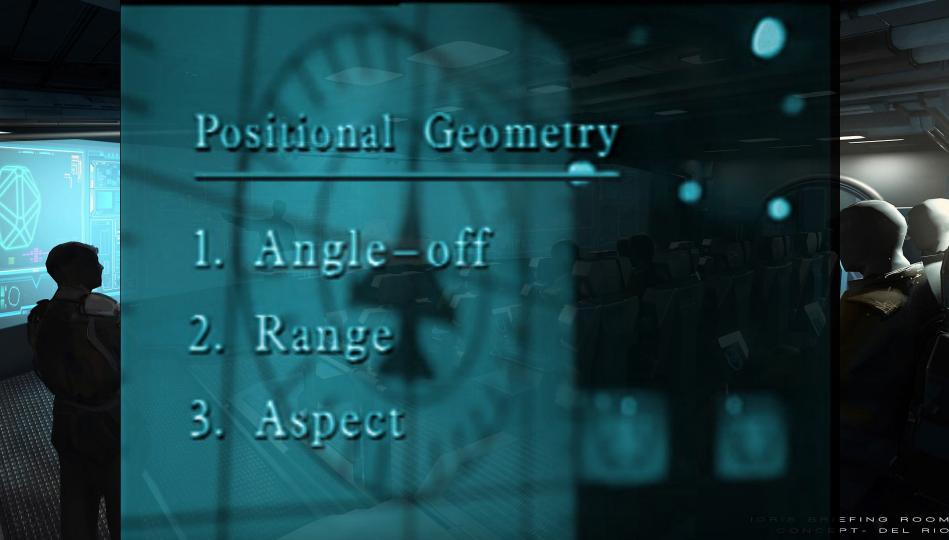
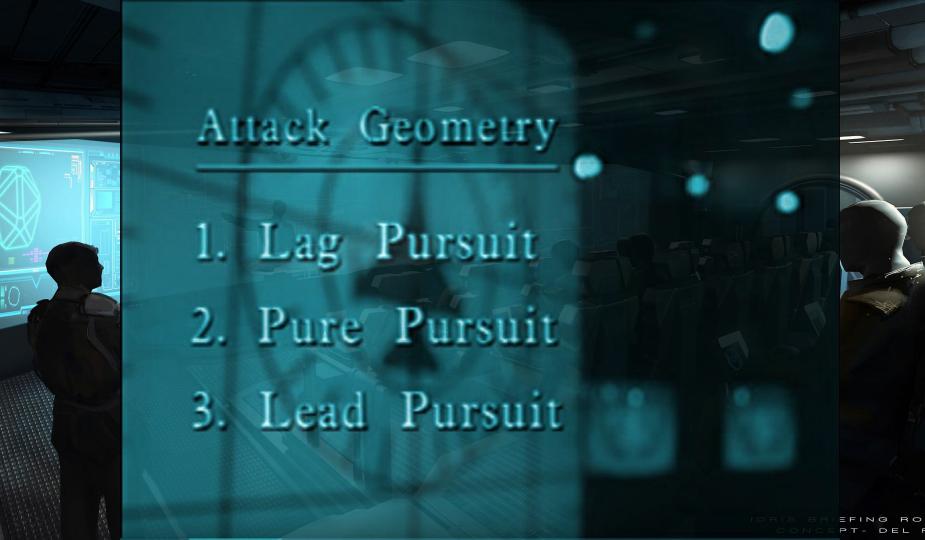




- 1. Positional
- 2. Attack
- 3. Weapons Envelope







Offensive BFM DLO's

Given an initial position of advantage:

- 1. Maintain a 3/9 line advantage
- 2. Drive into weapons parameters and shoot
- 3. If you can't do 1 or 2 then separate





BFM Basics

- 1. Observe the Bandit
- 2. Predict his future position
- 3. Fly based on this prediction
- 4. React to changes



Offensive BFM Lesson Review

- 1. Stay behind the bandit
- 2. Get inside bandit's turn circle
- 3. Fly into weapons parameters
- 4. Fly in the future



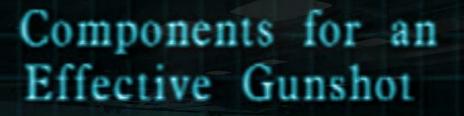


Defensive BFM DLO's

Given an initial position of advantage by bandit:

- 1. Defeat all missiles and gun shots
- 2. Force BFM problems on the bandit
- 3. When the bandit BFMs, take away his turning room





- 1. Range
- 2. Lead
- 3. In bandit's plane of motion



RIS BRIEFING ROOM



- 1. Put lift vector on bandit and pull
- 2. Jink out of plane to defend against gun attack



Head-On BFM DLO's

Given a head-on position on the bandit:

- Attain weapons parameters
- 2. Gain ³/9 line advantage
- 3. If you can't gain a 3/9 line advantage, then separate





- BFM fundamentals apply to space, but the cost of speed to gain maneuvers is minimal compared to atmo flight.
- If 3/9 line advantage is not obtained, it is now possible to disengage and re-engage.

- Compared to atmo, 6 DOF flight allows immediate 180 turns, decoupling, and strafe maneuvers.
- Creating BFM problems (defence) is easier.
- Solving BFM problems (offense) is more difficult.

- Faster, nimble fighters should seek to gain tight-six attack positions, avoiding bandit firepower.
- Slower, heavier fighters should seek to keep lighter bandits in their sights at all times, using stand-off distance, strafing, and decoupling often.

- Lag Pursuit, due to drift, often results in a circle strafe.
- Lead Pursuit often results in an intercept course. Manipulate throttle to control distance. Avoid collision. Be prepared for bandit joust attempt.

- A circle strafe is a 50/50 fight.
- While circling, to close or increase distance to bandit, manipulate your throttle and F/R strafe until desired position is acquired.
- At all times, maintain pin-point orientation to target (front-level) for smallest hitbox.
- Always use L/R strafe. Smaller target and better G resistance. U/D should never be used.

To change direction mid-fight

- 1. Simultaneously roll + strafe L or R + U or D.
- 2. Orient near-direct at bandit
- 3. Boost, Perform a blow-by maneuver.
- 4. Re- or disengage

To counter the Joust

- 1. Increase to max speed
- 2. Head close as possible to target
- 3. Side-Strafe away as he passes then air-brake.
- 4. Maintain 3/9 line advantage
- 5. Side-strafe towards bandit
- 6. Afterburn and close distance.

Missile Defense:

- 1. Gain distance when bandit locks.
 - a. Place missile on your beam (3 or 9 oclock). Full burn and 75% yaw towards missile.
 - b. OR (More effectively) Reverse strafe at 50% yaw keeping missile at your 12.
 - i. Attempt to engage missile with weapons
 - c. Juke 100% yaw towards missile when about to strike.

For your missiles to become effective vs proper enemy BFM

- Get close, tight. Deny bandit the aspect angle he seeks.
- 2. Fire only when target <30* angle and within <1km.
- 3. Follow-up missile launch with immediate gunfire.

Style Discipline Execution of the

