

## **AKA Wardogs DCS Air Combat Maneuvering Training Mission ver 2.00**

Welcome to the AKA DCS ACM Mission.

The purpose of this mission is to provide a training environment that allows you to pit NATO vs Russian made fighters with a variety of loadouts to hone your skills in air combat maneuvering. You can play on either blue or red side and practice short range ACM fights, or BVR engagements. You can go up against other players, AI, or both. All aircraft start with a specific loadout and are air-start so you can get into engagements quickly and reset just as quickly. All aircraft are initially heading to a mutual merge point which will place units anywhere from 20 to 160nm apart depending on which loadout you pick for your aircraft and the opponent you will be up against. If you want to fight with a specific weapon/fuel loadout that is not preloaded, you can land at your nearby airfield to refuel and rearm.

### **Instructions**

All players select which aircraft they want to fly and what weapon loadout type they want. These are broken down into a few categories:

ACM: No weapons other than guns and full fuel.

IR: Infrared missiles and guns are loaded. If the aircraft type you chose has a rear-aspect-only capable IR missile available to it, expect that model to be loaded (example: If the aircraft can carry the AIM-9L and the AIM-9M, the 9Ls will be the ones loaded). This is to force the pilot to practice his ACM skills to maneuver to the rear aspect of the target in order to have a good shot. In the event that an aircraft type does not have a rear aspect IR missile available, the poorest performing IR missile will be loaded (which may be all-aspect).

IR-X: Infrared missiles and guns are loaded. The missiles have the capability of using helmet mounted queuing sights to do off boresight shots.

SARH: Semi-Active Radar Homing. Only SARH missiles and guns are loaded. In the case of radar missiles typically the best performing /longest-range missile that is available to your aircraft is loaded. This is so if you are pitting yourself against other SARH-equipped aircraft it will be at the longest possible range for a BVR fight so you can gain experience seeing the typical engagement ranges and how the speed of the different missile types can play a factor at maximum ranges.

ACTRAD: Active Radar. Only active radar missiles and guns are loaded. In the case of radar missiles typically the best performing /longest-range missile that is available to your aircraft is loaded. This is so if you are pitting yourself against other active-radar equipped aircraft it will be at the longest possible range for a BVR fight so you can gain experience seeing the typical engagement ranges and how the speed of the different missile types can play a factor at maximum ranges.

Carrier: (NATO F/A-18C, F-14A, F-14B only) – Guns only. You will need to arm as desired manually for these aircraft. Note: Supercarrier module is required.

Once all human players have selected their aircraft and the host has unpaused the mission you will see a warning message in the top right of your screen warning you not to try and use the radio spawning menus for the first minute after the server is first started. Once the menus have loaded you will get a message in the top right of your screen saying the F10 spawn menu can now be used. If you wish to use AI opponents you can now use your radio activate keybinding (or \ key or R-Alt \ depending on how you have your radio settings configured in DCS) to activate the radio menu. Select F10. From there select which side you want the AI aircraft to belong to, what loadout type, what skill level, and how many (you can select a single aircraft or a pair). Once a particular aircraft has been called up it cannot be used again and it will be removed from the radio menu. But not to worry, there are 5 sets of each combination of aircraft/loadout/skill/number of aircraft. All in all there are over 4,000 aircraft in this mission (between flyable and AI).

Each side can also call up an AWACS to utilize datalinks and to get bogey-dope calls.

The friendly airfield for the blue side is Sochi (127.000 MHz AM).

NATO AWACS is Overlord 1-1, radio 133.50 MHz AM

NATO Carrier is USS Roosevelt, ATC – 127.50 MHz, TACAN – 71X, ICLS - 18

The friendly airfield for the red side is Gudauta (ATC 130.00 MHz AM)

Russian AWACS is 349, radio 261.50 MHz AM (Mig-21 pilots, that will be your Radio ch 1 preset).

The merge point that all aircraft are initially heading towards when they first spawn in is represented on the F10 map as a red square about equidistant between the two active airfields.

Note: For the most part all AI aircraft are generally starting at around 15,000' and 350 kts.

## What is available

### Blue Side

#### NATO

##### F-4 (AI only):

- ACM – Guns
- IR - 4x AIM-9L
- SARH - 4x AIM-7M

##### F-5E (AI and player)

- ACM - Guns
- IR - 2x AIM-9P

##### F-14A (AI and player)

- ACM - Guns
- IR - 4x AIM-9L
- SARH - 6x AIM-7MH
- ACTRAD – 6x AIM-54A-Mk47
- Carrier – Unarmed, must be manually armed

##### F-14B (AI and player)

- ACM - Guns
- IR - 4x AIM-9L
- SARH - 6x AIM-7MH
- ACTRAD – 6x AIM-54A-Mk47
- Carrier – Unarmed, must be manually armed

##### F-15C (AI and player)

- ACM - Guns
- IR - 4x AIM-9L
- SARH – 4x AIM-7M
- ACTRAD – 6x AIM-120C

##### F-16C (AI and player)

- ACM - Guns
- IR - 6x AIM-9L
- IRX - 6x AIM-9X
- ACTRAD – 6x AIM-120C

##### F/A-18C (AI and player)

- ACM - Guns
- IR - 6x AIM-9L
- IRX - 6x AIM-9X
- SARH – 6x AIM-7MH
- ACTRAD – 10x AIM-120C
- Carrier – Unarmed, must be manually armed

##### Mirage 2000C (AI and player)

- ACM - Guns
- IR - 4x Matra Magic II, Éclair pod
- SARH - 2x Matra Super 530D, Éclair pod

##### Mirage F-1 (AI and player)

- ACM - Guns
- IR- 2x AIM-B
- SARH - S530F

**Red Side**  
**USSR**

Mig-21 Bis (AI and player)

ACM – Guns  
IR - 4x R-3S, ASO-2 pod  
SARH - 4x R-3R, ASO-2 pod

Mig-23 (AI only)

ACM – Guns  
IR - 4x R-60M, 2x R-24T  
SARH - 2x R-25R

Mig-25 (AI only)

ACM – Guns  
IR - 4x R-40T  
SARH - 4x R-40R

Mig-29 (AI and player)

ACM - Guns  
IR - 6x R-60M  
IRX - 6x R-73  
SARH – 2x R-27ER  
ACTRAD – 6x R-77

Mig-31 (AI only)

ACM - Guns  
IR - 4x R-60M  
ACTRAD – 4x R-33

SU-27 (AI and player)

ACM - Guns  
IR - 2x R-27T  
IRX - 6x R-73  
SARH – 6x R-27ER

SU-30 (AI only)

ACM - Guns  
IR - 2x R-27T  
IRX - 6x R-73  
SARH – 6x R-27ER  
ACTRAD – 8x R-77

SU-33 (AI and player)

ACM - Guns  
IR - 2x R-27T  
IRX - 6x R-73  
SARH – 8x R-27ER

**Red OPFOR**

F-14A (AI and player)

ACM - Guns  
IR - 4x AIM-9L  
SARH - 6x AIM-7MH  
ACTRAD – 6x AIM-54A-Mk47

F-16C (AI and player)

ACM - Guns  
IR - 6x AIM-9L  
IRX - 6x AIM-9X  
ACTRAD – 6x AIM-120C

F-5E (AI and player)

ACM - Guns  
IR - 2x AIM-9P

Mirage 2000C (AI and player)

ACM - Guns  
IR - 4x Matra Magic II, Éclair pod  
SARH - 2x Matra Super 530D, Éclair pod

Mirage F-1 (AI and player)

ACM - Guns  
IR- 2x AIM-B  
SARH - S530F

J-11A (AI and player)

ACM – Guns  
IR - 2x R-27T  
IRX - 6x R-73  
SARH - 6x R-27ER  
ACTRAD – 6x R-77

JF-17 (AI and player)

ACM – Guns  
IR - 4x PL-5EII  
ACTRAD – 4x SD-10