

Day 1 – ACM Training

BACKGROUND

Air Combat Maneuvers (ACM) is the tactical art of moving, turning and/or situating one's fighter aircraft in order to attain a position from which an attack can be made on another aircraft. Air combat manoeuvres rely on offensive and defensive BFM to gain an advantage over an aerial opponent.

Today , with Springfield 1 (414th Aggressors F-16Cs) you will engage an air battle over FEBA with AIM-9 Sidewinders.

F16 is the backbone of the USAF and the more produced and exported western combat aircraft. Designed to be an excellent dogfighter it's natural instability is railed by a Fly-By-Wire system. In Aggressor squadrons is used to simulate Mig29s and Su27/33 due to its radar and BVR capabilities.

BRIEFING

Takeoff from Nellis at 21:35(ZULU time) , at WP2 you can choose to refuel at tanker SHELL (AA TACAN 26Y and CH7 COMM2 radio freq.)or move directly to Showtime check-in at WP3 .

Once in contact with Showtime wait Springfield 1 to be on station and declare READY when you are.

The dogfight will take place over FEBA (WP4) , you can enter the fight at any altitude and any formation , so Springfield 1 will.

Remember the only 2 rules:

- HARD DECK LIMIT 100 FT AGL
- NEVER ENTER CONTAINER AIRSPACE

Breaking those rules will consequentially get Showtime to stop the fight.



