



F-15C

BFM & ACM TRAINING

DCS WORLD - NEVADA TEST AND TRAINING RANGE

LEAD TURN EX (NEUTRAL FIGHT)

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 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 with the bandit (flight lead).

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. Bandit will do the same, in the opposite direction. Then once prompted, reverse your heading and fly head-on towards the bandit, ready to dogfight. This is the time you should practice the lead turn ex maneuver. [see diagram on following page.](#)

You will have 2 minutes (per round) to practice the lead turn ex maneuver 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 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 (flight lead) and attempt a kill within 2 minutes
5. Upon termination of engagement, reposition the aircraft accordingly, relative to bandit.
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), the mission will be finished and you must turn back immediately and RTB.

'LEAD TURN EX' MANEUVER

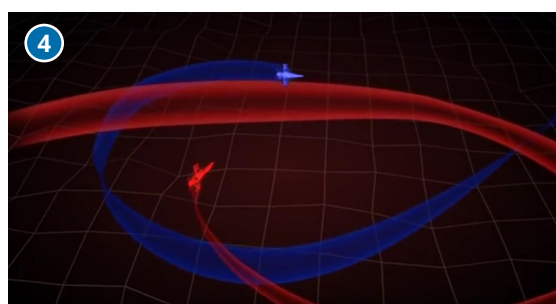
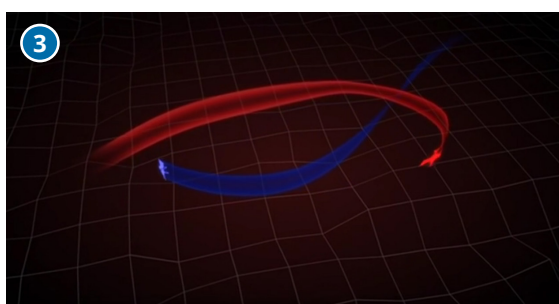
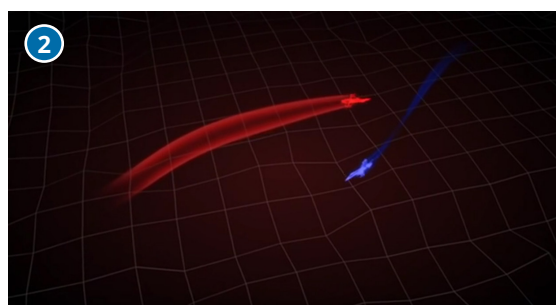
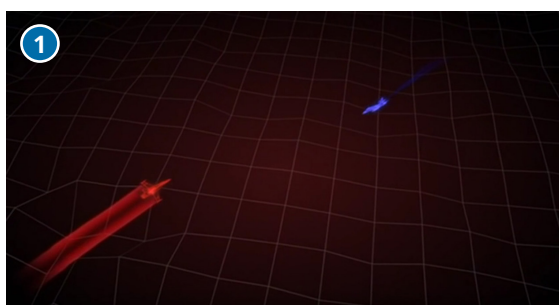
The lead turn ex maneuver is an advanced maneuver that, when executed correctly, allows a pilot to gain an advantage over his opponent at the start of a dogfight.

In this exercise, you will need to break away from the bandit to begin the 'lead turn ex' maneuver. You will choose which direction to break away and declare this decision over radio to the bandit. The bandit will also break away in the opposite direction to you.

After putting some distance between the aircraft, the bandit will radio in and declare 'reverse'. At this point, you 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.

As both aircraft are about to merge, you will ultimately (both) be forced to make a hard break turn in an effort to gain a positional advantage over your opponent - It's how, and when you make this initial lead turn that matters. You need to time your break turn just right in order to circle in behind the bandit, giving you the advantage.

Break too early or late and you will lose the advantage and the bandit will have the upper hand. [see diagram below.](#)



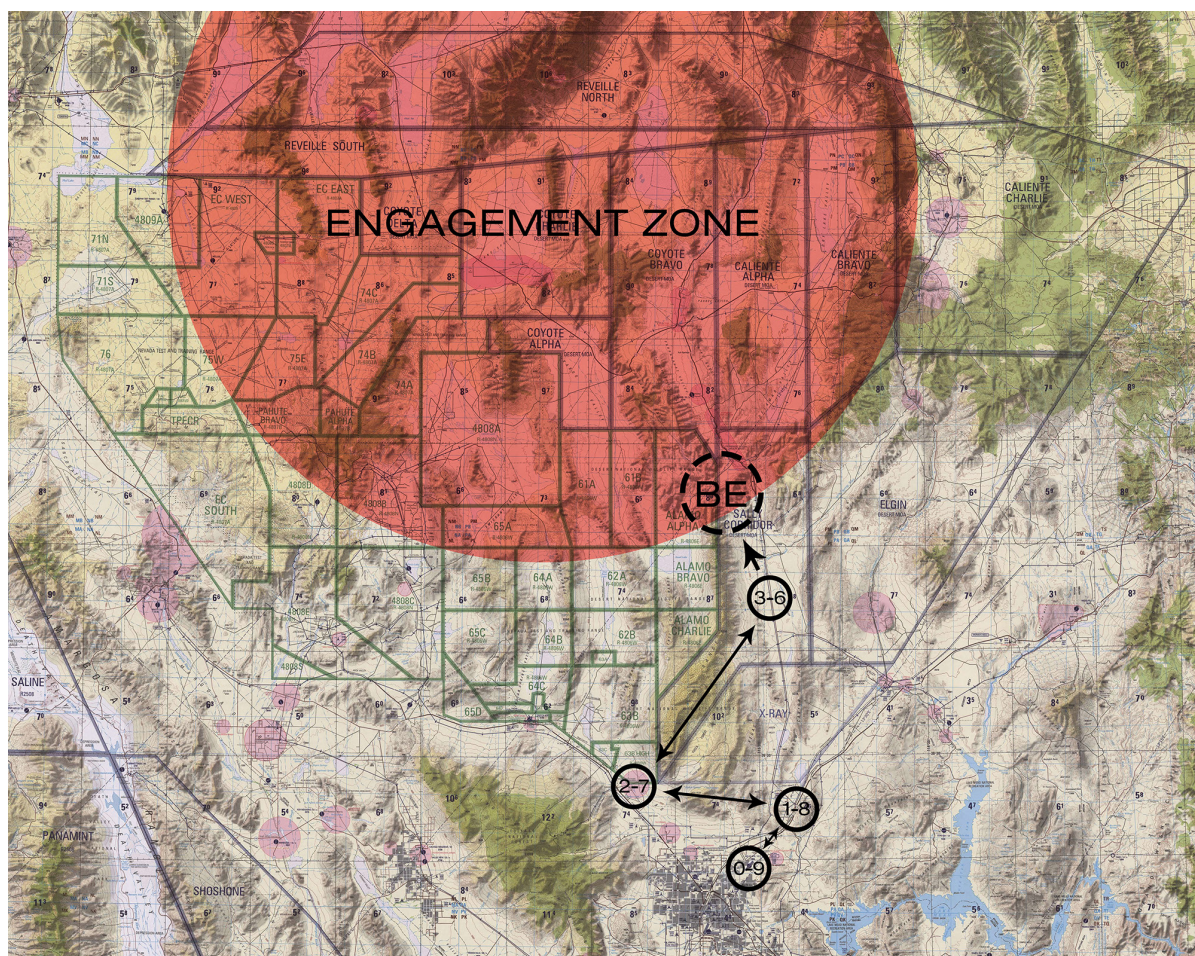
SOME GREAT VIDEO LINKS FOR BFM MANEUVERS AND ADDITIONAL INFO:

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/>