

Once again I'm going with a quick self-generated mission to explore enemy air defenses and quality settings. Here we are sitting in our MiG-29 cockpit under a steely grey sky:



Here we are facing off against an infantry soldier with an SA-16 "Igla" (NATO "Gimlet") heat-seeking missile. The weapon we are using today is the PB-250 retarded bomb which allows for a high speed, low altitude pass allowing the dropping aircraft to escape the blast fragmentation:



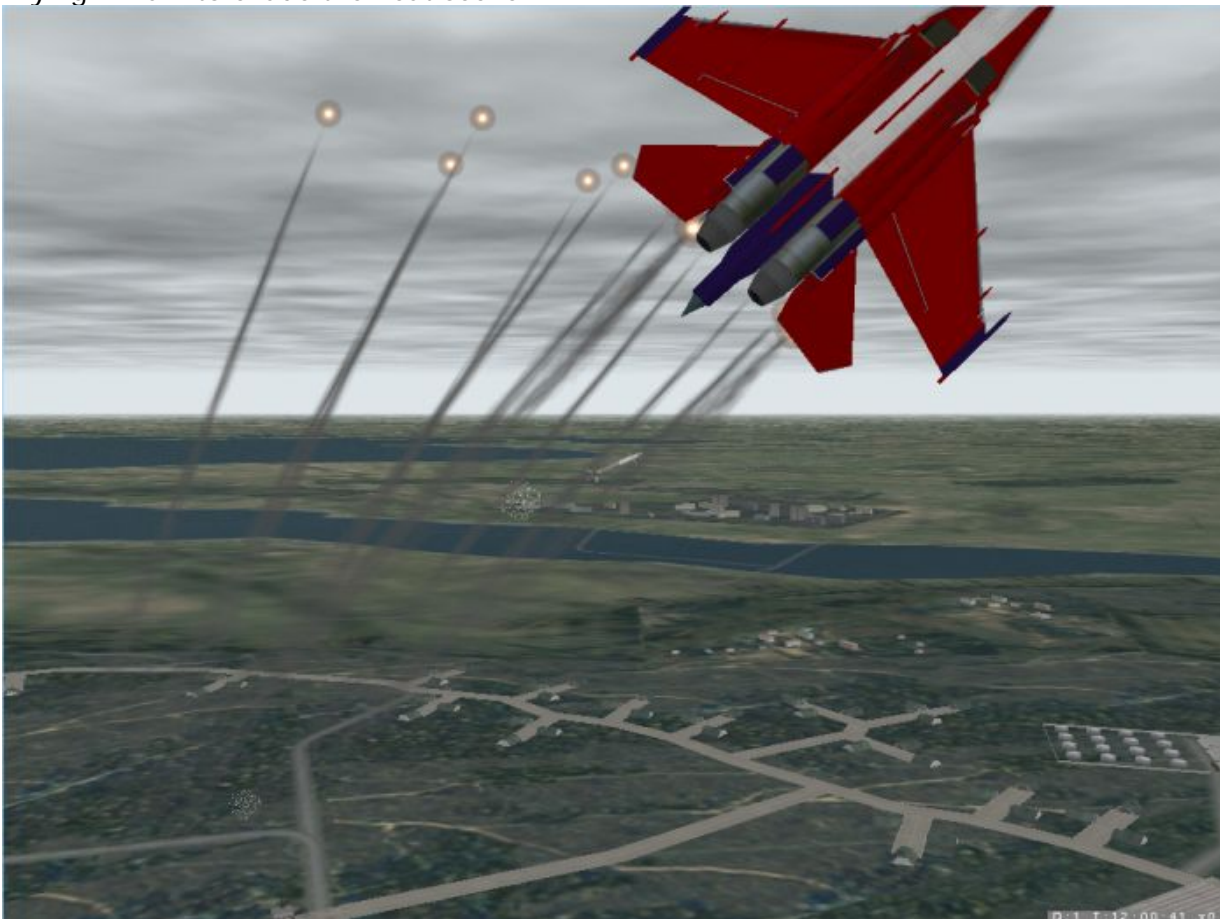
What you don't want to see as an infantryman:



Here is a little portable dual SA-16 launcher, I can't remember the name of it, but I loaded it up to see if it would stop firing at 2 missiles, which it did!



Trying in vain to evade the heat seeker:



With damage already sustained from the first I see the second missile arcing toward me:



Down I go in flames....

Re-starting the mission with an Su-27 I load some RBK-500 cluster bombs on my racks and have a go at the launcher:



Heading back over toward my airfield I can't resist laying a pattern across some friendly helicopters near the control tower:



Next I load up another SAM vehicle (I forgot to write down what type this was?) I believe though that it is an SA-15 "Tor" (NATO "Gauntlet"). It was cool to see the doors open on the top of the turret before the missile fired vertically out of the top of the vehicle. Evading SAMs is extremely difficult in this sim, even on the easiest settings:

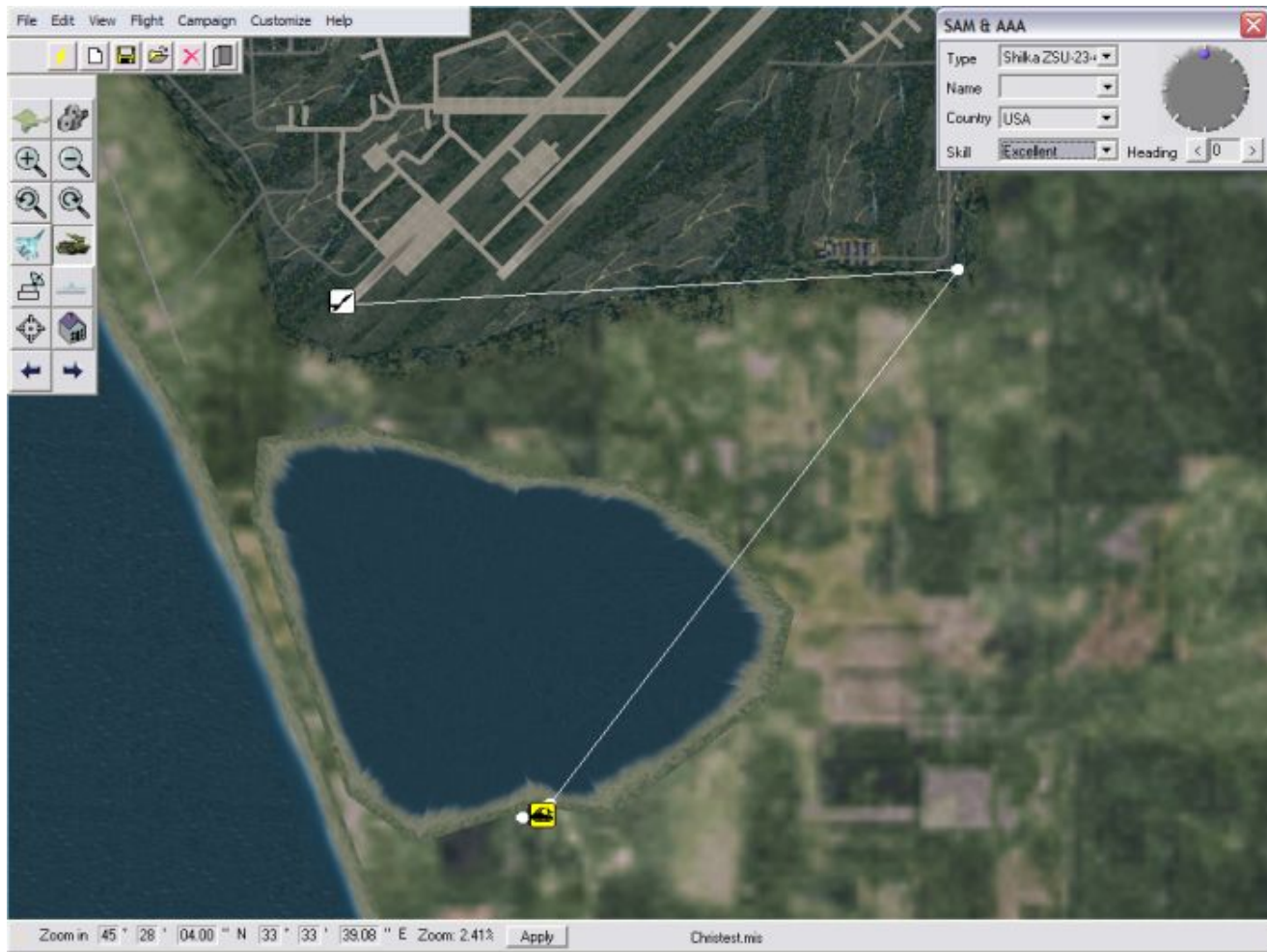


With my engine damaged I try to limp away but the SA-15 doesn't let me off the hook so easily:



After four attempts to get close enough to drop iron bombs on the SA-15 I give up as each time I'm smoked well before I can get close enough.

On the last hop I place a ZSU-23 with "excellent" skills to compare it to the earlier flown "average" mission:



The ZSU is far more aggressive and accurate with the "excellent" setting and he manages to shoot me down on my second pass:



I'm almost ready to attempt some combat missions, maybe after a brief re-visit of some of the air-to-air modes. I can see that the anti-radar missile will be my friend in Flanker 2.51 since going head to head with SAM sites is a losing proposition.

BeachAV8R