

Air to Air Combat

- A/A Combat basics
 - Basic A/A Phrases
 - F18 A/A Systems
 - Basic A/A procedures

A/A Combat basics

Basic A/A Phrases

Introduction

This document consists of basic phrases that are relevant in air to air engagements with their respective explanations. It does not include phrases that are not part of the standard comms phrases, nor does it state how a radio call should be correctly structured.

Check-in

ON STATION -> Aircraft has arrived in the designated area and is ready for tasking.

PLAYTIME -> Amount of time aircraft can remain on station, given in hours plus minutes.

RWR Calls

NAILS -> RWR indication of AIRBORNE radar SCANNING

SPIKE -> RWR indication of AIRBORNE radar (including missiles) TRACKING

DIRT -> RWR indication of SURFACE radar SCANNING

MUD -> RWR indication of SURFACE radar TRACKING

SINGER -> Radar warning receiver indication of SAM launch. See MUD and DIRT.

Requests

BOGEY DOPE -> Request for information on indicated or closest GROUP

PICTURE -> Request AWACS for complete 'picture' of all detected bandits in the AO

DECLARE -> Request AWACS for identification on bogey. (Is it friend of foe)

Contact information

BOGEY -> Unidentified contact

BANDIT -> Confirmed enemy contact

HOT -> Contact moving towards you

COLD -> Contact moving away from you

CRANK -> *Maneuver in the direction indicated to illuminate target at or near radar gimbal limits*

FLANKING [left/right] -> Contact moving to either side of you

POPUP -> A contact that has suddenly appeared

GROUP -> Any number of air or surface contacts within 3 or 1 nautical miles of each other, respectively

Situational awareness

VISUAL -> FRIENDLY in sight

BLIND -> FRIENDLY NOT in sight

TALLY -> BANDIT in sight

NO JOY -> BANDIT NOT in sight

RAYGUN -> Radar lock on a bogey. Request for friendlies to reply if they believe they are the target of this lock

BUDDY SPIKE -> FRIENDLY radar lock indication on RWR. (Often response to RAYGUN)

Just funny

FYI, these are officially part of the multi-service tactical brevity code.

CHRISTMAS TREE -> Turn on all external lighting

METALLICA -> Contact cannot be targeted due to jamming

FLOCK -> *Two or more roosters*

sources

https://en.wikipedia.org/wiki/Multi-service_tactical_brevity_code#P

<https://forum.dcs.world/topic/227189-multiplayer-comms-guide-pickle-your-ripple-splash-your-mud-spike-your-bogey/>

F18 A/A Systems

Introduction

This document is a list of f18 systems required to know in order be effective in A/A engagements, with video's that go over this system. It is advised to learn this AFTER the basic flight and navigation systems.

Radar BVR modes

https://www.youtube.com/watch?v=J7JCI3_L0JE

Radar BVR usage

<https://www.youtube.com/watch?v=OFxqqIzdEuQ>

Using Bullseye

<https://www.youtube.com/watch?v=aih-zxmijjA>

AIM-120 AMRAAM

<https://www.youtube.com/watch?v=xt6UOaEYwE>

Radar ACM modes

https://www.youtube.com/watch?v=c_VNwg4gVHo

AIM-9 Sidewinder

<https://www.youtube.com/watch?v=5Y850VkmNTA>

Basic A/A procedures

Introduction

This document outlines the basics of the basic procedures.