

F-14B Dogfight Training

(v0.2)

For DCS World

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Introduction

F-14B Dogfight Training is a simple *multi-mission* for [DCS World](#) that allows to practice both [BFM](#) and [ACM](#) combat on the [F-14B Tomcat](#) form [Heatblur Simulations](#).

The mission will let you choose the type of engagement (BFM or ACM), the type of aircraft which you will face and the skill level of the AI pilot. Then, you will be put straight at the begin of the engagement without the need to deal with departure procedures and long navigation to the training area.

I got the idea of this mission when I was training on the F-14 module: to learn how to handle it in combat I started to create some simple missions with the editor, using various combinations of enemy planes and AI skills, and doing some practice with them.

I thought that putting these missions together could be interesting for other users of the game, after all, in the recent times ED has done a great job on the game's AI in order to make it much more difficult to deal with, even without using the “cheats” we all well known (perfect situational awareness and semi-immunity to physics laws).

I hope you will enjoy it as much I had fun creating it!

Requirements

The only strict requirement for *F-14B Dogfight Training* is that you need to own the [F-14 module](#).

You also need to download and install the free [Marianas map](#) form Eagle Dynamics.

Optionally, if you want to face the [A-4 Skyhawk](#) you can download and install the magnificent A-4E-C community mod from [this link](#).

Installation

To install the mission in DCS World, unzip the whole “*F-14B - Dogfight Training*” folder and copy it straight into:

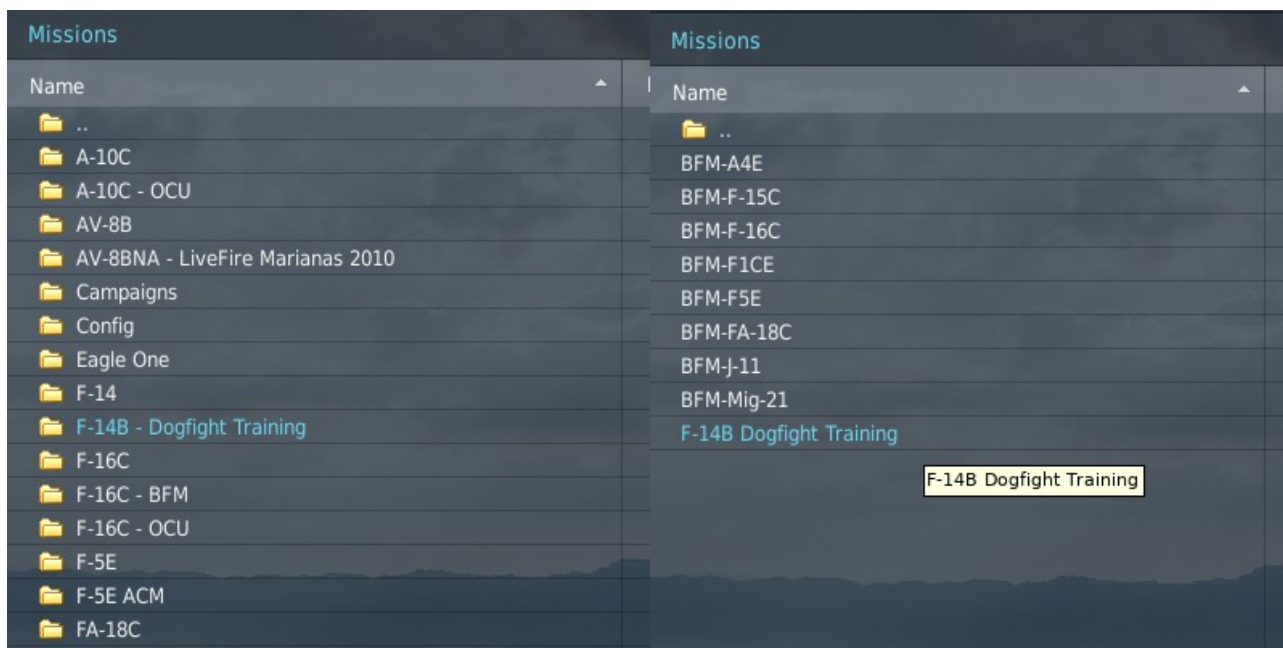
```
X:\users\<username>\Saved Games\DCS\Missions\
```

or, for DCS Open Beta client:

```
X:\users\<username>\Saved Games\DCS.openbeta\Missions\
```

Starting the missions

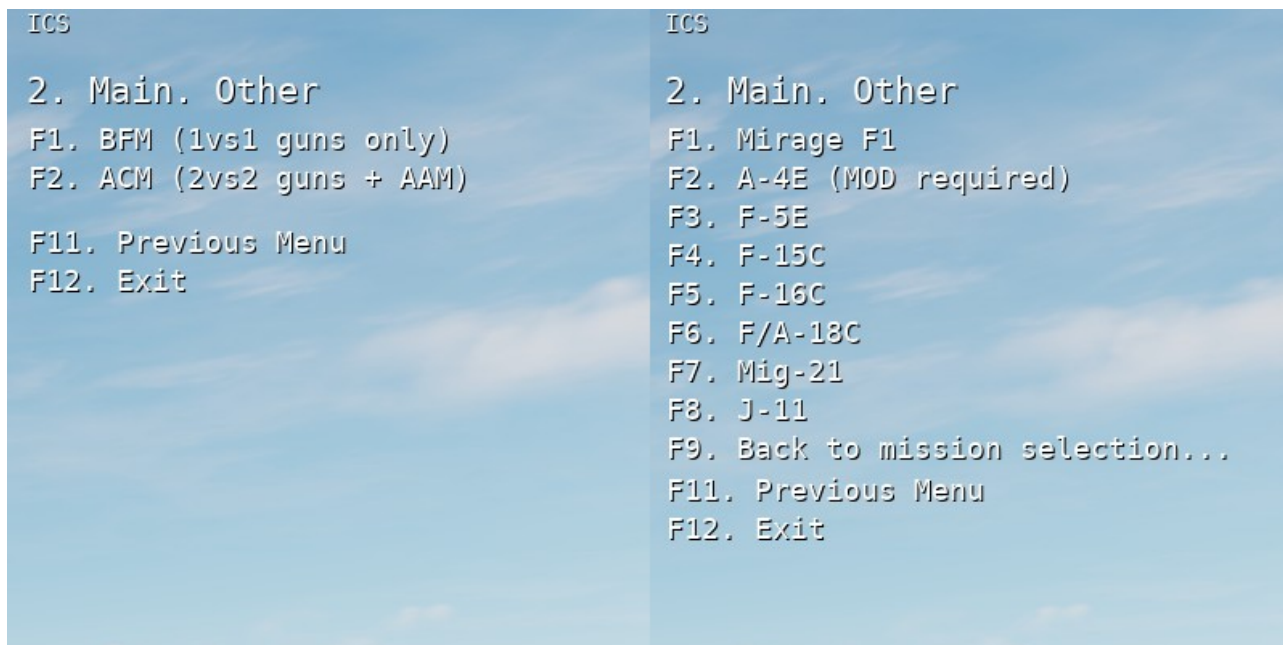
Run the DCS client, select “MISSION” from the main menu’, and select the “My Missions” tab, then open the “*F-14B - Dogfight Training*” ad select the “F-14B Dogfight Training.miz” mission file.



Once the mission has been loaded you will find yourself in the cockpit of your F-14, parked on the ground of the [Andersen Air Force Base](#).

The ATC voice will clear you for start-up: **DO NOT TURN ON THE ENGINES!**

Instead, use the F10 COMM menu to select the mission type (BFM or ACM) and then use it again to select the enemy aircraft type.



Once you made your choices another mission will be automatically loaded, putting you in flight inside the training area.

Mission briefing

Andersen AFB,
22 August 2000.

Welcome to the [Marianas](#), pilots!

You have just finished your qualification course as [F-14B Tomcat](#) pilots and hence you already have learned some basic dogfight knowledge. It is now time to improve your skills with some "real" action: you'll never become a real TOP GUN spending all your time in the simulator!

In the following days you will practice both [BFM](#) (1vs1 guns only) and [ACM](#) (2vs2 guns + [AAM](#)) [Dissimilar Air Combat Training \(DACT\)](#) against the pilots of the *69th Aggressor Squadron*: those guys are all well experienced pilots with thousand flight hours, hundred of them spent in real combat actions so, although they won't get too hard with you do not expect any easy victory!

During these missions you will face various air-crafts with different characteristics: [A-4E Skyhawk](#), [Mirage F-1CE](#), [F-5E Tiger II](#), [F-15C Eagle](#), [F-16 Viper](#) and [F/A-18 Hornet](#).

You will also get the chance to meet some true enemy planes: [Mig-21 Fishbed](#) and [J-11](#), the Chinese version of the mighty [Su-27 Flanker](#)!

All the engagements will take place over the sea, in a 30nm wide range centered over the [Farallon de Medinilla](#) military polygon area.

Once you get there you will under the control of *SHOWTIME*, which will be the mission controller responsible to oversee the training, so follow her instructions strictly!

MAGIC (AWACS) will take care of ensure safety of flight and provide updates about enemy position to ensure you won't loose the situational awareness.

Good luck!

Engagement rules:

- No fist pass head-on shoot (BFM missions only).
- No time limit.
- Hard deck is 500 feet: go fly below that altitude and you'll lose the engagement!
- Unlimited ammo (but try make any bullet count!).
- A single hit taken and you will be "*knocked-off*" (*dura lex, sed lex!*).
- You can call "*Terminate*" at any time (from F10 COMM menu) to terminate the engagement in case of emergencies (system failures, bingo fuel, etc...).

Notes:

- When mission start **DO NOT STARTUP THE ENGINES!** Use F10 COMM menu to choose the mission type (BFM or ACM) and the enemy aircraft and another mission will be automatically loaded.
- Your plane will be automatically placed at 20000ft altitude inside the training area, follow SHOWTIME instructions to begin the engagement.
- Enemy plane will be spawned once you call “Ready” and select the pilot skill level from the F10 COMM menu.
- Enemy initial position will be more or less 20 NM in front to you, hence you will always start from *neutral* position.
- Radio channels are already setup, however there is no need to use standard communications, just use the F10 COMM menu items.
- At the end of the engagement you can use the F10 COMM menu again to choose if Restart the same engagement, Change the Enemy plane or End the mission.
- Your external fuel tanks will be empty at the begin of the engagement mission: you can jettison them to get a better aerodynamic profile.
- Keep an eye on your fuel gauge: your JP-5 is not infinite!.

Design notes.

- Due to AI limitations, the enemy is not subject to the Hard Deck rule. Sorry, but I have no idea on how to force the AI to stay above a certain altitude!
- The “*one hit → knocked off!*” apply only to the player: although it is simple to implement it for the AI too, I decided to not do it to spice up things.
- In ACM missions, both you and your Wing-man will be armed with one [AIM-9M Sidewinder](#) and one AN/ASQ-T509 TCTS pod, more for stability than any other purpose.
- Enemy planes uses the same payload as the Player: one all-spect missile and the AN/ASQ-T509 TCTS pod. There are however some exceptions:
 - A-4E is armed with 2 AIM-9P5 Sidewinder missiles.
 - Mirage F-1CE is armed with 2 [R550 Magic 1](#) missiles.
 - Mig-21B is armed with 2 [R-60M \(NATO AA-8 "Aphid"\)](#) missiles.
 - J-11A is armed with 1 [R-73 \(NATO AA-11 "Archer"\)](#), which make that mission... *quite challenging* (unfortunately that is the only Fox-2 missile available for the J-11A)!
- Why the Marianas? The NTTR map would certainly have been more realistic, but the Marianas are free and using them would have meant giving access to the mission to a greater number of users.

Change Log:

Ver 0.2 (23-Aug-2022)

- Added ACM missions.

Ver 0.1 (22-Aug-2022)

- Initial Release.
- ACM missions are not ready yet!

To-do List:

- Add better “*knocked-off*” messages for ACM missions.
- Change Player flight name to “Colt-1-x”.
- Ensure all enemy flight name set to “Uzi-1-x”.
- Add some delay before loading mission, in order to give the time for the voice over to complete play.
- Add Missions Knee-boards.