

Ahh..the ebb and flow of war. Just one mission after being pushed back on our heels to the west our Apaches and armor rose to the challenge with a stunning counter-attack!

In our weakened state, we couldn't even field a sortie out of FARP #2 as you can see here, and I flew out of FARP #1 without a wingman, but with a coveted (R)adar Longbow:



I loaded 8 radar Hellfire and 8 IR Hellfire on my Apache, which was nice because that left 8 IR back at base in case I had to go re-load. Also a bonus was the availability of a full loadout of 4 Stinger missiles!



The mission I flew from FARP #1 was in support of a two-pronged counter-attack in an attempt to re-take our previous phase line. FARP #2 did not field any helicopters, so I was curious what was going to be the outcome of that mission right off the bat.

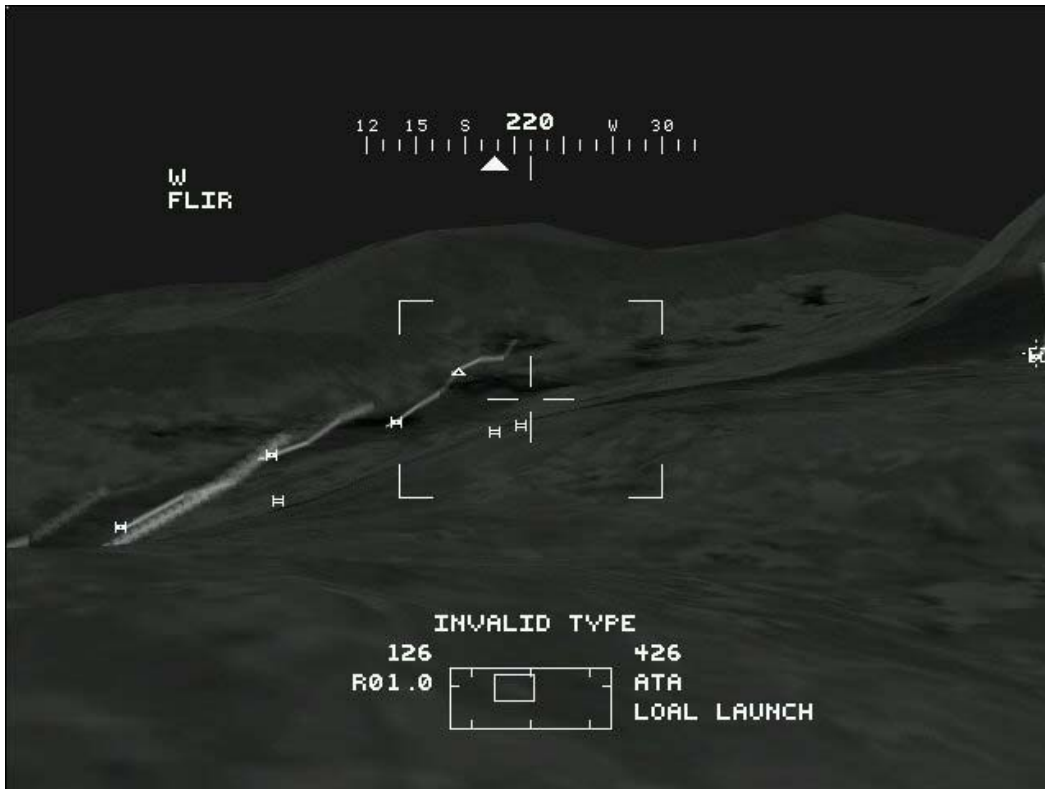
I did the little trick of by-passing the rendezvous (sp?) waypoint #2 so that my armor wouldn't start moving immediately. I flew out to toward the proposed objective waypoint and immediately was engaged by two flights of enemy attack helos.

Big props to Recluse for the tip about "lobbing" the Stingers because my kill rate has gone way up using that technique. The Stinger descending from above seems to be much more effective. I score 2 kills for 2 Stingers in my initial engagement. The second flight of two I kill one with a Stinger, and wait for his wingman to crest a hill before finishing him off with cannon.

One of them gets a missile shot off though and I take damage to my left engine, knocking it off-line:

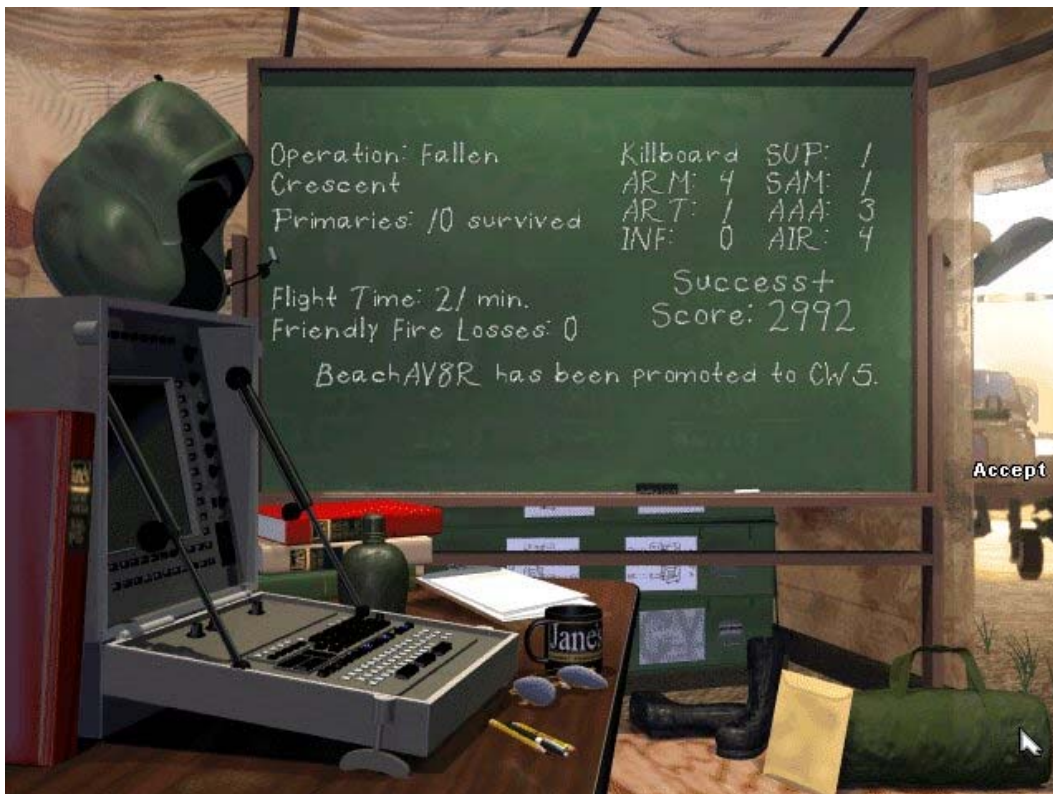


Flying around above 70 knots for maximum translational lift I fly a huge race-track pattern back toward Waypoint #2 and pick up the friendly armor as they start to advance:

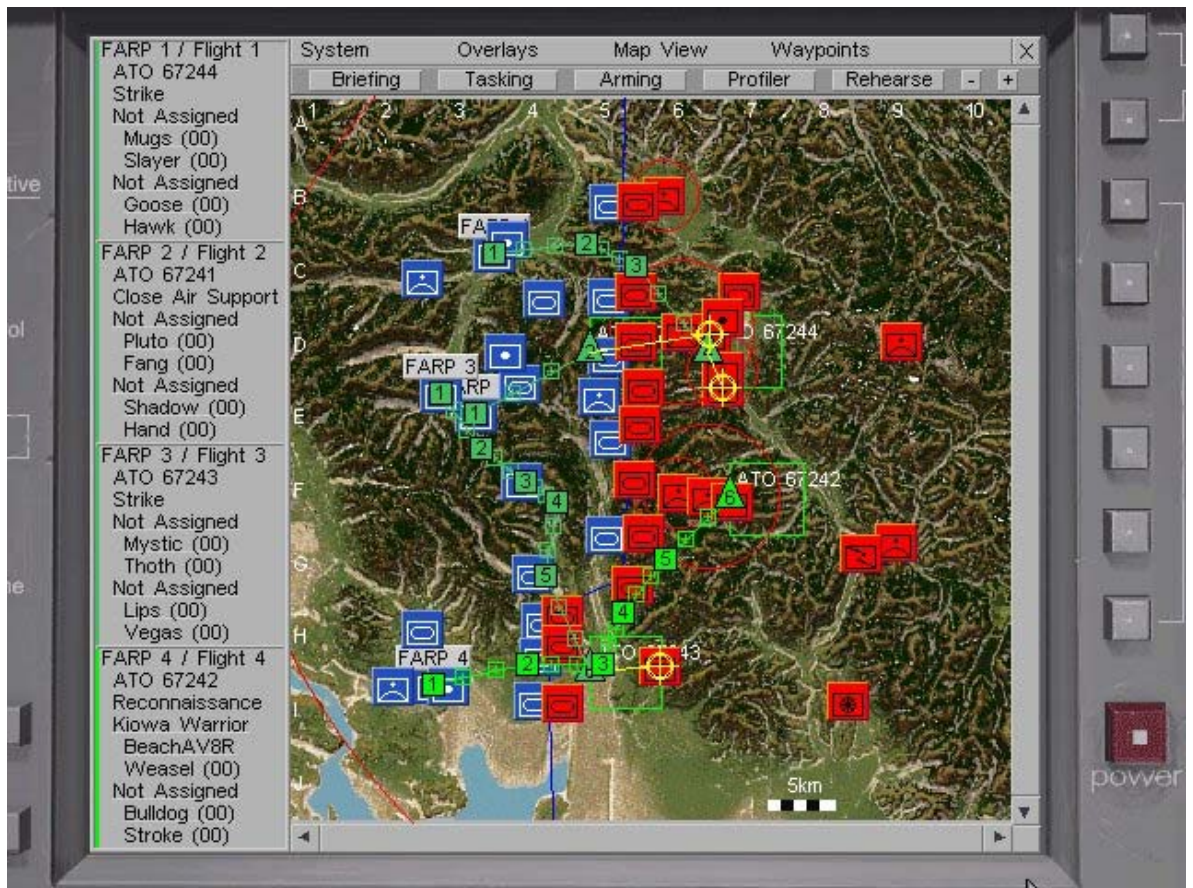


Flying the (R)adar Longbow is so much better than a traditional one. The ability to lock a target, fire and immediately lock another and fire is simply awesome. I clean out all the threats to the friendly armor and also take out all the enemy anti-air so that I can call in my F-16 support since I'm almost out of Stingers.

When it's all said and done my armor gets to their objective and I'm surprised to see that FARP #2's mission is also a success. Perhaps I lured enough enemy helicopters north so that the armor from FARP #2 could advance without being hassled by attack helos?



A look at the next mission map shows that I successfully regained the territory lost in the last mission, so we are back to square one!



BeachAV8R