



# Combat Archer

## vUSAF

### VUL Period Cheat Sheet.

There will be two VULS on VUL days to best accommodate all Pilots.

Vul Period Alpha 1900Z  
Vul Period Bravo 0100Z

### Warlord

VUL only position, to be rotated among all VSOA's. Responsible for issuing ATO's and overall mission coordination.

### Callsigns:

<b>WARLORD</b>	<b>MAGIC</b>	
<b>Pilots</b>	<b>SHOOTR</b>	<b>(SHOOTR1, SHOOTR2 etc.)</b>
<b>Drones</b>	<b>ZOMBI</b>	<b>(ZOMBI1, ZOMBI2, etc.)</b>
<b>TANKERS</b>	<b>TEXACO</b>	<b>( Hose and drogue tanker)</b>
	<b>EXXON</b>	<b>(Boom tanker)</b>

### ATO's: WARLORDS DISCRETION (Drone Speed, Altitude and Position... Head on, Tail, Side profile)

Tyndall Stereo Routes (Page 10-11 IFG)

FOX THREE (radar/MRM)

1. Low profile (under 10K)
2. Med Profile (10K to 20K)
3. High Profile (20K and above)

Fox TWO (IR/SRM)

4. Low profile (under 10K)
5. Med Profile (10K to 20K)
6. High Profile (20K and above)

## **Tanker ATO's**

*Hose and Drogue*

Ramp 2 Air refueling Track (Page 36 of IFG)

*Boom*

DESTIN "B" AIR REFUELING TRACK (Page 38 of IFG)

## **Order of Battle:**

1. Participant check in. 1900Z or 0100Z respectively.
  2. VUL ATO assignment
  3. Tanker and Drone launch VUL +15 minutes
  4. First Shooter flight launch VUL +30 minutes
  5. After ATO SHOOTERS can RTB or proceed to tanker.
  6. After first shooter flight is RTB, second Drone launch if needed.
  7. Second shooter flight departs +5 after Drone.
  8. Repeat until all flights have had a chance to engage.
- NOTE: Flights will consist of multiple aircraft, and will use the concept of wingman tactics, and engaging/supporting fighter.

## **POINTS:**

<b>Warlord:</b>	<b>100 points awarded.</b>
<b>Drone Pilot:</b>	<b>50 points awarded.</b>
<b>VUL Participation:</b>	<b>50 points awarded.</b>
<b>Successful fireball:</b>	<b>25 points awarded.</b>
<b>Miss:</b>	<b>0 points awarded.</b>

