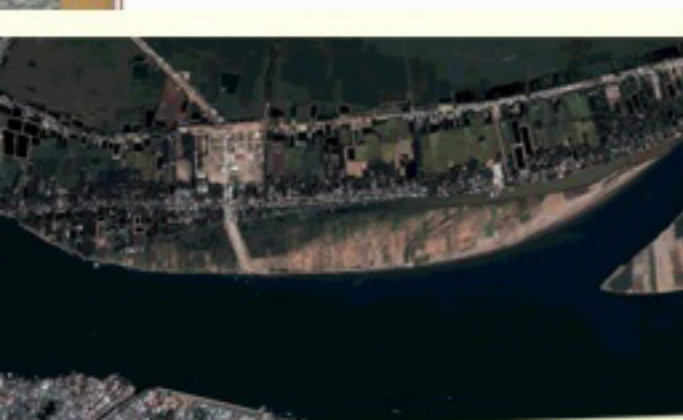
Slowly taxi out to the runway. You don't get a good view, so you have to weave to clear ahead of you (or maybe switch off the cockpit graphic). You take off North to the Ferry, where there is already some heavy small-arm conflict.

Try and locate the mortar on the West side of the river as that is causing our troops serious problems. Mark with Willie Pete, kill if you can. Then mark or kill Viet Cong on both sides of the river.

Tomahawk flight will be along soon, and then you'll see some fireworks. Don't get too near to their targets or you might get caught in the blast.

Expend your ordnance, stay as long as you like and then follow your waypoints back to the base.

You get a win if you pass Waypoint 3.



650510 YANKEE STATION

CONFIDENTIAL

TARGET: AAA SUPPRESSION, THAI BINH, NVN
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: FEET WET OR WEST INTO HIGH GROUND

SQUADRON ASSIGNMENT: VMF-212, CVA-34 ORISKANY
AIRCRAFT AND NUMBER (2) F-8E
ORD LOADOUT: (4) LAU-33A, (2) LAU-10A, 20MM
CALL SIGN: MAMBA

HEADING/DISTANCE TO TGT: 300 / 57 NM
ETD: 0930
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1000
WEATHER BRIEF: BKN 6000 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: 650315 RF-101 10000 FT.



HISTORY

After bombing in South Vietnam for two days, the Oriskany sailed north to Yankee Station. Immediately, VMFA-212 began operations in North Vietnam. This strike is flak suppression for flights of A-4E's attacking the bridge at Thai Binh.



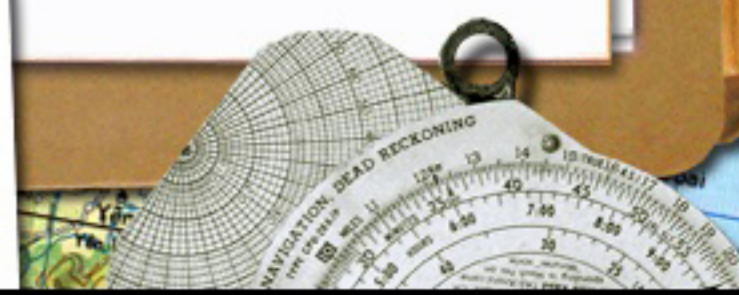
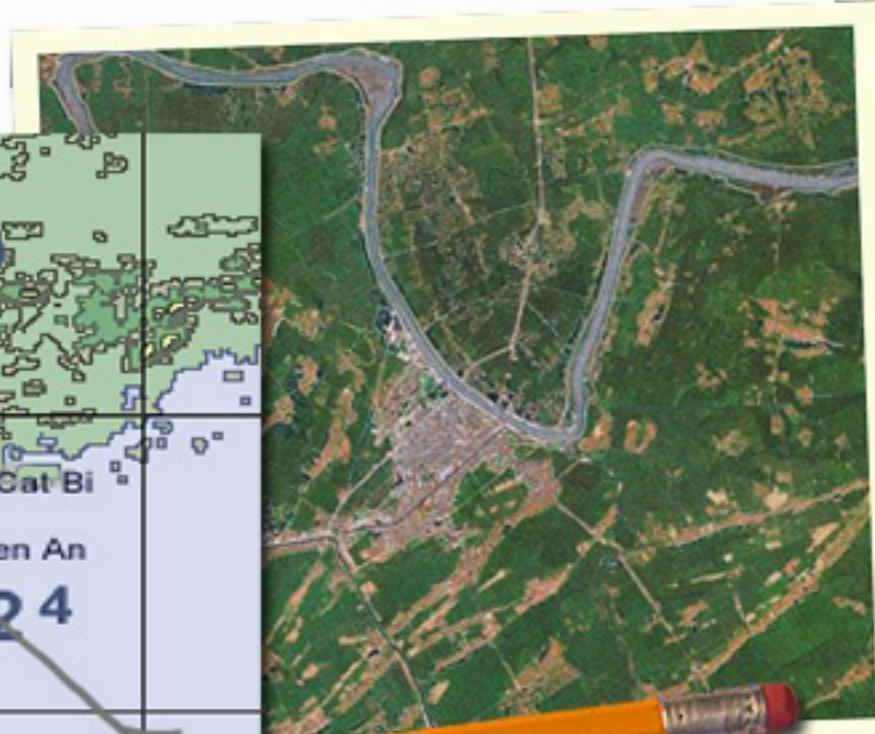
GAMEPLAY

You are flying on the wing of Mamba Lead. Launch and join up for the ferry to the target. Look for tracers and their source. If you do not get the guns, they will get the strike aircraft. And if you get lazy, they will certainly get you. Look for targets of opportunity in the area. Wait until the strike is over to head back to the ship.

The carrier you land on will be in recovery configuration. Stick the landing.



The AAA is deadly and you live on a boat. Get everyone home.



650510 YANKEE DOODLE DANDY

CONFIDENTIAL

TARGET: ROAD BRIDGE, THAI BINH, NVN
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: FEET WET OR WEST INTO HIGH GROUND

SQUADRON ASSIGNMENT: VA-163 ORISKANY CV-34
AIRCRAFT AND NUMBER: (2) A-4E
ORD LOADOUT: (6) MK-82
CALL SIGN: CRAB

HEADING/DISTANCE TO TGT: 300 / 57 NM
ETD: 0930
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 1000
WEATHER BRIEF: BKN 6000 FT WINDS 3606G10 VIS 20 NM
TARGET PHOTO: 650315 RF-101 10000 FT.



HISTORY

After bombing in South Vietnam for two days, the Oriskany sailed north to Yankee Station. Immediately, VMFA-212 began operations in North Vietnam. This strike is flak suppression for flights of A-4E's attacking the bridge at Thai Binh.



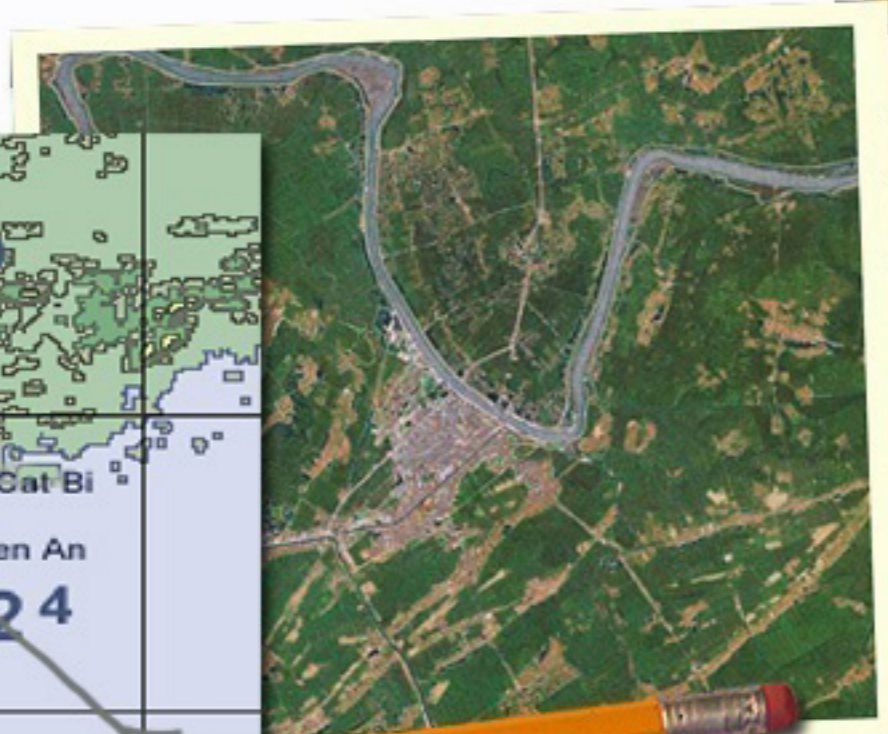
GAMEPLAY

You are Lead in a flight of two A-4Es en rout from the Oriskany to Thai Bin. Your target is the road bridge. You are accompanied by three F-8Es running SEAD for you.

Small packages, big results if you succeed.



The AAA is deadly and you live on a boat. Get everyone home.



[MISSION NAME] 650511 SONG BE

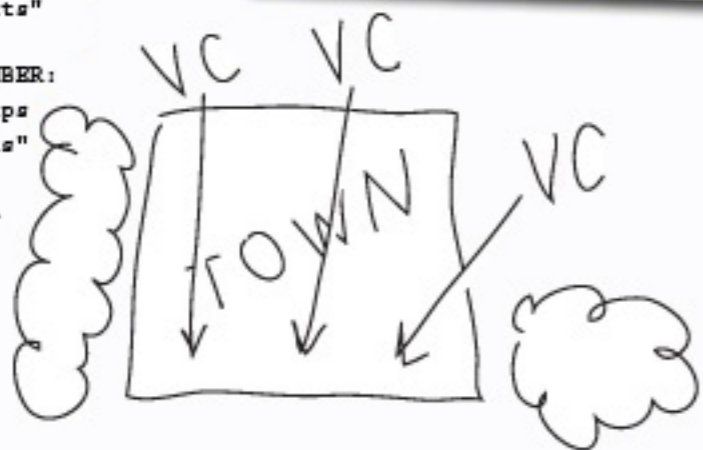
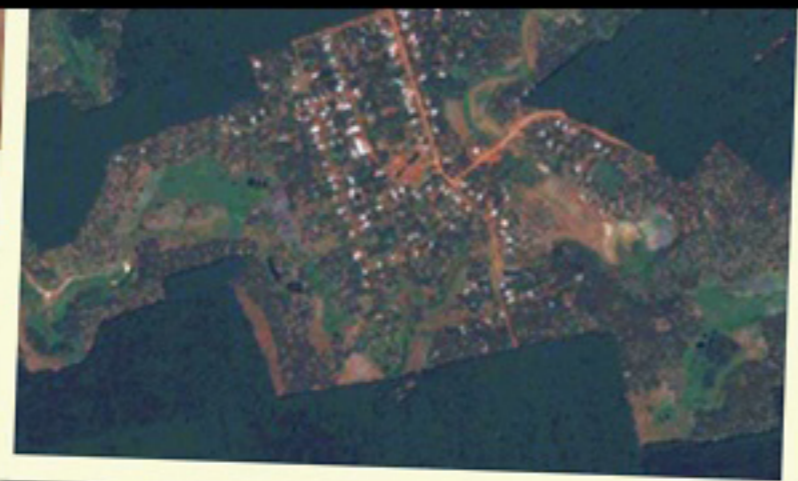
TARGET: VC forces vicinity
US Camp Song Be, SVN

BEST BAILOUT: OUT OF COMBAT AREA
DEFENSES: SMALL ARMS, 51 CAL

SQUADRON ASSIGNMENT:
118th AHC "Bandits"

AIRCRAFT AND NUMBER:
(3) UH-1B Gunships
(2) UH-1D "slicks"

CALL SIGN: TAMPA



CONFIDENTIAL



HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



GAMEPLAY

This mission follows Song Be 1 & 2. The last application of American firepower came in the form of UH-1B gunships from Cu Chi.

Take off and fall in with Tampa flight. Upon arrival there is plenty of fighting. Take out the 51 cal if it's still operating then go to work on the VC that are threatening the Special Forces Camp.

When you are out of ammo, head for Cu Chi and land. Tampa Lead and Tampa 2 will proceed to Tan Son Nhut and land there.

Use the view padlock (Function 4 in Default) often in formation or during the strike.

Like any Army mission.
It's them or you.



650511 A SONG BE 1

SECRET/NOFORN

TARGET: TROOPS IN CONTACT, SONG BE, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, BIEN HOA AB, RVN
AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (4) BLU-1, (6) MK82, (700 RDS) 20MM
CALL SIGN: TAMPA

HEADING/DISTANCE TO TGT: 270 / 11 NM BIEN HOA TACAN (CH73)
ETD: 0800
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0810

CONTROLLING AGENCY: 1 TASS FAC (TOMAHAWK)
3601G03 VIS 20 NM
FT.



HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



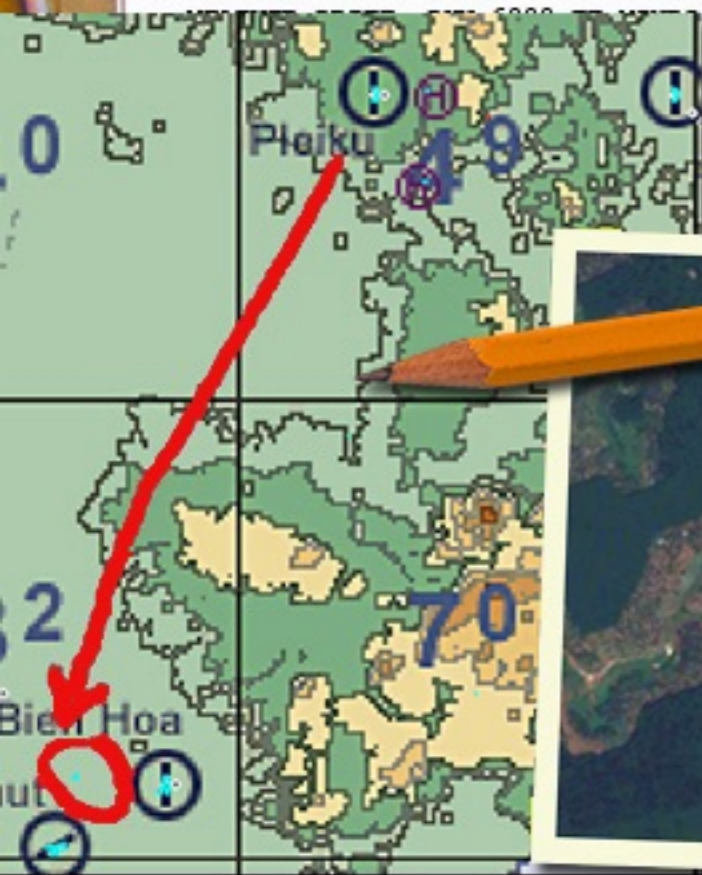
GAMEPLAY

This mission is played in two parts. First taxi out passing the C-47 and await Tampa Lead at the north end of the runway. Join up and proceed to the target. Tomahawk will mark. The friendlies will pop a smoke. You need to suppress the enemy enough for Dustoff to get in to evacuate wounded from the Special Forces camp south of the village.

Use the view padlock (F4 in Default) often in formation or during the strike.



Getting low enough to hit the target and avoiding groundfire is your biggest challenge.



650511 B SONG BE 1 FAC

SECRET/NOFORN

TARGET: TROOPS IN CONTACT, SONG BE, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: 13TH BOMB SQUADRON, BIEN HOA AB, RVN
AIRCRAFT AND NUMBER (2) B-57B

ORD LOADOUT: (4) BLU-1, (6) MK82, (700 RDS) 20MM
CALL SIGN: TAMPA

FAC FLIGHT: 19TH TACTICAL AIR SUPPORT SQUADRON, BIEN HOA
AIRCRAFT AND NUMBER: (1) O-1B
ORD LOADOUT: (8) 2.75 inches WP (White Phosphorous) SMOKE ROCKETS
CALL SIGN: AUSTIN

3601G03 VIS 20 NM

FT.



HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



GAMEPLAY

You're in the air on your way to the Song Be Special Forces Camp. You will see the red smoke as you get near.

Circle until you can identify any targets. Do not kill the water buffalo, you degenerate. Get the mortar.

Real soon there will be the splendid sight of two B-57B Canberras swooping down towards the enemy, silhouetted against the pale sky like prehistoric pterodactyls, and unleashing their massive load of bombs with vengeful fury. Do not get caught in the blast.

When you have expended all your ordnance and seen enough, head back to the base.

Make sure to pass Waypoint 6 to get a Mission Accomplished call.

Willie Pete and The Bird Dog Strike Again!



650511 C SONG BE 2

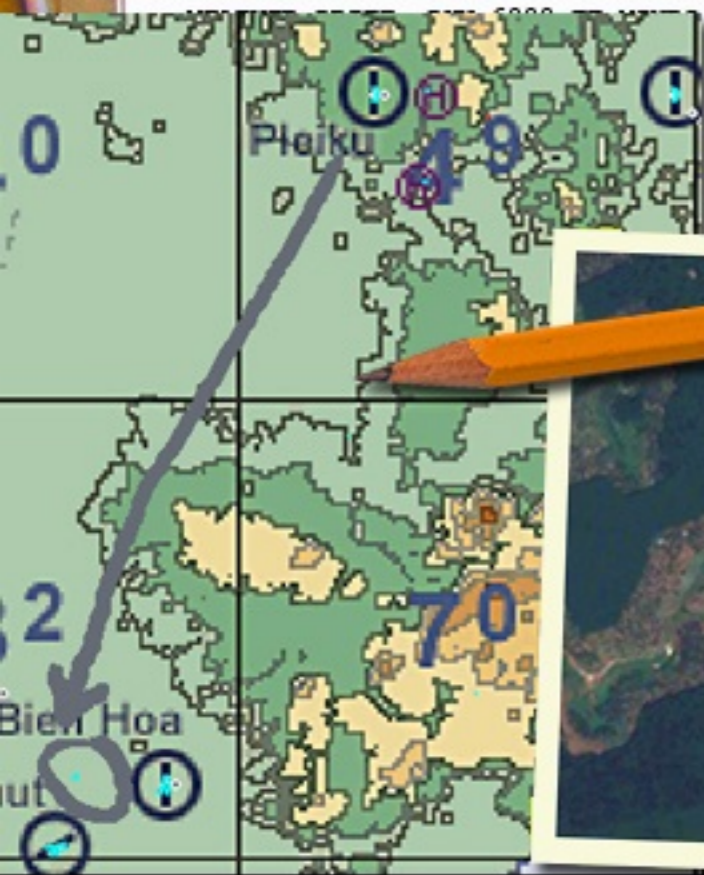
SECRET/NOFORN

TARGET: TROOPS IN CONTACT, SONG BE, SVN
DEFENSES: SMALL ARMS
BEST BAILOUT: AWAY FROM COMBAT AREA

SQUADRON ASSIGNMENT: 1ST SOS, NA TRANG AB, RVN
AIRCRAFT AND NUMBER (2) A-1E
ORD LOADOUT: (6) CBU-14/A, (2) AN-M47A3-PWP, (2) LAU-34, (2) M117, (2) BLU-23-B
CALL SIGN: HAMMER

HEADING/DISTANCE TO TGT: 270 / 11 NM BIEN HOA TACAN (CH73)
ETD: 0800
TANKER RENDEZVOUS: NA
TIME OVER TARGET: 0810

CONTROLLING AGENCY: 1 TASS FAC (TOMAHAWK)
3601G03 VIS 20 NM
FT.



HISTORY

This early battle was an attempt by the Viet Cong to drive ARVN forces out of the countryside and back into Saigon. SVN forces were weak and demoralized. This time ARVN and US Special Forces fought back and held. When the weather cleared, air power was employed against the Viet Cong and forced the VC to withdraw.



GAMEPLAY

This mission is played in two parts. This is the second attack.

When it starts taxi out of the revetments at Na Trang to the north end and await Hammer Lead to depart. You will arrive on scene as Tampa is leaving. Pick your targets carefully so that the ground forces can mop up. When you are through, recover to Bien Hoa.

As you get close to the camp, the FAC will mark the objective for Tampa, and they will make their run with the nape. You must avoid to hit the Special Forces and the US camp.

Use the view padlock (F4 in Default) often in formation or during the strike.



Getting low enough to hit the target and avoiding groundfire is your biggest challenge.



650518 THE SECRET

TOP SECRET

TARGET: SAM NEUA, LAOS
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: WEST OF ATTACK AREA

SQUADRON ASSIGNMENT: 333TFS, KORAT RTAFB
AIRCRAFT AND NUMBER (4) F-105D
ORD LOADOUT: (8) M117, 600 RND 20MM
CALL SIGN: BUICK

HEADING/DISTANCE TO TGT: 360 / 620 NM
ETD: 0800
TIME OVER TARGET: 0830
WEATHER BRIEF: BKN 15000 FT WINDS 3606G10 VIS 20 NM



HISTORY

Vientiane was the capital of Laos but Sam Neua was the provincial capital of the Pathet Lao, the Communist forces in Laos. On this day, aircrews from the 333rd FS that were TDY to Korat from Japan were sent to bomb the town... a political rather than military target. Although American involvement in Laos began long before this and bombing had been ordered prior to this mission, this is one of the first major strikes in what became known as the Secret War.

Before the war ended, hundreds of aircraft were lost in Laos, prisoners were generally not taken, and everything that moved was attacked. Some secret.



GAMEPLAY

You are leading a flight of four taking off from Korat RTAFB. At the Marshall Point, you will join up with Dodge Flight and continue to Sam Neua. Your target is a government building on the north side of the town, but someone needs to take out the guns, so instruct your wingman, or let him hit the main target, and you do the guns. Your choice.

There are many more lucrative targets in the area if you choose to bomb them also. The longer you stay, the more gunners will start firing.

Then rejoin and fly home to Korat.

You have enough fuel to complete the mission without aerial refueling, but you can also join up with Zebra on your way to the target for some extra gas if you like.

This war stuff is going to be easy.



NAVIGATION DEAD RECKONING

650518 THE OPEN SECRET

TOP SECRET

TARGET: SAM NEUA, LAOS
DEFENSES: AAA, SMALL ARMS
BEST BAILOUT: WEST OF ATTACK AREA

SQUADRON ASSIGNMENT: 45TRS, KORAT RTAFB
AIRCRAFT AND NUMBER: [1] RF-101C
ORD LOADOUT:
CALL SIGN: MEMPHIS

HEADING/DISTANCE TO TGT: 360 / 620 NM
ETD: 0800
TIME OVER TARGET: 0830
WEATHER BRIEF: BKN 15000 FT WINDS 3606G10 VIS 20 NM



HISTORY

Vientiane was the capital of Laos but Sam Neua was the provincial capital of the Pathet Lao, the Communist forces in Laos. On this day, aircrews from the 333rd FS that were TDY to Korat from Japan were sent to bomb the town...a political rather than military target. Although American involvement in Laos began long before this and bombing had been ordered prior to this mission, this is one of the first major strikes in what became known as the Secret War.

Before the war ended, hundreds of aircraft were lost in Laos, prisoners were generally not taken, and everything that moved was attacked. Some secret.



GAMEPLAY

You start in a hangar at Korat RTAFB. Taxi out, turning right, to join the runway for a 180 take off. Your aircraft will easily catch up with the strike package, so loiter behind them until the bombs start falling, and then take the happy snaps.

Just hope someone took the guns out, or you'll be in for a bumpy ride. If it's clear, you can do a few passes to get the extra kudos. Return to Korat to deliver your home movies.

You have enough fuel to complete the mission without aerial refueling, but you can also join up with Zebra on your way to the target for some extra gas if you like.

This war stuff is going to be easy.



[MISSION NAME] 650525 HAIPHONG STATION

CONFIDENTIAL

TARGET: RAILWAY TERMINAL HAIPHONG, NVN

DEFENSES: HEAVY AAA DEFENSE

BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-72/ CVA-62 INDEPENDENCE/ YANKEE STA.

AIRCRAFT AND NUMBER (4) A-4E

ORD LOADOUT: (6) MK82, (2) LAU 10/A ZUNI, (400 RDS) 20MM

**AUSTIN 14 LOADOUT: SUBSTITUTE (6) MK82SE

CALL SIGN: AUSTIN

HEADING/DISTANCE: 285 /43 NM

ETD: 0700

TANKER RENDEZVOUS: NA

TIME OVER TARGET: 0730

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 7500 10 NM



HISTORY

Until their replacement by other aircraft, the Douglas A-4 carried the attack load for the Navy over North Vietnam. When the Navy went to the A-7, the Marines elected to stay with the Scooter. A third of the POW's were Navy and most of them were Scooter pilots. In this mission, only the skill of the pilot got the man and the tough little airplane back on the boat.



GAMEPLAY

You are flying as Austin 4 in an attack on a railway station. Wait your turn on the catapult then rejoin with your flight. You are carrying Snakeyes to their Slicks. Before reaching Feet Dry, change course and proceed directly to the target. The plan is for you to come in low before the guns start shooting and take out the train. Your flight will be right behind you. You also have Zuni's with which to conduct armed recce.

Rejoin after the strike and meet Lead and the rest of your Flight off the coast. In the real mission, one of you takes a round through the wing and needs to ride the basket all the way to the ball.



This mission is straight forward but has many places to fail. Keep your situational awareness. Hit the tanker. Land on the carrier and hope your next cruise is in the Med.



CONFIDENTIAL

[MISSION NAME] 650704 TARGETS OF OPPORTUNITY

TARGET: ARMED RECCE SONG MA RIVER, NVN

DEFENSES: AAA, SMALL ARMS

BEST BAILOUT: HIGH GROUND EAST OR FEET WET WEST

SQUADRON ASSIGNMENT: 1 SOS, DA NANG AB, RVN

AIRCRAFT AND NUMBER (4) A-1E

ORD LOADOUT: (6) MK82, (2) LAU-3, (2) M47WP, (2) BLU1, (2) CBU24
(1200 RND) 20MM

CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 078/137 NM

ETD: 0900

TIME OVER TARGET: 0940

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 6000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The area north of the DMZ had the largest concentrations of war materiel. Traffic arrived from the Gulf of Tonkin and proceeded up the Song Xa as well as overland via rail and road to begin the passage down the Ho Chi Minh Trail to the south.



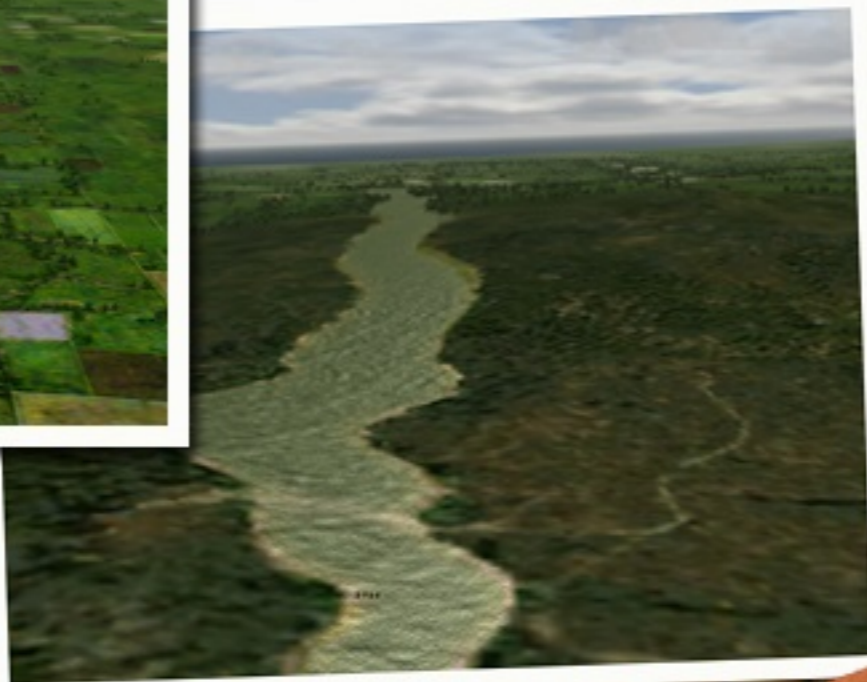
GAMEPLAY

You are flying as Element Lead (#3 in a four-ship) of A-1E Skyraiders from Da Nang to the headwaters of the Song Xa River. The mission opens over Quang Tri. Find Lead and follow him to the end of the river then locate and destroy any lucrative targets with specific emphasis on river traffic.

You have course guidance as far as the end of the river and then directly back home again. Descend into the river area to hunt but be careful of alerted AAA sites and small arms.



Small treacherous targets.
A very fun mission.



[MISSION NAME] 650805 LIGHTER FIGHTERS

CONFIDENTIAL

TARGET: COASTAL POL SHIPPING

DEFENSES: HEAVY AAA DEFENSE

BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-86/ CVA-62 INDEPENDENCE/ YANKEE STA.

AIRCRAFT AND NUMBER (3) A-4E

ORD LOADOUT: (6) MK82, (400 RDS) 20MM

CALL SIGN: PYTHON

HEADING/DISTANCE: 285 /43 NM

ETD: 0800 TIME OVER TARGET: 0830

TANKER RENDEZVOUS: NA

CONTROLLING AGENCY: CROWN

WEATHER: 000 FT WINDS 03003G05 VIS 20 NM



HISTORY

Modern wars are fought with oil. The North Vietnamese were breaking up shipments into smaller lots to keep them from being attacked from the air. On this day, attack aircraft from the Independence caught lighters hauling fuel.



GAMEPLAY

You are number 3 sitting on Cat 1. Wait for the A-6B to go. And wait for your leader to go also. Then join up and fly on his right wing to the North Vietnamese coast. When he spots the ships off his left, he will attack one. You attack the other.

Putting the bombs right on target is important. Pressing in too close is a deadly mistake.

Then intercept and join with the tanker and head for the ship after taking on some fuel.

Navy planes sinking ships...as it is supposed to be.



This is a simple and realistic flight. There are dangers.



[MISSION NAME] 650920 Zippers over Hainan

TARGET: PLANAF Shenzang J-6s

DEFENSES: J-6s

BEST BAILOUT: feet wet West

SQUADRON ASSIGNMENT: 436th TFS, Da Nang AB
AIRCRAFT AND NUMBER: (2) F-104C Starfighter
ORD LOADOUT: (4) AIM-9B, 20MM

CALLSIGN: PYTHON

HEADING/DISTANCE TO TGT: 270 / 5 NM

ETD: 11.00 TIME OVER TARGET: 11.05

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 4000 FT WINDS 3603G08 VIS 30 NM

TOP SECRET



F-104 Starfighters join the battle

September 1965

By Tsgt. JAMES ROZANSKI
USAF Central News



HOW IT GOES — MSgt. S. O. Blanchard (1), 436th TFS, Da Nang, Calif., 436th Tactical Fighter Squadron flightline chief, discusses the readiness of the F-104 Starfighter crewed by A1C Robert L. Anderson (1), 26, Dufort, Miss. Careful attention to maintenance details insure that the squadron's aircraft are in top-notch condition to meet mission requirements. (USAF Photo)



HISTORY

Designed in the middle Fifties by a team led by the head of Lockheed's Skunk Works, Clarence L. "Kelly" Johnson, the F-104 entered service as a multi-role fighter and fighter-bomber. The first unit to be equipped was the 479th Tactical Fighter Wing at George AFB California, in 1958.

In the early days of the Vietnam War, during operation "Rolling Thunder", the "Zip" was used both for air-superiority and air-support roles. Besides protecting USAF F-105s against VPAF MiGs, it was also used as an air defense for the RC-121D Warning Star, the airborne early warning platform patrolling the coasts of North Vietnam. The F-104s were successful in deterring enemy interceptors and performing CAS missions, however they were almost never involved in aerial combat and recorded no air-to-air kills during the conflict.

On 20 September 1965 three F-104Cs were lost when Captain Philip E. Smith strayed into Chinese airspace and was shot down. He was escorting an RC-121 over the Gulf of Tonkin when, due to equipment failure and incorrect navigational commands, he crossed the Chinese airspace over Hainan.

His aircraft was intercepted and shot down by two Shenyang J-6 fighters of the People's Liberation Army Naval Air Force (PLANAF). Captain Smith ejected successfully but was captured. He was first taken to Guangzhou for interrogation and then later transferred to Beijing.

Two more F-104Cs collided in mid-air the same day, while searching Smith's missing jet. He was released only on 15 March 1973, due to improving US-China relations following President Nixon's 1972 visit of the country.



GAMEPLAY

You and your wingman are just behind the Big Eye that you are escorting. All of a sudden, two bandits come out from the clouds and jump you. But they're not MiGs and they're not VPAF's: they're Shenyang J6s (Chinese MiG-19 copies) they're angry because you've crossed the border.

Do what you can and if you succeed try to go back to Da Nang. If so, you will need to get some fuel from Zebra on your way home. Remember: you have two Winders and the Vulcan and you are flying the fastest jet in the world: "the missile with a man in it".



[MISSION NAME] 650920 Zippers over Hainan PLANAF

TARGET: RC-121D WARNING STAR
DEFENSES: F-104C Starfighter
BEST BAILOUT:

SQUADRON ASSIGNMENT: Haikou Airfield, Hainan Island
AIRCRAFT AND NUMBER: (2) Shenyang J-6
ORD LOADOUT: 30MM

CALLSIGN: LION
HEADING/DISTANCE TO TGT: 90 / 5 NM
ETD: 11.00 TIME OVER TARGET: 11.05

CONTROLLING AGENCY:
WEATHER BRIEF: SCT 4000 FT WINDS 3603G08 VIS 30 NM

TOP SECRET



HISTORY

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GAMEPLAY

Now you are in the cockpit of a PLANAF (People's Liberation Army Naval Air Force) Shenyang J-6 scrambled from Haikou airfield on Hainan Island. The radar has detected a few unknown aircrafts approaching from East. They have entered the Chinese airspace and you must investigate. If they will not change their route you are authorized to open fire.

Take off and once in air tell your wingman to rejoin. The unknown planes are only 50 Km far from you, so you must act quickly. Take down the escort jets before and then the big plane.



SECRET/NOFORN

651002 NO NAME BRIDGE

TARGET: BRIDGE NE HANOI/ ARMS STORAGE NW HANOI
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: 15th RECON TASK FORCE, UDORN RTAFB
AIRCRAFT AND NUMBER (2) F-101C

CALL SIGN: RAMP

HEADING: 420 NM
ETE: 1315
S 3606G10 VIS 20 NM



HISTORY

For the duration of the war, reconnaissance crews from Udorn RTAFB were primarily responsible for bomb damage assessment (BDA) after airstrikes in North Vietnam.

This is a mission flown by Tony Weissgarber who was in a two-ship of RF-101C's whose mission it was to take post strike pictures of two target areas just after the F-105's bombed them. Before they could start the mission both aircraft were hit by ground fire. One headed out to sea after putting out a fire while the other continued the very hazardous mission with battle damage.

After getting the shots, he found his wingman and followed him to see him land at Danang then took the film on to Udorn. Neither aircraft ever flew again.



GAMEPLAY

Fly the wing on this one. It's a long way out to the Tonkin Gulf then north to go feet dry and punch off your tanks. Lead will take a hit and turn right to go hold out over the water. Proceed to both targets and actually take the shots.

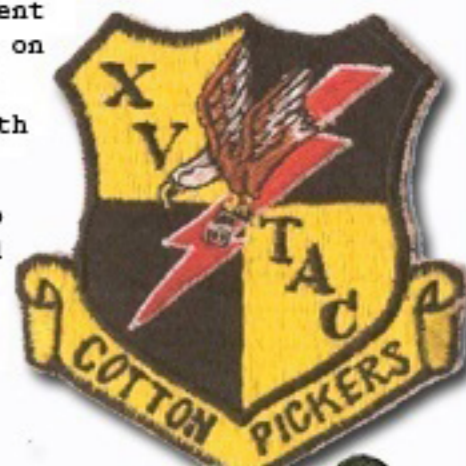
The target bridge is at WP7 and the arms and storage are at WP8 adjacent to a factory. You should home in on the smoke.

Then find Lead and go feet wet with him to the tanker. You need gas.

Follow Lead on his approach to limp into Danang, go missed approach and fly to Udorn to drop off the film. Just pull up to the pickup by HQ and open your camera bays.



It's long and...it's dangerous.



651008 SWITCHBOX

TARGET: BRIDGE NE KEP
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VF-151, CVA-43
AIRCRAFT AND NUMBER (2) F-4B
ORD LOADOUT: (4) AIM7E, (4) AIM9D
CALL SIGN: BISON

HEADING/DISTANCE TO TGT: 340/45NM
ETD: 1100
TIME OVER TARGET: 1130
WEATHER BRIEF: SCT 2500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: U2 KADENA AB, O

SECRET/NOFORN



HISTORY

Switchbox 107, flying CAP for a strike northeast of Kep, tangled with 3 MiG-17's. Patrolling at 2500 feet below the clouds, they picked up the MiG's on radar, locked on and closed to visually identify the aircraft, then fired. In a hard maneuvering dogfight they chased off the other two and headed for the carrier. This was the Coral Sea's first MiG kill of the Vietnam War.

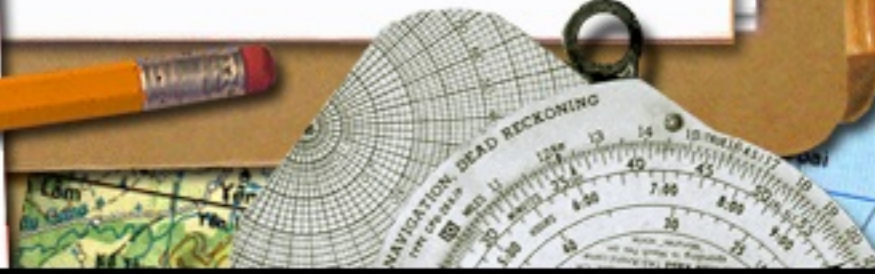
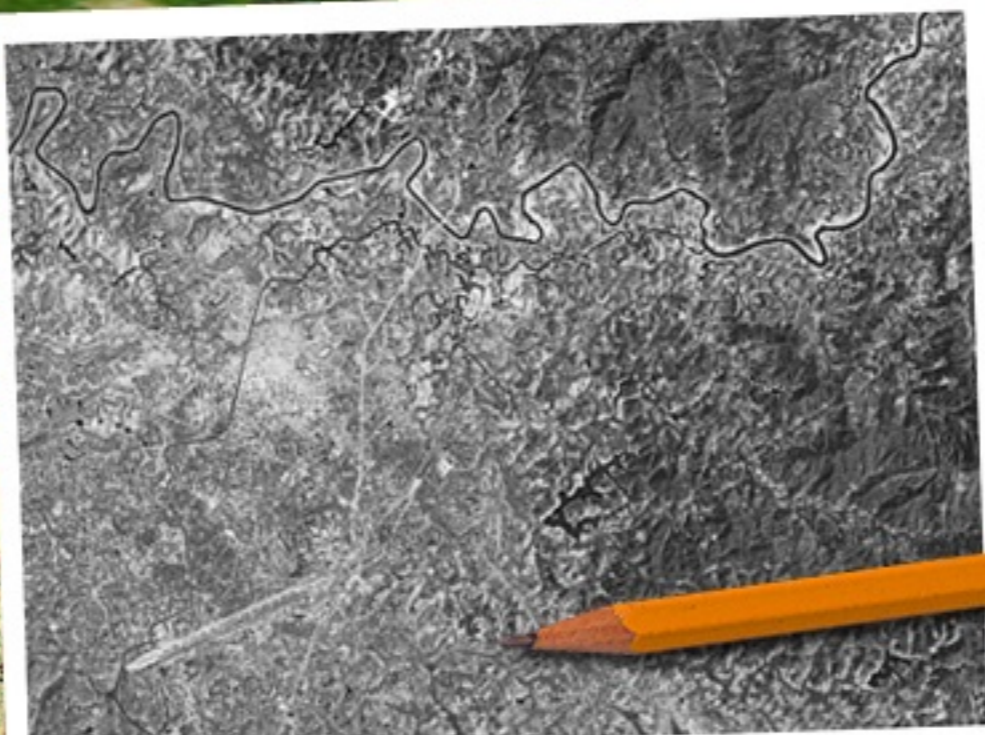
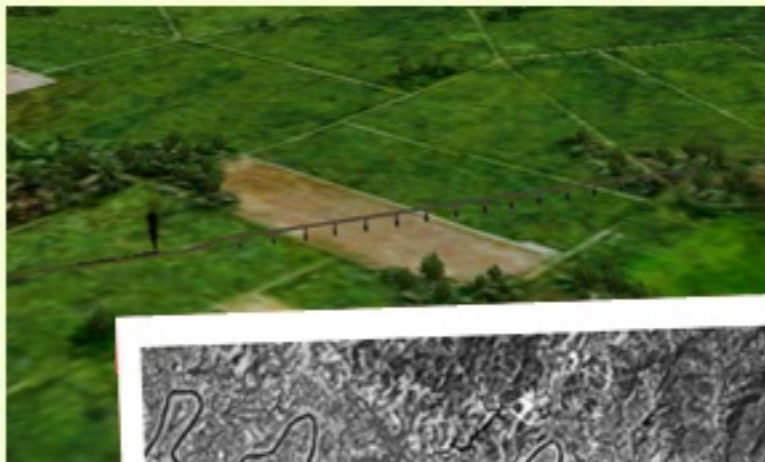


GAMEPLAY

Launch from the Coral Sea and follow course guidance into North Vietnam. Check Map view to see where the Scooters are. If you get a MiG call, get a radar lock ASAP and pop him. There is an RF-8 out there ahead of you so be careful of a solo radar return. Then try for a Fox Two on one of the other MiGs.

But you are flying a Phantom and grinding around on the deck is MiG business. When you no longer have a speed advantage, disengage and head for the carrier if the strike birds have dropped.

Engage or disengage.



651008 SWITCHEROO

SECRET/NOFORN

TARGET: BRIDGE NE KEP
DEFENSES: SAM, AAA, SMALL ARMS
BEST BAILOUT: FEET WET

SQUADRON ASSIGNMENT: VPF-63, CVA-41
AIRCRAFT AND NUMBER: [1] RF-8G
ORD LOADOUT:
CALL SIGN: RAMBLER

HEADING/DISTANCE TO TGT: 340/45NM
ETD: 1100
TIME OVER TARGET: 1130
WEATHER BRIEF: SCT 2500 FT WINDS 3606G10 VIS 20 NM

TARGET PHOTO: U2 KADENA AB, O



HISTORY

Switchbox 107, flying CAP for a strike northeast of Kep, tangled with 3 MiG-17's. Patrolling at 2500 feet below the clouds, they picked up the MiG's on radar, locked on and closed to visually identify the aircraft, then fired. In a hard maneuvering dogfight they chased off the other two and headed for the carrier. This was the Coral Sea's first MiG kill of the Vietnam War.



GAMEPLAY

Launch from USS Midway You will be preceded by 2 flight of strike birds and their escort. Keep at distance, so they can bomb the target. Their job is to hit a railroad bridge North of Kep Airfield.

Your job is to photograph their target after they have pulverized it. Or have not. Just get the pictures anyway.

It'll be their asses if they miss, and they'll hate you for proving it.

Eyes of the Fleet.



SECRET/NOFORN

[MISSION NAME] 651017 Thai Nguyen Bridge

TARGET: RR Bridge south of the town of Thai Nguyen

DEFENSES: Heavy AAA, SAM

BEST BAILOUT: North of target or feet wet to east

SQUADRON ASSIGNMENT: VF-41 CVA-62 YANKEE STATION

AIRCRAFT AND NUMBER (2) F-4B

ORD LOADOUT: (6) MK82, (4) AIM-7, (4) AIM-9

CALL SIGN: OYSTER

HEADING/DISTANCE TO TGT: 330/65 NM

ETD: 0800

TIME OVER TARGET: 0820

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 12000 FT WINDS 36002G02 VIS 40 NM

TARGET PHOTO: RF-8G 651015



HISTORY

This area would have been Air Force property a little later in the air war. On this day, the Navy sent its powerful F-4's loaded with Mk-82's to take the bridge down. It was a very dangerous route across a lot of heavily defended ground (more easily approached from the west). Once in, they had to get out.

By the end of the mission, 3 aircraft had been shot down taking out the bridge. Like them, get in and get out.



GAMEPLAY

Launch from the USS Independence on this early Phantom strike on the Thai Nguyen Bridge.

The bridge is the target for you and your wingman, but there are a bunch of other eager studs ahead of you and the bridge may already be down when you get there. So, if that's the case, find something else to obliterate. Make one pass then haul ass.

Getting home is a trick also. Be ready for what they decide to throw at you on the way out. On your way back to the carrier find and hit Zebra tanker to get some fuel. Then land.

Formation flight. Flight discipline in picking targets the others don't hit. Getting home.



[MISSION NAME] 651023 Skoshi Tigers

TARGET: VC Troops, Ben Cat village
DEFENSES: small arms
BEST BAILOUT: East, out of combat area

SQUADRON ASSIGNMENT: 4503rd TFS, Bien Hoa Airbase SVN
AIRCRAFT AND NUMBER: (2) F-5C Skoshi Tiger
ORD LOADOUT: (2) BLU-1C, (2) Mk82, (1) LAU-10A, 20MM

CALLSIGN: Anvil
HEADING/DISTANCE TO TGT: 180 / 15 NM
ETD: 10.00 TIME OVER TARGET: 10.10

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 4000 FT WINDS 2702G03 VIS 20 NM

TOP SECRET



HISTORY

In October 1965, the USAF began a five-month combat evaluation of the Northrop F-5A titled "Skoshi Tiger". A total of 12 aircraft were delivered for trials to the 4503rd Tactical Fighter Squadron, and after a few modifications, including the probe and drogue aerial refueling equipment, increased armor and improved instruments, they were redesignated F-5C.

Over the next six months, they flew in combat in Vietnam, flying more than 2,600 sorties, both from the 3rd Tactical Fighter Wing at Bien Hoa over South Vietnam and from Da Nang Air Base, where operations were flown over Laos. Nine aircraft were lost in Vietnam, seven to enemy ground fire and two to operational causes.

Operations with 3rd TFW were declared a success, with the F-5 generally rated as being as capable a ground-attacker as the F-100, albeit having a shorter range. However, the program was more a political gesture that was intended to aid the export of F-5s, than a serious consideration of the type for US service.

From April 1966, the USAF aircraft continued operations under the auspices of the 10th Fighter Squadron, Commando, with their number boosted to 17 aircraft. In June 1967, the surviving aircraft of the 10th Fighter Squadron Commando, were transferred to the Republic of Vietnam Air Force.

In view of the performance, agility and size of the F-5, it might have appeared to be a good match against the similar MiG-21 in air combat; however, U.S. doctrine was to use heavy, faster and longer-range aircraft like the Republic F-105 Thunderchief and the McDonnell Douglas F-4 Phantom II over North Vietnam.



GAMEPLAY

Take off from Bien Hoa with your wingman and head West, towards the village of Ben Cat. Friendly forces have been attacked and there is one downed Huey near the huts. Wait for the FAC to mark the enemies with his WP rockets and then hit the target with all you have: napalm, bombs, rockets and cannons. Direct your wingman also. Once you have depleted all your ordnance and ammo head back to Bien Hoa and land. Easy, but stay sharp.



SECRET/NOFORN

[MISSION NAME] 651026 Nightingale Island

TARGET: Radar site on Bach Long Vi Island

DEFENSES: Heavy AAA

BEST BAILOUT: South of target feet wet

SQUADRON ASSIGNMENT: VF-84 CVA-62 YANKEE STATION

AIRCRAFT AND NUMBER (3) F-4B CALL SIGN: DAGGER

ORD LOADOUT: (6) MK82, (4) AIM-7, (4) AIM-9

HEADING/DISTANCE TO TGT: 340/52 NM

ETD: 1400 TIME OVER TARGET: 1420

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 8000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The USS Independence did one cruise in the Tonkin Gulf. The F-4B was new to combat as were the aircrews. Veterans of that cruise don't complain about it but they learned some sharp lessons on several occasions. In this mission, aircrews are sent after a radar site on a tiny island that has escaped destruction. A radar site on an island can be as effective as Red Crown, a cruiser sitting between Yankee Station and Haiphong Harbor.



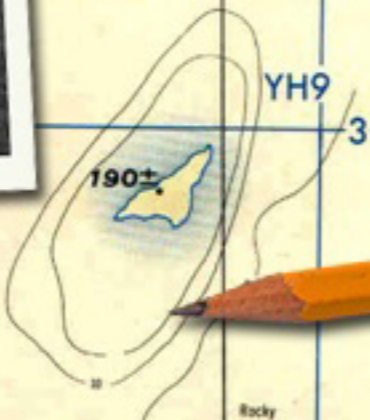
GAMEPLAY

Launch from the USS Independence after the RA-5C and Lead. Stay in formation until nearing the island then fall back about a quarter mile in the turn-to-target. See those green balls coming up after Lead? That's 37mm and you are in next.

You have 6 bombs. Make two or three passes then head for Zebra for some fuel then back to the carrier. If the radar is destroyed then find something else to bomb.

Avoid the mistake of getting low.

It seems simple. Just do everything exactly right. Target. Tanker. Trap.



YH8

YH9

2

2

Sand

Rocky

NAVIGATION DEAD RECKONING

[MISSION NAME]

651026 NIGHTINGALE'S LAST SONG

SECRET/NOFORN

TARGET: Radar site on Bach Long Vi Island

DEFENSES: Heavy AAA

BEST BAILOUT: South of target feet wet

SQUADRON ASSIGNMENT: RVAH1, CVA-62 YANKEE STATION

AIRCRAFT AND NUMBER: (1) RA-5C

ORD LOADOUT:

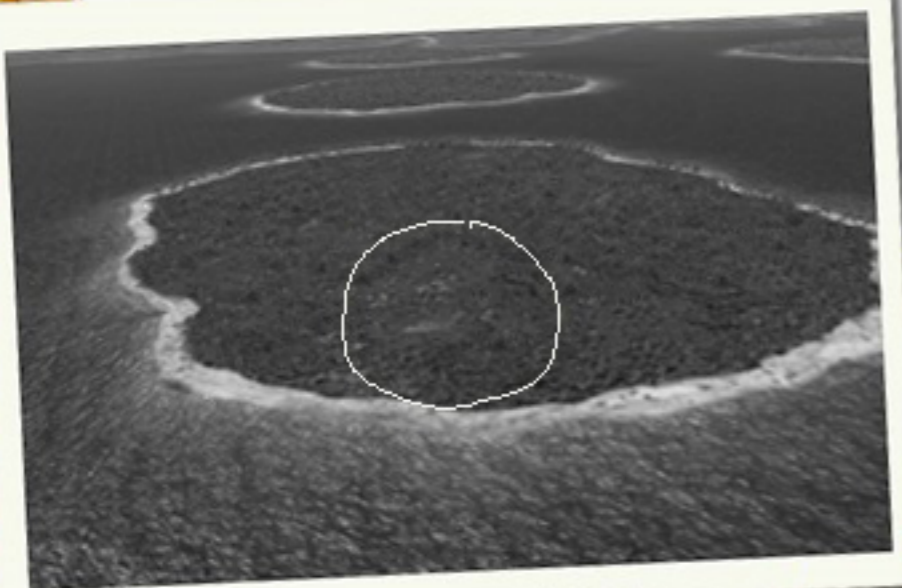
CALLSIGN: RAMBLER

HEADING/DISTANCE TO TGT: 340/52 NM

ETD: 1400 TIME OVER TARGET: 1420

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: SCT 8000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The USS Independence did one cruise in the Tonkin Gulf. The F-4B was new to combat as were the aircrews. Veterans of that cruise don't complain about it but they learned some sharp lessons on several occasions. In this mission, aircrews are sent after a radar site on a tiny island that has escaped destruction. A radar site on an island can be as effective as Red Crown, a cruiser sitting between Yankee Station and Haiphong Harbor.



GAMEPLAY

Launch from the Independence and catch up with the Phantoms. Their mission is to hit a radar site and sundry support buildings on a tiny island we call Nightingale Island. I wanted to call it Gilligan's Island, but nobody has a sense of humour any more.

Hold back until the Phantoms have plastered the radar site, and then head in and take your pictures of what's left.

But be careful, because there might still be some active guns down there.

It seems simple. Just do everything exactly right. Target. Tanker. Trap.



[MISSION NAME] 651114 AIR CAV

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 229th AVIATION BATTALION, 1st AIR CAV
AIRCRAFT AND NUMBER (16) UH-1D "slicks"

SQUADRON ASSIGNMENT: 20th Aerial Rocket Artillery
AIRCRAFT AND NUMBER (2) UH-1B_HOG

TARGET PHOTO: C-123 500

CONFIDENTIAL



ALBANY

XRAY

CHU PONG



HISTORY

The Battle of Ia Drang Valley was the first meeting of the US Army and NVA units in battle. Images written in the news still linger in the minds of people who read them at the time of PAVN troops executing the American wounded. There are many accounts of this battle which ended in a costly defeat for the NVA but lessons learned about not attacking US forces when they could wield their air power.

These are the missions of several men who fought there.



GAMEPLAY

AIR CAV: Launch from Plei Mei with a squad of assault troops aboard. Follow the nearby Hueys into Xray until you see the smoke marker. Land at the LZ and release the squad with the pickle button. Then return to Plei Mei to land. Your door gunners will fire on their own at ground targets. Your job is to get the troops safely to the battle area.

After the delivery, Lead and the other helicopters will direct to Pleiku airbase and land there.

Do not follow them, since you and your Huey are requested at the camp.

Mastering thrust vectoring. Keeping your head. Picking your targets. These together are a tough mission.



[MISSION NAME] 651114 LZ XRAY

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 20th Aerial Rocket Artillery

AIRCRAFT AND NUMBER (6) UH-1B_HOG

TARGET PHOTO: C-123 50

CONFIDENTIAL



ALBANY

XRAY

CHU PONG



HISTORY

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These are the missions of several men who fought there.



GAMEPLAY

LZ XRAY: You are one of several aerial rocket artillery (ARA) ships operating out of Plei Mei Special Forces Camp. Your mission is to attack enemy soldiers engaged with US Army troops at LZ Xray. Use your ordnance sparingly. The battle is determined by your skill in shooting.

After the attack delivery, Lead and the other helicopters will direct to Pleiku airbase and land there.

Do not follow them, since you and your Hog are requested at the camp.

Mastering thrust vectoring.
Keeping your head. Picking
your targets. These together
are a tough mission.



[MISSION NAME] 651115A Broken Arrow

CONFIDENTIAL

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 416th TFS, BIEN HOA AB, RVN

AIRCRAFT AND NUMBER (2) F-100D

ORD LOADOUT: (2) MK82SE, (2) BLU-1, (600 RND) 20MM

CALL SIGN: AUSTIN

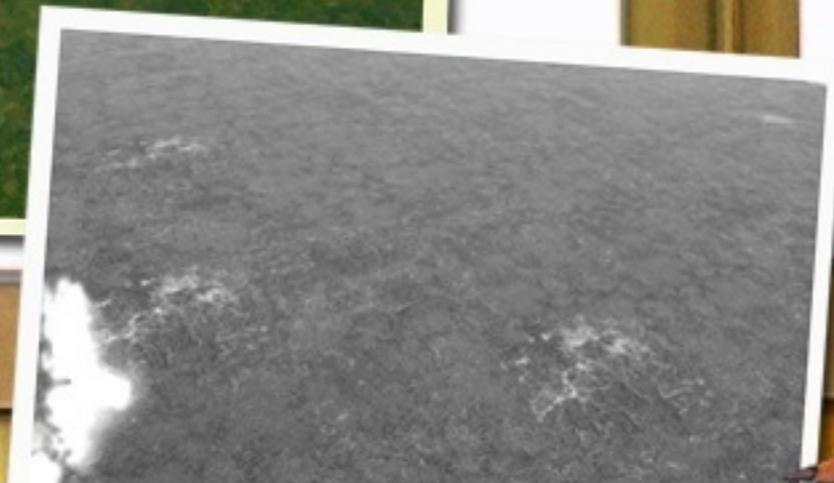
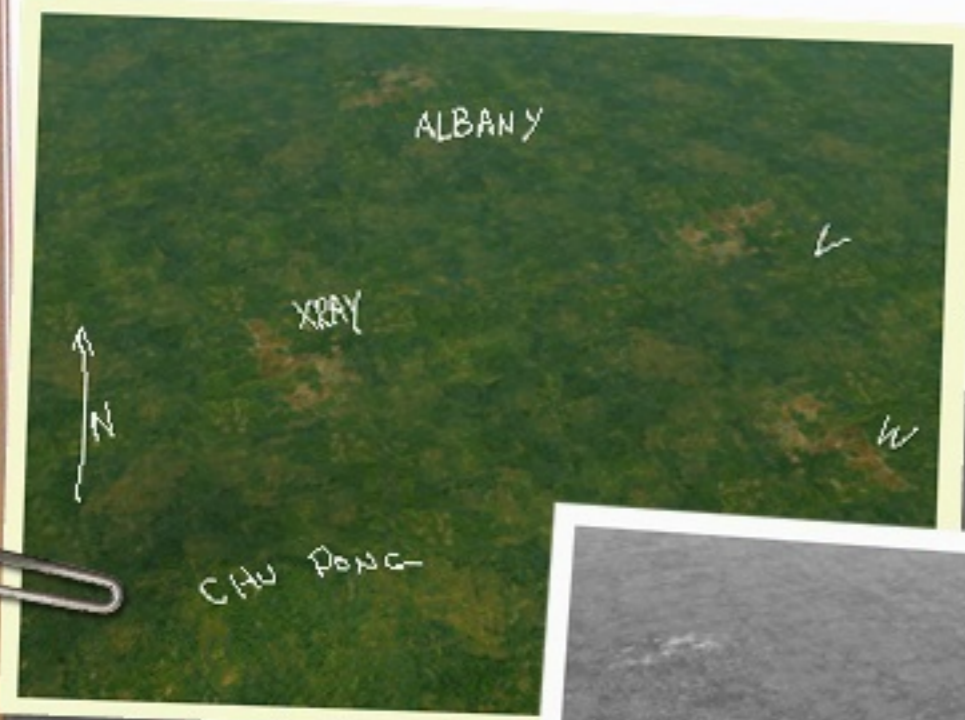
HEADING/DISTANCE TO TGT: 014/ 72 NM

ETD: 1000

TIME OVER TARGET: 1020

CONTROLLING AGENCY: FAC CALL SIGN ASP

WEATHER BRIEF: BKN 6000 FT WINDS 36002G02 VIS 40 NM



HISTORY

The Battle of Ia Drang Valley was the first meeting of the US Army and NVA units in battle. The phrase "Broken Arrow", when used by the US Army, meant that an American combat unit was in danger of being overrun in the field. It gave that unit extraordinary access to the entire air assets of the US.

In breaking contact with the enemy, some weapons were deployed too close to American units resulting in some deaths.

GAMEPLAY

Lead Austin flight to the area north of Chu Pong Mountain to a huge land battle between the US Army and NVA forces. You must place your ordnance on troops nearest American units to be effective. You must use your wingman effectively also.

But don't get cocky. The ground fire is intense down low.

Another pair of Super Sabres will help you to defend the friendly troops in the area. Check the map and watch for the FAC's smoke. When out of ammo get back to Bien Hoa.

Navigation to combat area.
Choosing targets in very close
proximity to friendlies.



[MISSION NAME] 651115 B Broken Arrow FAC

CONFIDENTIAL

TARGET: Engage NVA forces vicinity Chu Pong Mountain

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 416th TFS, BIEN HOA AB, RVN

AIRCRAFT AND NUMBER (2) F-100D

ORD LOADOUT: (2) MK82SE, (2) BLU-1, (600 RND) 20MM

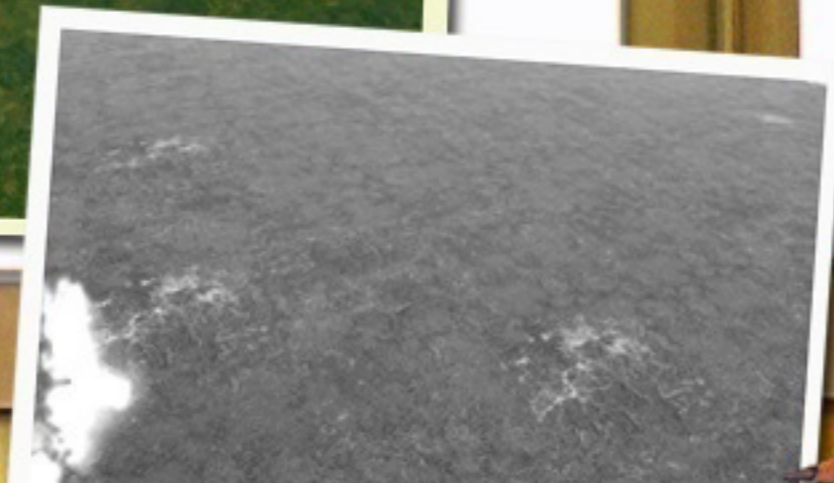
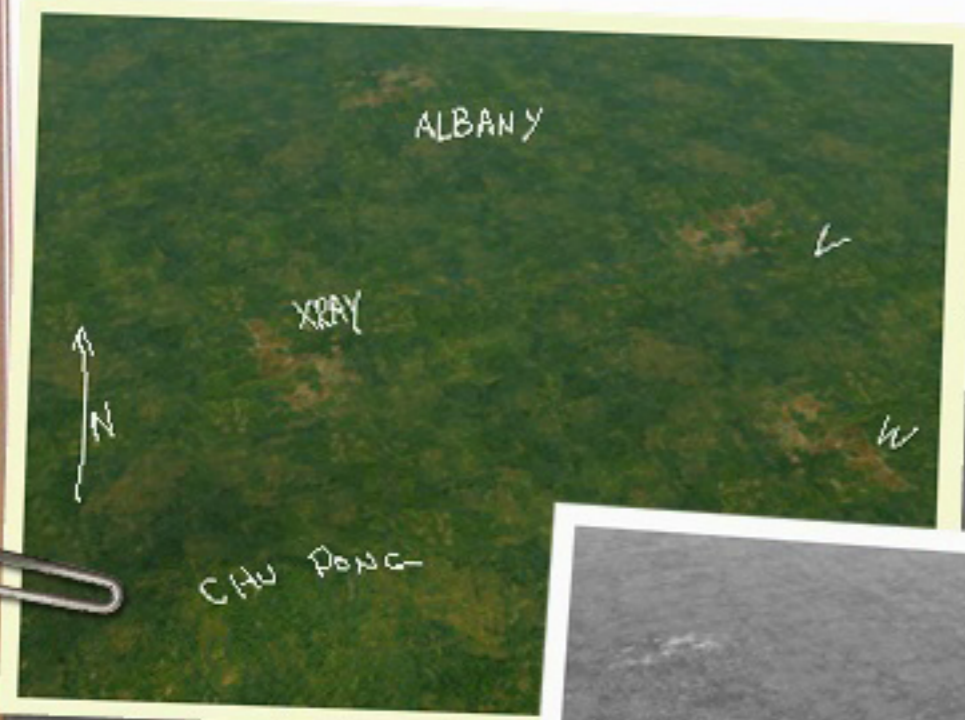
CALL SIGN: AUSTIN

FAC FLIGHT: 21st TACTICAL AIR SUPPORT SQUADRON, PLEIKU

AIRCRAFT AND NUMBER: (1) O-1E

ORD LOADOUT: (8) 2.75 inches WP (White Phosphorous) SMOKE ROCKETS

CALL SIGN: AUSTIN



HISTORY

The Battle of Ia Drang Valley was the first meeting of the US Army and NVA units in battle. The phrase "Broken Arrow", when used by the US Army, meant that an American combat unit was in danger of being overrun in the field. It gave that unit extraordinary access to the entire air assets of the US.

GAMEPLAY

You're on the runway at Pleiku, heading 360°. Take off and loop South towards Chu Pong Mountain.

It's kind of quiet when you get there, so you need to loiter and search for targets while the Hueys go in.

Then all hell lets loose and it gets hairier than a barber-shop floor. Kill the AA if you can, but do not get too low, do not get too close and do not duel with the AA. The AA will win a duel with you every time!

Just put the Willie Pete as close as you can from as far as you can, and wait for those Sabre Jets to come in and plaster the bad guys.

Once you have expended your ordnance, you can vacate the area and head home.

Make sure to pass through Waypoint 7 to get a Mission Accomplished call from Red Crown.



[MISSION NAME] 651117A Short Round

CONFIDENTIAL

TARGET: Engage NVA forces vicinity LZ Albany

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 1 SOS, Pleiku AB, RVN

AIRCRAFT AND NUMBER (2) A-1E

ORD LOADOUT: (2) AN-M47A3-PWP, (6) MK81, (2) LAU-10A, (4) BLU-23-B
(1200 RND) 20MM

CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 078/137 NM

ETD: 0900

TIME OVER TARGET: 0940

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 6000 FT WINDS 36002G02 VIS 40 NM

TARGET PHOTO: C-123 5000 feet

HISTORY

The Battle of Ia Drang Valley was over it seemed. NVA forces had been destroyed and were retreating to Cambodia. US Forces had stayed in position to avoid the appearance of retreat but when an Arc Light was scheduled for Chu Pong Mountain, they had to march out of the area. En route to LZ Albany, they were ambushed by a large contingent of North Vietnamese. Again, US Forces prevailed but with significant losses. Air power broke the back of the ambush. And, again, close air support was too close and another lesson was learned for future battles.

GAMEPLAY

Depart Pleiku in an A-1E in formation and proceed directly to LZ Albany. A Dustoff is arriving to pick up wounded. You are to destroy all the NVA Small Arms so he can land. If you don't, he goes down. When done destroy everything you can.

This is close air support and you need to be careful where you place your ordnance. But the Army is in trouble and your job is to kill the enemy.



[MISSION NAME] 651117 B Short Round FAC

CONFIDENTIAL

TARGET: Engage NVA forces vicinity LZ Albany

DEFENSES: SMALL ARMS

BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: 1 SOS, Pleiku AB, RVN

AIRCRAFT AND NUMBER (2) A-1E

ORD LOADOUT: (2) AN-M47A3-PWP, (6) MK81, (2) LAU-10A, (4) BLU-23-B
(1200 RND) 20MM

CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 078/137 NM

ETD: 0900

TIME OVER TARGET: 0940

CONTROLLING AGENCY: RED CROWN

WEATHER BRIEF: BKN 6000 FT WINDS 36002G02 VIS 40 NM

FAC FLIGHT: 21st TACTICAL AIR SUPPORT SQUADRON, PLEIKU

AIRCRAFT AND NUMBER: (1) O-1E

ORD LOADOUT: (8) 2.75 inches WP (White Phosphorous) SMOKE ROCKETS

CALL SIGN: AUSTIN

TARGET PHOTO: C-123 5000 feet



HISTORY

The Battle of Ia Drang Valley was over it seemed. NVA forces had been destroyed and were retreating to Cambodia. US Forces had stayed in position to avoid the appearance of retreat but when an Arc Light was scheduled for Chu Pong Mountain, they had to march out of the area. En route to LZ Albany, they were ambushed by a large contingent of North Vietnamese. Again, US Forces prevailed but with significant losses. Air power broke the back of the ambush. And, again, close air support was too close and another lesson was learned for future battles.



GAMEPLAY

You're en route to LZ Albany. It's awful close, so arm your rockets and scout for NVA.

As you descend, you'll see the yellow smoke marking our guys. You'll also see the NVA moving towards them in sizeable numbers. Take them out. NVA Grenadiers are prime targets, because they blow up really good.

Pretty soon the choppers will arrive to take the wounded home, and the Skyraiders will plaster the area.

Pass through Waypoint 5 to get a Mission Accomplished call from Red Crown.





[MISSION NAME] 651204 ARA Seven Sisters

OBJECT: Engage VC forces on the hilltop. destroy bunkers
THREATS: SMALL ARMS

MISSION ASSIGNMENT: 118th Assault Helicopter Company "Bandits"
VEHICLE AND NUMBER: UH-1_B Heavy Hog (2) UH-1_B Gunship (1)

CALL SIGN: KINGFISH

HISTORY

It's the end of 1965. Search & Destroy missions are being used to try to take control of the Mekong Delta, an area always beyond government control.

A system of hills called the Seven Sisters is a stronghold. You are flying a Heavy Hog for the 118th AHC from Can Tho in support of an assault on the hilltop. The VC know how to defend themselves. But so do you. You are flying a heavily-armed Aerial Rocket Artillery equipped UH-1.

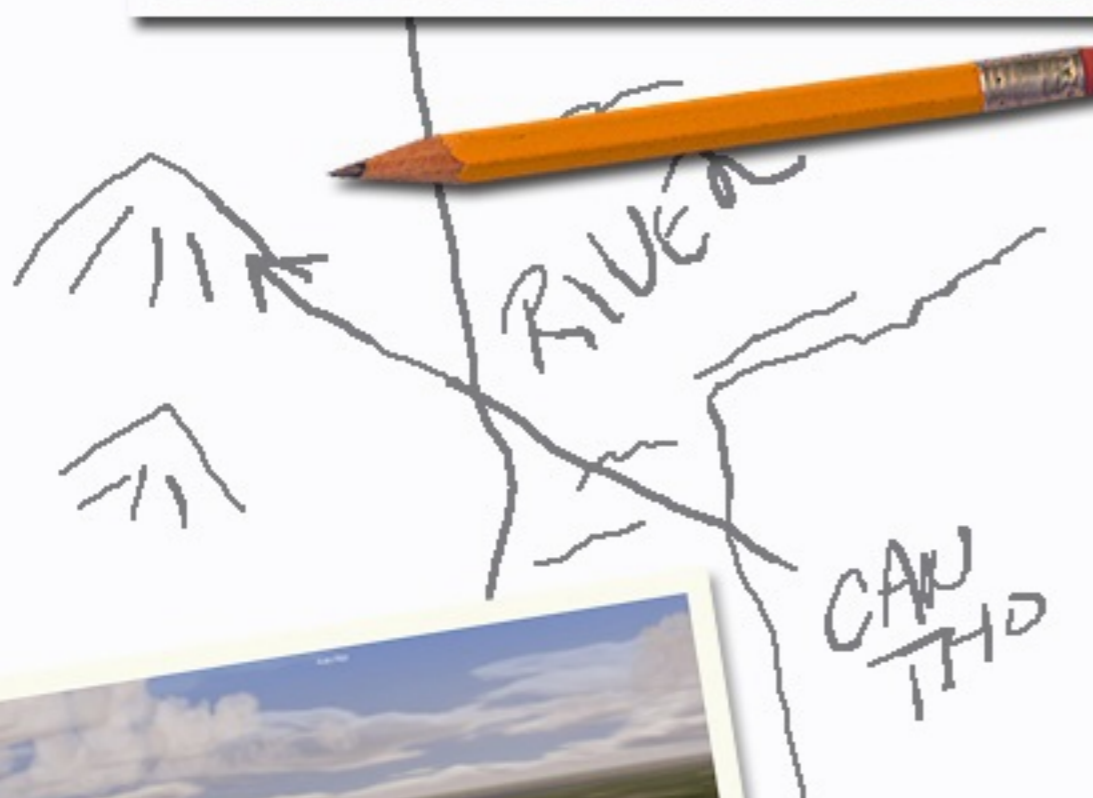
GAMEPLAY

Kingfish Lead and two are already airborne in their gunships. Lift off and find them and follow in trail to the assault area. On your way in, you will see Austin FAC marking and Ramrod flight of two F-100's hammering the hilltop. Follow Lead around the hill and attack when he calls in hot. You have rockets and grenades to fire.

When you have expended your ordnance, go back to Can Tho Army Base and set her down where you started.



Like any Army mission.
It's them or you.



CONFIDENTIAL



CONFIDENTIAL

[MISSION NAME] 651204 A CAS SEVEN SISTERS
TARGET: CLOSE AIR SUPPORT

DEFENSES: SMALL ARMS, 51 CAL
BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: VA-36/ CVAN-65 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-4C
ORD LOADOUT: (6)MK-82SE , (400 RNDS) 20MM

CALL SIGN: VIPER
HEADING/DISTANCE TO TGT: 290/75 NM
ETD: 1630 TIME OVER TARGET: 1700
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 12000 FT 10000 VIS 40 NM



HISTORY

When you arrive on station in the Tonkin Gulf, you are aboard the most powerful aircraft carrier in the world, the USS Enterprise.

At the time, all Air Wings warmed up off the coast of South Vietnam where the defenses were not so intense. Nonetheless, a lot of aircraft were shot down in the Mekong Delta.

You are sent to a fire fight in progress to pound a hilltop near the Cambodia border called the Seven Sisters.



GAMEPLAY

Launch and join on Viper Lead for the flight to the target area. There will be two FACs and plenty of smoke. Friendlies will be starting their assault so watch for them and red smokes.

Make multiple passes then head back to the E to trap. As you get close, cycle through the Y key until you see the name BALL. That's the ball. When you have the Ball, you are cleared to land.

Fairly easy if the VC don't get you.



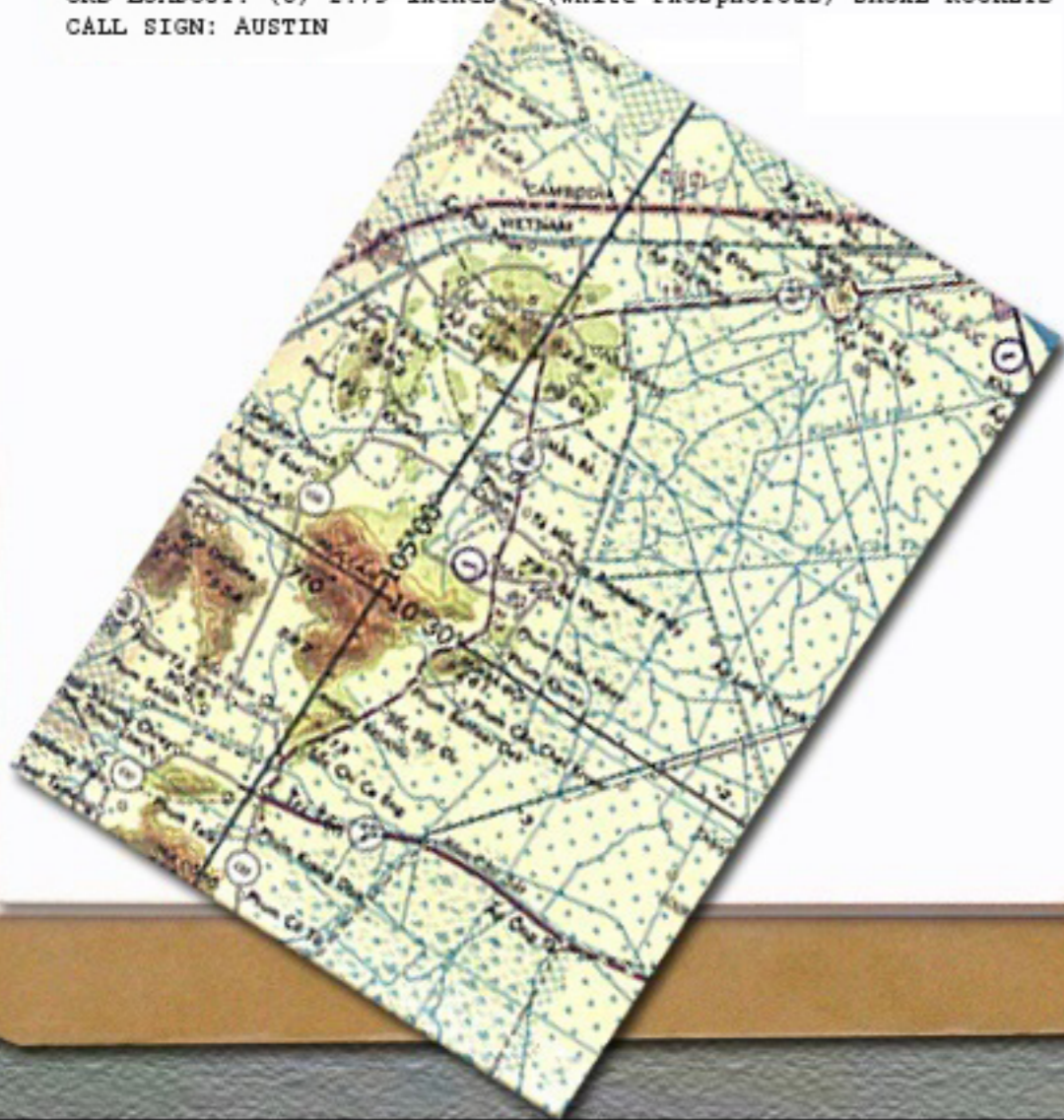
CONFIDENTIAL

[MISSION NAME] 651204 B SEVEN SISTERS FAC
TARGET: CLOSE AIR SUPPORT

DEFENSES: SMALL ARMS, 51 CAL
BEST BAILOUT: OUT OF COMBAT AREA

SQUADRON ASSIGNMENT: VA-36/ CVAN-65 DIXIE STATION
AIRCRAFT AND NUMBER (2) A-4C
ORD LOADOUT: (6)MK-82SE , (400 RNDS) 20MM
CALL SIGN: VIPER

FAC FLIGHT: 21st TACTICAL AIR SUPPORT SQUADRON, PLEIKU
AIRCRAFT AND NUMBER: (1) O-1B
ORD LOADOUT: (8) 2.75 inches (White Phosphorous) SMOKE ROCKETS
CALL SIGN: AUSTIN



HISTORY

When the A-4C arrived on station in the Tonkin Gulf, it was aboard the most powerful aircraft carrier in the world, the USS Enterprise.

At the time, all Air Wings warmed up off the coasts of South Vietnam where the defenses were not so intense. Nonetheless, a lot of aircraft were lost shown in the Mekong Delta.

GAMEPLAY

As Bird Dog FAC, you will have the privilege of guiding this great little aircraft pound a hilltop near the Cambodian border called the Seven Sisters.

You're en route to Seven Sisters, which you can't miss because it sticks out of the flatlands like a giant carbuncle.

You've arrived a little early for the party, and it's kind of quiet, but the bunkers on the slopes seem like a juicy target.

It's trickier targeting your rockets on a slope than it is on flat ground, so try to aim lower than you normally would. You'll get the hang of it.

Then the rest of the guests start to arrive. A couple of Hueys, a pair of Super Sabres, a brace of A-4C and two Phantoms. Yep, the party animal are arriving two by two.

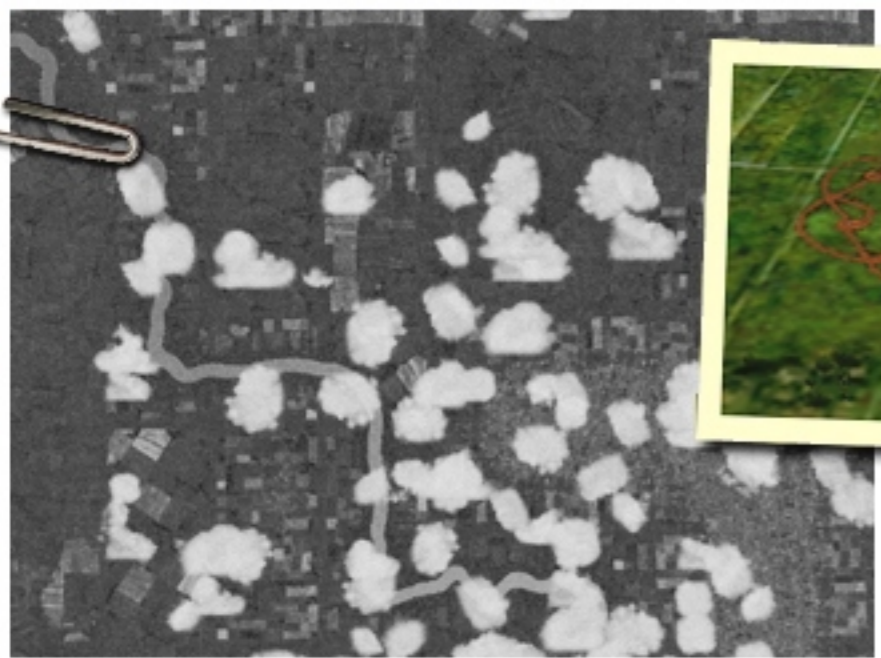
Once the Red Smoke is popped, the party really starts, so stay as long as you like.

Pass Waypoint 4 to get the Mission Accomplished call from that nice lady at Red Crown.



651222 YGBSM
TARGET: SURFACE-TO-AIR MISSILE SITE, PHU THO
TARGET PHOTO: 651219 RF-43 5000 FT

TOP SECRET



DEFENSES: SAM 2, 100, 85, 57 SMALL ARMS
BEST BAILOUT: OUTSIDE POPULATED AREA TO WEST

SQUADRON ASSIGNMENT: 6234TFW, KORAT RTAFB, THAILAND
AIRCRAFT AND NUMBER (1) F-100F (4) F-105D
ORD LOADOUT: (2) LAU-3A, (600 RND) 20MM
CALL SIGN: RAMELER

HEADING/DISTANCE TO TGT: 025/ 198 NM
ETD: 0930
TANKER RENDEZVOUS: ZEBRA 015/ 104 NM
TIME OVER TARGET: 1015

CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: BKN 7500 FT WINDS 1802 VIS 15 NM



HISTORY

Pilots for Project Wild Weasel were picked from Tactical Air Command F-100 squadrons and the rear-seat EWO's came from Strategic Air Command B-52 crews. The fighter pilots were not used to having a back-seater. The EWO's were not used to 'bouncing all over North Vietnam in a single-engine fighter with a wild-eyed, hot dog pilot at the controls!' Once briefed on the intended mission of attacking SAM sites by getting them to fire first, both were convinced that Project Wild Weasel was a suicide mission.

One of the weasels, EWO Captain Jack Donovan, summed up the feelings of all the Weasels about their new mission when he said, "You want me to fly in the back of a little tiny fighter aircraft with a crazy fighter pilot who thinks he's invincible, home in on a SAM site in North Vietnam and shoot it before it shoots me? You gotta be shittin' me!"

This mission is his and pilot Al Lamb's and was the first successful Weasel suppression of a SAM site.



GAMEPLAY

We start the mission in flight prior to tanker join up. It is a long way in a slow airplane...which is one reason that the F-100F was later replaced by the F-105F. You are going to need fuel and your Thuds need to catch up a little...but not pass you before you head for the target.

The SAMs are very aggressive but it is the job of a Weasel to goad them into revealing their position. It is the job of the Chevy Flight Thuds to destroy them. And you must neutralize the site before the strike force arrives to bomb the Phu Tho Generator. If you fail to destroy both the Fansong and the existing missiles, they will destroy the strike force fighters.

No pressure there.



Finding and nailing the Fansong is not hard. Destroying the rest of the site before the strike force arrives is.



NAVIGATION DEAD RECKONING

SECRET/NOFORN

[MISSION NAME] 651222 UONG BI
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VA-36/ CVAN-65 YANKEE STATION
AIRCRAFT AND NUMBER (3) A-4C
ORD LOADOUT: (6)MK-82 ,(400 RND) 20MM

CALL SIGN: TUNA
HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 1000 TIME OVER TARGET: 1020
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G05 VIS 20 NM



HISTORY

The Enterprise moved to Yankee Station and began sending its four squadrons of A-4's after targets in North Vietnam. This strike is against the power plant at Uong Bi, the major generating station for Haiphong. If anything in Pack 6B was normal, this was described as a normal strike in 1965.



GAMEPLAY

You are Tuna 3 in a three-ship element. Wait for the RA-5C to launch, then 1 and 2. Join on Lead and fly in formation to the target.

It's going to be busy at the target area. You are to hit the generator itself. Arm up for one pass. When you see the AAA, you won't want to do multiple passes anyway. Then join on Lead and head for the ship. If you need fuel, Zebra (an A-4C) is waiting feet wet for you.

Having a big fat deck is going to be a treat after all those missions we made you fly off of Essex Class carriers. Look for the BALL and trap.

One pass.



SECRET/NOFORN

[MISSION NAME] 651222 CLEAN UP
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: RVAH-7 / CVAN-65 YANKEE STATION
AIRCRAFT AND NUMBER: (1) RA-5C

CALL SIGN: OYSTER
HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 1000 TIME OVER TARGET: 1020
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G05 VIS 20 NM



HISTORY

As you know, after every strike comes the eyes. BDA, or Bomb Damage Assessment, determines what happens tomorrow. Vigilante aircrews were a very special lot, driving a very fast, very large airplane of and back onto the deck of carriers. On this day, the original story turned out worse than yours will possibly.



GAMEPLAY

You are Oyster, launching first and recovering last on a good sized raid on a major power plant.

The strike package consists of Tuna Flight 3x A-4Cs, Chevy Flight 3x A-4Cs and Ramrod Flight 2x F-8Es. Keep an eye on the map, listen to the Radio calls and time your photo run accordingly.

If you're too early, loiter, if you're too late hit the afterburners.

When you are heading directly towards the Objective Point, cycle Radar Mode to get a zoom view of the target. Once the smoke start rising, remove the cockpit and cycle to AG HUD mode, which now gives you a full-screen Scope view with reticle.

Now get in there fast, grab the shots and get the hell out, because those ground defenses know you are coming. Then back to the boat for a perfect landing.

You know they know.
And they know you know it.
Fun, huh?



SECRET/NOFORN

[MISSION NAME] 651222 PIAZZA PULITA
TARGET: THERMAL GENERATOR

DEFENSES: AAA, SAM
BEST BAILOUT: FEET WET TO EAST

SQUADRON ASSIGNMENT: VF-51 / CVAN-65 YANKEE STATION
AIRCRAFT AND NUMBER: (2) F-8E
ORD LOADOUT: (2) MK84
CALL SIGN: RAMROD

HEADING/DISTANCE TO TGT: 350/35 NM
ETD: 1000 TIME OVER TARGET: 1020
CONTROLLING AGENCY: RED CROWN
WEATHER BRIEF: SCT 12000 FT WINDS 36003G05 VIS 20 NM



HISTORY

As you know, after every strike comes the eyes. BDA, or Bomb Damage Assessment, determines what happens tomorrow. Vigilante aircrews were a very special lot, driving a very fast, very large airplane of and back onto the deck of carriers. On this day, the original story turned out worse than yours will possibly.



GAMEPLAY

You are Ramrod Flight, a pair of F-8Es, launching from CVN-65 Enterprise. You are carrying 2xMK84 2000 lb bombs each, and your target is the thermal generator at Uong Bi.

Also in the strike package are 6x A-4Cs with various subsidiary targets, but they are just the entrees: you are the main course so don't miss.

Making sure you all do a good job is the RA-5C Vigilante Photo Recon aircraft, who will swoop back in after the bombs have fallen and take a few happy snaps, which will go back to your Bosses, so they can decide how well you did. So no pressure.

Spare a thought for the guys in the Vigilante, they will be going in on a hell of ground fire that your strike has stirred up. Takes brave men to do that.

You know they know.
And they know you know it.
Fun, huh?

