



## Rules Of Engagement

June 2007

- **1**, Range at which any aggressor can join the server will be @ min 50m ,75m and 100 miles .Off line flying can be done using FSFDT's server, then join RAFvirtual.com's server at 50,75,100 miles or just stay on RAFvirtual.com's sever.
- **2**, Numbers that will be engaged in combat e.g. pairs, one on one or a open approach first come first serve, when in air to air combat or a air to ground contact.
- **3**, Weapons payloads to be carried. To be sorted before flights depart.
- **4**, Fox calls and guns. Any hit, will be down to the marshal or the delegated controller running the exercise/sorties. Each fox call will reduce the aircrafts payload. So keep count. (see item 3)
- **5**, How and when a kill is to be confirmed.  
What will happen to the out of action aircraft?  
e.g, RTB, off server for 5mins, go to a neutral base, fly 20miles away from the action off sever then rejoin. This will be down to whoever is in control at the time. (See item 4)
- **6**, Perhaps time the contacts from 2mins to 10mins then aircraft must brake contact and reengage another target. To be confirmed on the night/day by the delegated controllers.
- **7**, Perhaps aircraft damage should be called e.g. no avionics ,hydraulics ,engine out , that pilot must deside what course of action to be taken.(roll the dice odds or evens to decide if he downed or can limp RTB) If a aircraft is damaged in action and RTB ,he must have a wingman escort him to is home base or neutral base or just escort him as far as he can go. Perhaps Set a time limit from 5min to 30mins after that time he must ether land or call May Day.
- **8**, Teamspeak channels to be setup and tested before any action/contacts takes place.
- **9**, Radio calls on controlled channels will only count.



- **10**, If a ground based aggressor is in action e.g. Sam sites they can come off server and rejoin somewhere else in the field of action, as long as it's in reason no more than 10miles e.g. a Sam battery would carry more that 1 Sam .So when you fire say 4 Sam's it's time to relocate or come off the server to emulate the Sam site being reloaded. If an Alarm missile is fired there are 2 options open to the Sam battery. Staying on the server and get killed by the Alarm or wait off server for whatever the Alarm has active time left.(Need to check how long a Alarm can stay active for ,there is also two modes that the Alarm would have ,direct or indirect)
  - Direct being from the attacking aircraft to target.
  - Indirect the Alarm goes up high and falls down to earth on a parachute, when a Sam site comes active the rockets ignites its rocket motor heading for the Sam contact.
- **11**, Sea based aggressors  
 How many hits can a frigate take before being call out of action? A good number would be 4 hits. Submarines can simulate the same thing as the Sam site by coming off server to emulate diving under sea, when coming to the surface coming back on server. Again what damage can a sub take before being called out of action? A good number would be 2 hits from bombs and 1 hit by a torpedo. When a sub or Sea based aggressor is called out of action, they can rejoin at a new location no more than 10 miles from last location.
- **12**, Fsnav range setting for controllers need to be set.  
 Aircraft radar need to be set e.g. 9 - 1sqn will have there's to 10miles, being ground attack and 3 - 111sqn have there's at 20 – 40 miles air to air. It will be down to the CO's to manage this side. As for 201, 8 sqn or any designated controllers range will be down the controllers needs, max 400 miles. E.g. command and control or ATC duties
- **13**, The final word on kills will be down to the marshal's or designated controllers.
- **14**, Contacts with unknown aircraft.  
 When a contact is reported 8sqn, 201sqn or designated controller can control aircraft to intercept, under no circumstances are they to be engage in combat.  
 First make visual contact report back and shadow the unknown. If possible push the aggressor out of controlled space my any menses open to you. Only open fire when fired upon or approved by the most senior officer on T/S at the time. (Remember if you shoot down an unknown there will be no one else on to keep others occupied, so make it last.)
- **15**, Rolling the dice ( Optional only)  
 Odds will be a hit, number 3 damaged and 1 or 5 safe ( see item 7)  
 Evens a miss .