

The goal of this mission is to have a **dynamic playground** using the official ranges on Nevada Test Range map, on which one or more players could perform *B-Course* type flights on any of the airframes they chose (you may need to add yours if it is missing). While this is happening on the NTTR map, this isn't meant to be a recreation of "Red Flag", even if it uses some of the ranges. The mission also supports multiplayer sessions, where players can play the role of the OPFOR.

A *B-Course* type flight is meant to:

- Allow the player to practice startup, takeoff & landing **at each flight**
- Allow the player to perform *AAR* (if they so choose)
- Allow the player to practice *Air to Air* against a variety of air targets, where
 - They can pick some of the aggressor(s) parameters (azimuth, distance ...)
 - They can declare "*Fight On*" / "*Knock it off*" and by so be either engaged or ignored by the aggressors
- Allow the player to practice employing *Air to Ground* weapons:
 - In a static range, where some targets are available and won't engage them
 - In a series of dynamic ranges, where just like the *Air to Air* ranges, they can pick the targets and the Air defenses they want to go against
- When signing into a specific range, the player becomes immortal. If they are *killed*, a radio message will inform them of that and "*Knock it off*" will be declared. They can then reposition themselves and declare "*Fight On*" to try again

For all the air frames available in the mission, the waypoints are similar. There is one for each geographical center of each available range. Radio presets are the same for all airframes (see kneeboard).

The environment is filled, randomly, with some military traffic.

- Select the airframe you wish to train (cold & hot roles are available, A2G and A2A default loadouts)
- Change loadout as required & perform startup (if in a cold spawn)
- Take off and head towards the range of choice
- During the flight, you can use the F-10 menu to receive some basic navigation assistance from the selected range
- Upon nearing the range (or if inside the range), use the F-10 menu to “Sign-in” with the range by selecting the “Sign-in” menu option within the submenus of that range (use preset 2, 305Mhz). New menu options under the specific range will be available.
- For the dynamic ranges (A2A and A2G), these menu options will allow the player to
 - Configure some of the spawning parameters
 - Spawn a specific type of asset to be spawn
 - Declared “Fight On” (and declare “Knock it Off”)

- For the static Air to Ground range, there is no "Fight On/ Knock it Off", however the range is instrumented and BDA can be requested.
- At any moment, AAR can be done with any of the available tankers (see kneeboard)
- Return and landing at Nellis, upon landing you will be assigned to a parking spot (most likely the one you started from). Use F-10/Nellis to ask for it if you missed the message.