



# **F-15C**

## ***BFM & ACM TRAINING***

**DCS WORLD - NEVADA TEST AND TRAINING RANGE**

# ART OF THE DOGFIGHT

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

All weapons systems will be simulated, ensuring your safety.

Your flight lead will assume the role of the bandit.

## 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 following page.](#)

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 with the bandit (flight lead).

Stay close to your flight lead at all times between engagements!

When you are ready, radio to bandit to declare 'fights on' before each round of engagements.

You may choose your initial position and displacement from the bandit before starting the engagement. It is recommended that you start on the offensive position to afford yourself an advantage. However, if you feel confident enough, then start the exercise with the bandit on your six for an increased challenge.

At this point, the bandit will break away from the current heading, allowing some separation between your aircraft, and will then initiate 'fights on' - you are then free to turn in and engage.

You will have 2 minutes (per round) to practice BFM against the bandit - get your guns on target but conserve ammunition ready for the following engagements.

Upon termination of the engagement, position yourself accordingly 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 time to reposition yourself appropriately, relative to the bandit.

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.

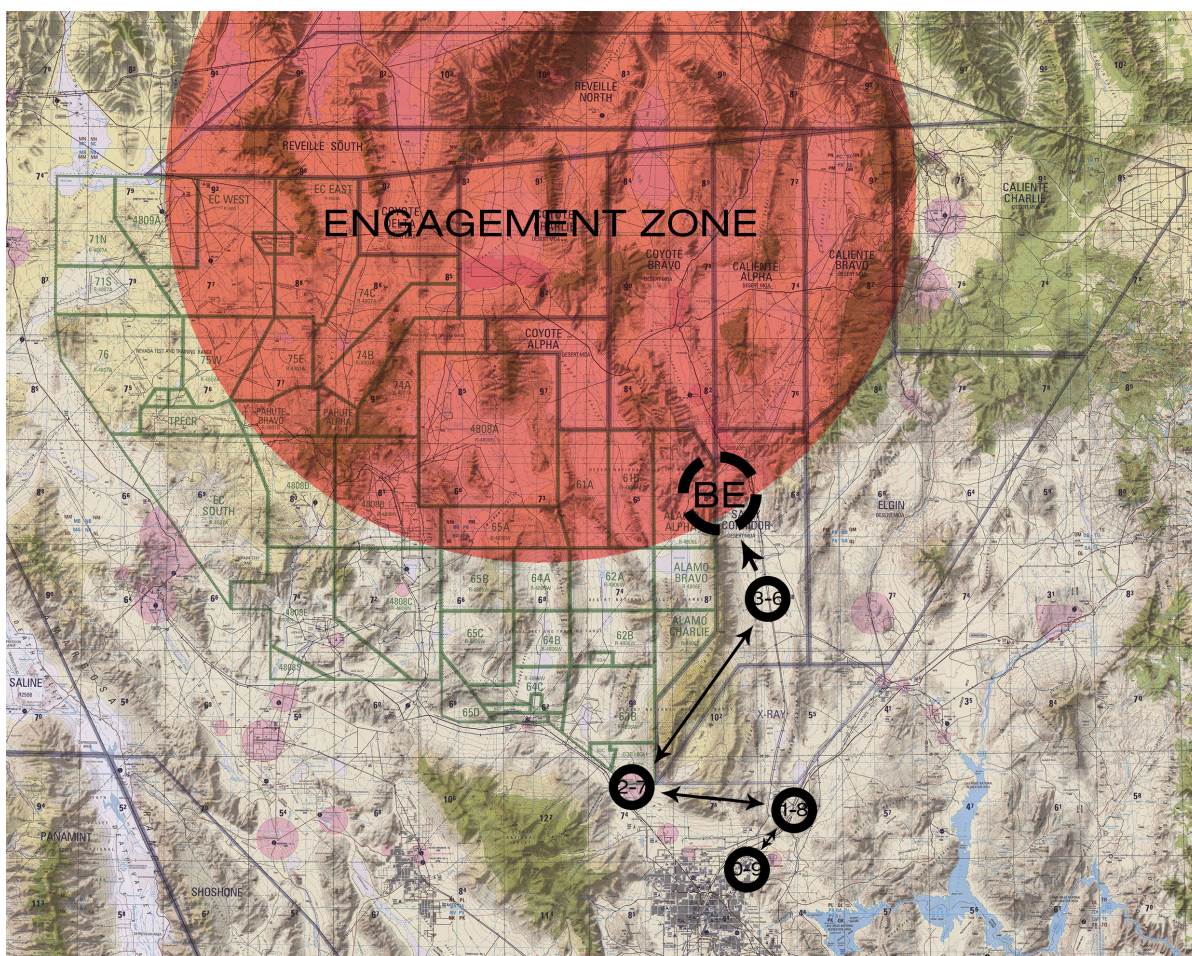
## MISSION OBJECTIVES:

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 2 minutes
5. Upon termination of engagement, reposition your aircraft accordingly, relative to bandit.
6. Repeat steps 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.*



## 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/>**

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**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>