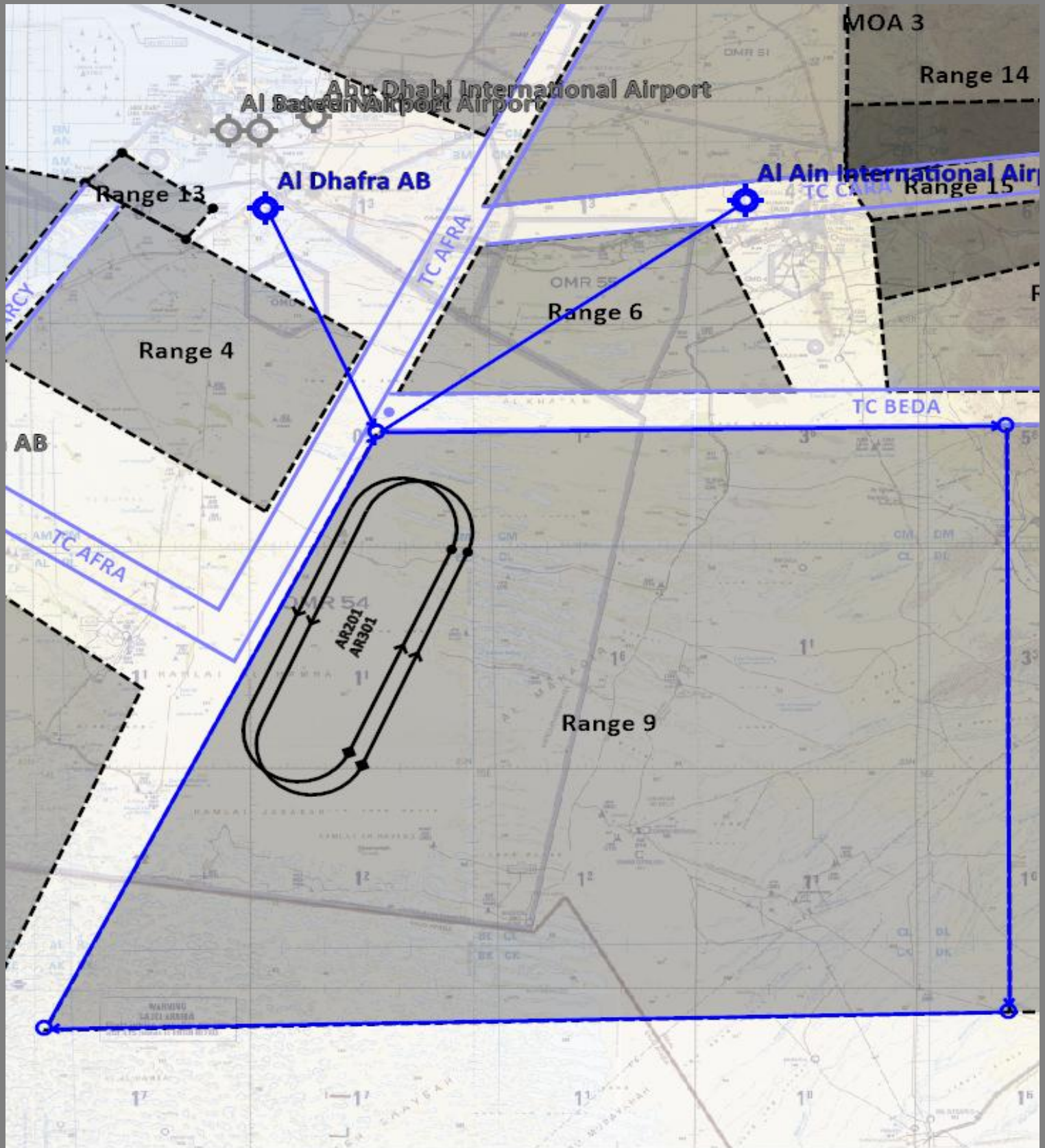


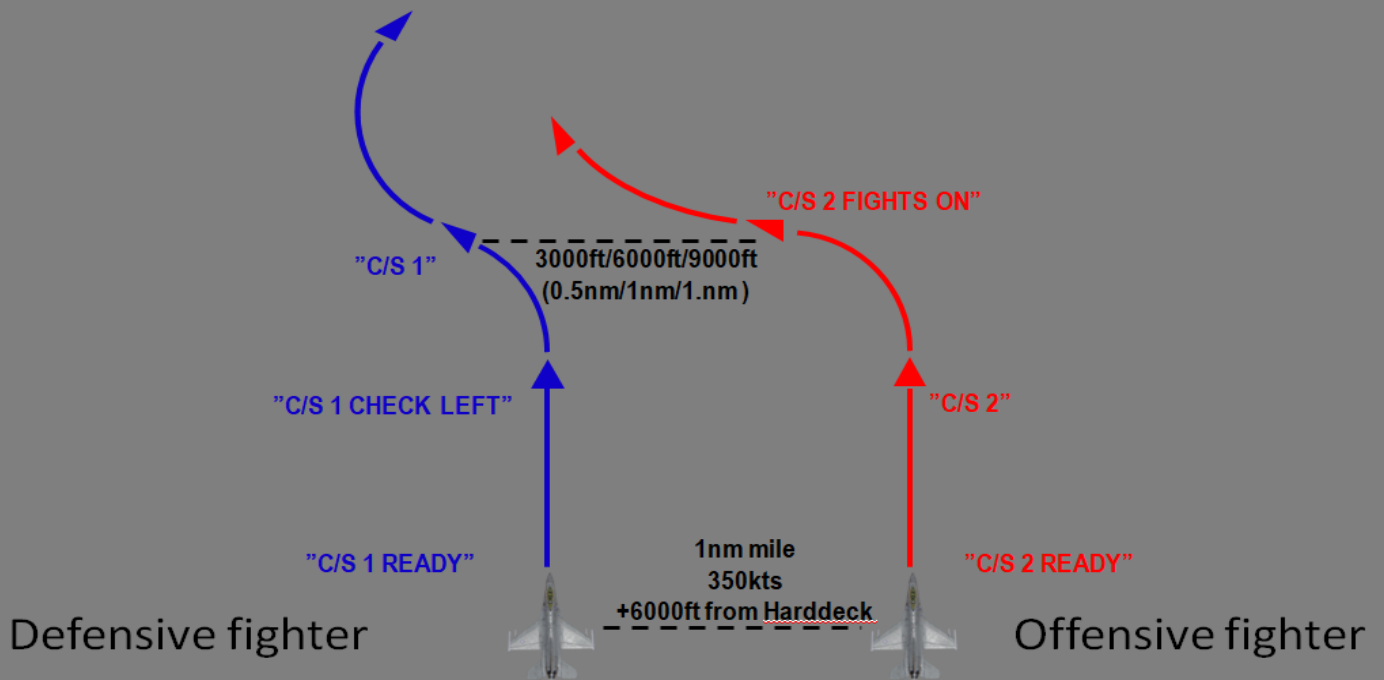
| | | | | | |
|------------|----------|----------|--------------|------------------------|---------|
| VIPER 1-1: | | IFF 3631 | MSN NR: | | |
| VIPER 1-2: | | IFF 3632 | AC: | | 2x F-16 |
| VIPER 1-3: | | IFF 3633 | POS/ALT: | | |
| VIPER 1-4: | | IFF 3634 | LOADOUT: | | |
| | | | PLAYTIME: | | |
| LOADOUT | | | CAPABILITIES | | |
| 1+9 | AIM-9M | | RAMROD: | | |
| 2+8 | AIM-9M | | | | |
| 3+7 | AIM-9M | | | HARD DECK: 9000ft AMSL | |
| 4+6 | | | | | |
| 5 | Fueltank | | | | |
| TACAN: | 63Y/126Y | | | | |
| BINGO: | 3000 | | | | |
| JOKER: | 4000 | | | | |

| NAME | NORTH | EAST | Elevation | DESCRIPTION |
|---------------------|--------------|-------------------|-----------|-------------------------|
| WP#1 | N23:45.260 | E054:46.918 | | Range 9 NW corner |
| WP#2 | N23:46.071 | E056:11.818 | | Range 9 NE corner |
| WP#3 | N22:26.252 | E056:12.039 | | Range 9 SE corner |
| WP#4 | N22:23.796 | E054:02.310 | | Range 9 SW corner |
| WP#5 | N23:45.260 | E054:46.918 | | Range 9 NW corner |
| WP#6 | N24 15.433 | E054 32.050 | 20ft | Al Dahfra |
| WP#7 | | | | |
| WP#8 | | | | |
| WP#9 | | | | |
| WP#10 | | | | |
| WP#11 | | | | |
| WP#12 | | | | |
| PRIMARY AIRFIELD | | Al Dahfra | 3-V | TACAN 96X |
| EMERGENCY AIRFIELD | | Al Minhadr | 19-V | TACAN 99X ILS 110.75 |
| COMM PLAN | | FREQ AND NAME | | PRESET COMMENT |
| Internal Priority: | | 245.75 (INDIGO 5) | | 1-U SET PRE 1 COM 1 (U) |
| Internal Secondary: | | 119.0 (WHITE 10) | | 1-V SET PRE 1 COM 2 (V) |
| Tanker: | ARCO (AR201) | 151.0 | | 11-V TCN 39X, 20.000ft |
| Tanker: | | | | |
| AWACS | | FREQ AND NAME | | PRESET Comment |
| | ATIS | 126.4 | | MAN Al Dahfra ATIS |
| | TWR | 126.2 | | 3-V Al Dahfra TWR |
| | | | | |
| | ATIS | 119.4 | | MAN Al Ain ATIS |
| | TWR | 119.2 | | MAN Al Ain TWR |
| | | | | |
| | AWACS | 237.0 | | 2-U DARKSTAR (PRGM MAN) |
| | | | | |
| | | | | |
| | Safety&Kill | 130.7 | | MAN Range 9 secondary |

GAMEPLAN



SETUP



132nd Virtual Wing

DEFENSIVE FIGHTER GAMEPLANS



BANDIT STUCK IN LAG GAMEPLAN

- Continue your sustained rate defense (corner velocity turn)
- Enemy cannot threaten you, and you are "winning" the defensive fight

BANDIT WITH ATTACK CUES GAMEPLAN

- Range outside 3000ft: LV(LiftVector) pull and be ready to jink afterwards (Change from 2circle to 1circle)
- Range inside 3000ft
 - Low energy: JINK
 - High energy: Quarter-plane (OOP)
- Deny enemy WEZ or to deny shots when you see nose rotation