

3 - TRAINING BRIEFS

1997 STRiKE Software

- 1 Anti-Armor

You start in the air, some distance from Kahoolawe. There are two moving M1A1 Abrams Tanks on the island, protected by elite SAM and AAA sites, as well as ZS23 vehicles. The elite SAM sites will switch on and off their radar, denying you a positive lock with your HARM type weapon. The tactics are to get in low and fast before popping up to deploy the HARM type weapon, with ECM on, and deliberate use of dispensables. The elite SAM sites will have no difficulty in acquiring you at up to 70 nm if you are at altitude.

Mission will be successful when the M1A1s are destroyed.

- 2 2 vs. 2, Hot Pass

You start in the air with your wingman slightly ahead of you. Moving up from your first waypoint are two USN Hornets, armed with Sidewinders. You and your wingman are to engage them. Use this mission to practice awareness of your wingman at all times. Try to keep HIM alive, clearing his six when necessary. Be careful, the Hornets are very aggressive and will easily dodge your missiles if you "pop that Slammer" at more than 5 nms. "Hot Pass" means you may open fire at your discretion, in other words you may open fire before the initial merge.

Mission will be successful when the Hornets are destroyed.

- 3 2 vs. 4, Hot Pass

You start in the air with your wingman slightly ahead of you. Moving up from your first Waypoint are two USN Hornets, armed with Sidewinders. You and your wingman are to engage them. Also there are two USAF F-16s moving from your Waypoint Two towards you. The F-16s will arrive some minutes after you have merged with, and removed, the Hornet threat. Use this time to set up an advantageous position to receive them.

Mission will be successful when the Hornets, and the Vipers, are destroyed.

- 4 1 vs. 4, Hot Pass

A similar mission to number three, except you are now alone...

Mission will be successful when the Hornets, and the Vipers, are destroyed.

- 5 2 vs. 2, Guns Only, First Pass Cold

Strict Rules of Engagement govern this and the next mission. Your targets are two F-16s moving from your first Waypoint. As you enter the mission, in the air, select and fly to your first Waypoint, co-altitude with your wingman at 14,999 feet. As you near the F-16s you will notice that they are not emitting any radar signals. They have been set to only acquire you and your wingman post-merge. This will negate the need for you to "open up" on the merge.

After they pass you the Vipers will attack you. If you keep to a stable Waypoint One heading, and at the already stated altitude the Vipers will pass you, one on the left and one on the right, at a distance of about a hundred yards. Watch your wingman as he passes them, then break into the other Viper. You must accept this mission as is, the first few times you fly it at least. Then you may use it to practice lead-turns, higher altitude advantages, low alt/low speed merges, whatever you like. Whatever you do, this mission is GUNS ONLY... using missiles will not be as enjoyable. Remember: The Vipers will only acquire you after you have passed inside guns range.

Mission will be successful when the Vipers are destroyed.

•6 1 vs. 2, Guns Only, First Pass Cold

A similar mission to number five, except you are now alone. A little more difficult, you should use this mission to practice your close in situational awareness, and different tactics of defeating two smaller, and more agile, fighters. Try out different approaches, going vertical post merge perhaps, or a Split-S away from the Vipers. Maybe try a "blowthrough" attack next, concentrating on opening up yourself on the merge (damn the ROE!) and then extending away from the second Viper. Whatever you do remember that hard, deliberate high-G turns bleed your speed (to put it simply) and when you are slow in a Flanker-B between two F-16s you will be in trouble. Concentrate on high-deflection gunnery, use the rudders to slew the gun site that extra yard or two to gain a snapshot. Be wary of mid air collisions, and finally use the "padlock" view for short periods to identify the nearest Viper. This is usually a short mission post merge, two USAF Vipers can really mess you up!

Mission will be successful when the Vipers are destroyed.