



F-15C

BFM & ACM TRAINING

DCS WORLD - NEVADA TEST AND TRAINING RANGE

TALLY / VISUAL

This exercise has been designed to allow you to practice 'Advanced Combat Maneuvers' in a 2 vs 1 scenario, within a controlled environment.

All weapons systems will be simulated, ensuring your safety.

You and your flight lead will make up a two-ship group and a third F15c (aggressor) will assume the role of the bandit.

IT IS STRONGLY SUGGESTED THAT YOU TURN ALL 'LABELS' OFF IN THE GAME OPTIONS!

BRIEFING:

Following takeoff from Nellis AFB, you will ingress via the Sally Corridor, with your flight lead towards the exercise area ('Engagement zone'), marked as your bullseye (or SP4). [see included map on page 4.](#)

Once within the exercise area, your flight group will head northwest across the Nellis ranges towards SP5. The engagement zone comprises a 100 mile controlled area which will give you plenty of time and space to complete multiple combat engagements.

You should stay close to your flight lead before starting the engagement.

When ready, radio in to declare which direction you intend to break away to begin the fight. Your flight lead will turn with you and the bandit will do the same, in the opposite direction. Then once prompted, reverse your heading and fly head-on towards the bandit, with your flight lead. Be ready to execute a climb and turn maneuver to establish visual identification on the bandit, following the initial merge. [see diagram on following page.](#)

You will have 2 minutes (per round) to practice - get your weapons on target but be sure you are firing at the correct aircraft. Use radar to establish who's who if you lose sight of the bandit after the initial merge.

Upon termination of the engagement, rejoin with flight lead before radioing in to repeat the exercise.

You may repeat the exercise as many times as you wish, as long as you are inside the engagement zone. There will be a cooling-off period between each round to allow you to reposition yourself appropriately.

If your flight group reaches SP5, the mission will end and you will be expected to RTB. Head to SP6 to intercept return route.

You can radio in to terminate and RTB at any time during the exercise.

MISSION OBJECTIVES:

1. Takeoff from Nellis AFB, following your flight lead
2. Head to Bullseye at SP4 to enter 'engagement zone'
3. When ready, radio to flight lead to begin exercise
4. Engage bandit and attempt a kill within 3 minutes
5. Upon termination of engagement, join up with flight lead immediately.
6. Repeat **step 3 - 5** until ready to end mission.
7. Radio in to declare RTB and head to SP6 for your return route to base.

If your flight group reaches the end of the route through the engagement zone (SP5), you must turn back immediately and RTB.

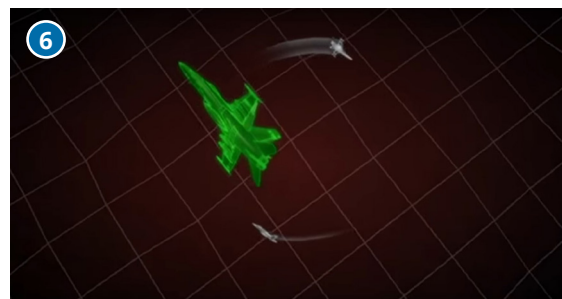
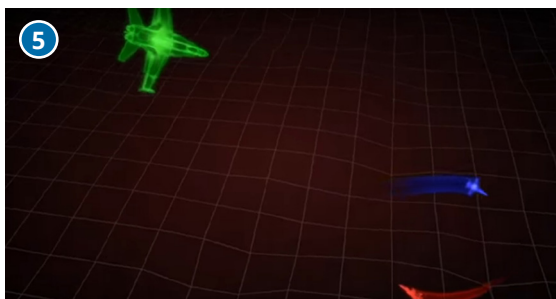
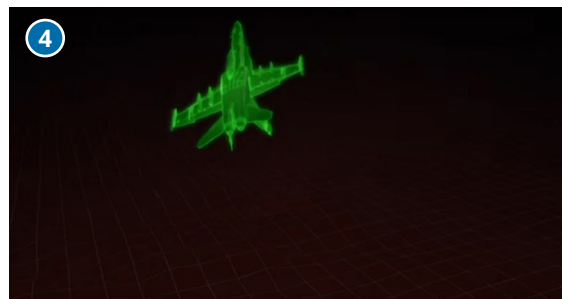
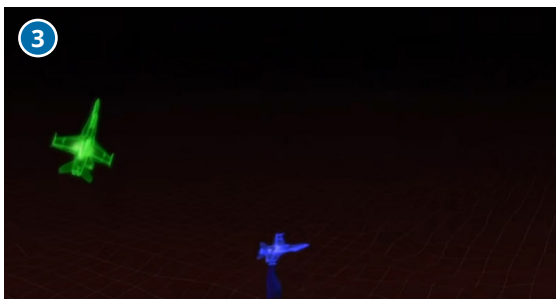
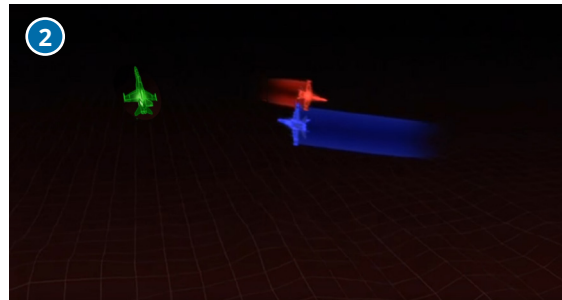
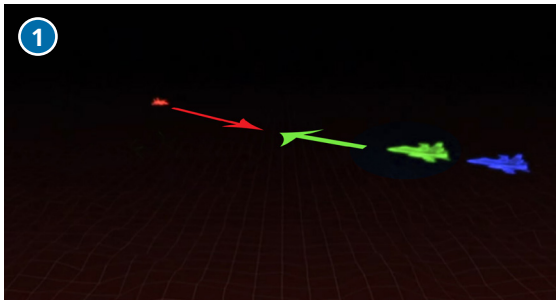
VISUAL IDENTIFICATION

It is absolutely essential for a pilot to be aware of other aircraft around him, friend or foe. Now we're moving into more advanced training, the first thing necessary to practice is visual identification of the bandit - with absolute certainty of who you're targeting before even thinking of pulling the trigger.

In this exercise, you will remain close to your flight lead and do exactly as he asks, inbetween rounds. The bandit will also stay close to your group initially before you break away. You will choose which direction your flight group will break away and declare this decision over radio to lead and the bandit. The bandit will break away in the opposite direction to your flight group.

After putting some distance between the aircraft, the bandit will radio in and declare 'reverse'. At this point, you (and flight lead) will break turn back in the opposite direction to your current heading (bandit will do the same) and fly head-on directly towards the bandit, ready for the merge.

Stick close to your flight lead up until the initial merge, then climb 6000ft, leaving formation with flight lead. At this point, flight lead will have started to engage the bandit - you then need to turn back around to face the fight, looking down at the two aircraft below. The challenge is to figure out who's who before engaging your target. The most effective way to do this is to keep a sharp eye on the bandit after the initial merge as you climb to higher elevation, but if you do lose sight or can't be absolutely sure, then you'll need to turn to your radar to eliminate any ambiguity. [see diagram below.](#)



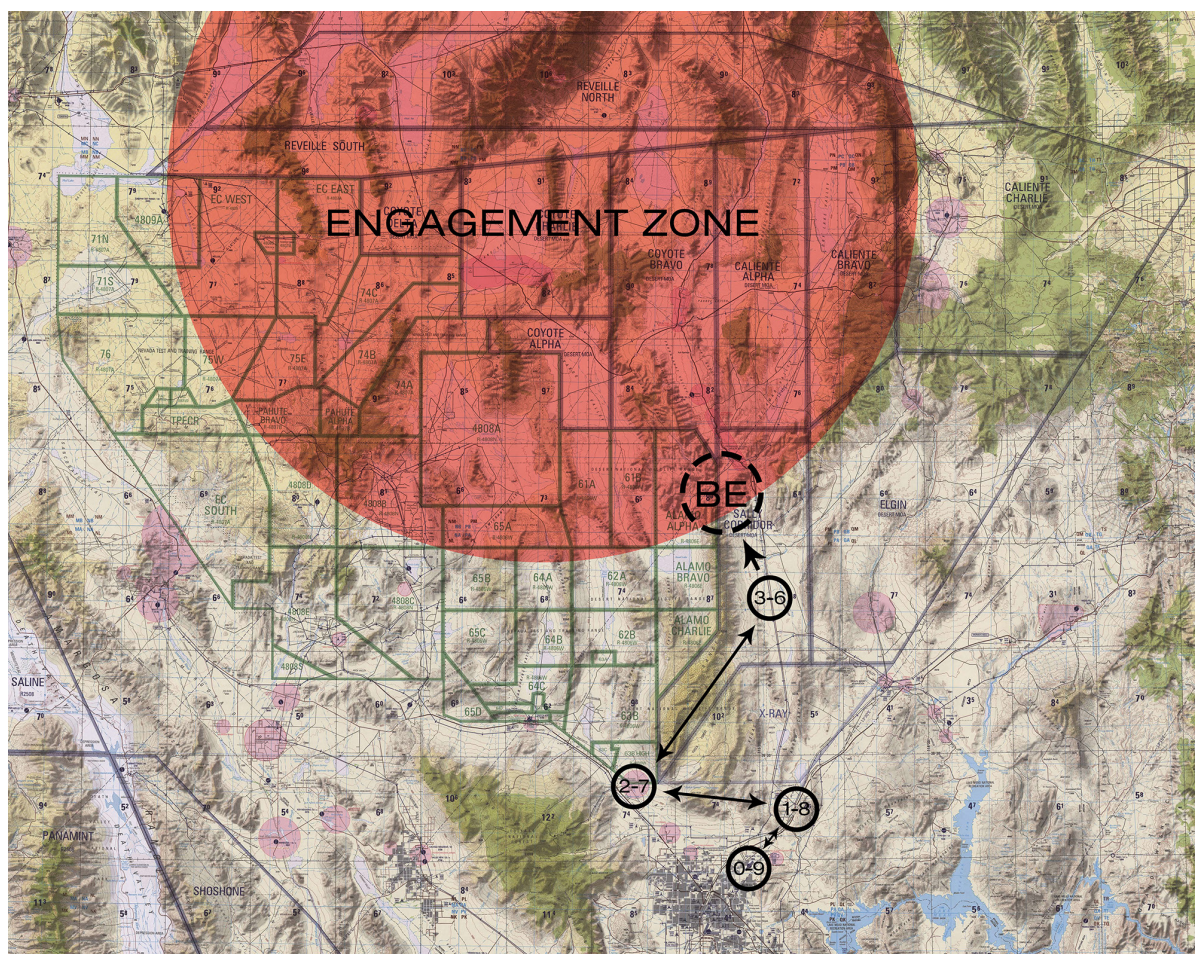
SOME GREAT VIDEO LINKS FOR BFM MANEUVERS AND ADDITIONAL INFO:

Rakuzard's 'Air Combat Maneuvering' series- <https://goo.gl/hgyJQW>

Art of the kill - <https://goo.gl/163TIV>

Understanding corner speed (by Flakertraining.com) - <https://goo.gl/Ej3NYn>

MISSION MAP



THE USE OF 'TACVIEW' SOFTWARE IS HIGHLY RECOMMENDED FOR DEBRIEFING.

THE EXERCISES COMPRISING THIS TRAINING CAMPAIGN ARE DESIGNED TO MAKE YOU A BETTER COMBAT PILOT. DEBRIEFING IS ESSENTIAL FOR YOU TO UNDERSTAND ANY MISTAKES

YOU MADE AND HOW TO AVOID THEM IN THE FUTURE.

Visit the following link to download - <http://www.tacview.net/>