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Falcon 4: Allied Force/Lock-on/ DCS Black Shark/ FSX VSR
Rules of Engagement

Rules of Engagement (ROE):

In addition to operations manual, Seawolves Virtual Navy (SVN) members must adhere to rules of engagement (ROE) before performing any mission. These can cover most of the circumstances that arise while playing the authorized scored games within the SVN.

The ROE are extremely important:

1. They provide a consistent, understandable and repeatable standard on how we act as an organization.
Typically they are carefully thought out in detail well in advance of an engagement and may cover a number of scenarios, with different rules for each.
2. They assist in the synchronization of military components to establish a strategy by allowing members to better understand, forecast and tailor the actions of a force.

Falcon 4: Allied Forces (F4AF):

Set-up:

1. The F4AF game should be installed and patched up to the latest release (1.0.13). When you open your game folder you will see an option to verify our patch, check to make sure you currently have your game patched up to the 1.0.13 version. All future patches will be released on the Lead Pursuit website, however all patches should be verified and approved by the CWG prior to the group installing to ensure they meet SeaWolves standards. The website for Lead Pursuit can be located here:
<http://www.lead-pursuit.com/downloads.htm>
2. You will need to set up your router to have the following ports forwarded: 2934-2937.
3. If needed, prior to the Host giving the flight connection parameters, he/she will advise all pilots to switch to the Ventrillo channel that was listed in the ATO.
4. The Host will post his IP in Ventrillo in case a pilot does not already have the Host's IP already in the phonebook in the Multiplayer section of the user interface. The Host will also let the pilots know if his IP has changed recently so they know they will need to copy his new IP.
5. The Host will announce the theater that will be used, and then transmit "Launching the Game" once he is launching the sim. After that call has been made, all pilots will launch the sim and wait for further instructions.
6. Once the Host has launched the sim, he will initiate a chat lobby, and announce "Comms is up", which means all pilots should connect to the Host.

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7. After all pilots have entered the lobby, the Host will launch his/her Campaign/TE/Dogfight, set the rules of engagements, and announce "The game is up, clock is stopped", after which all pilots will connect to the game, ensure their setting match the Host's setting in the Rules Of Engagement section, and broadcast "[Your Callsign] is in, clock stopped" as they stop the clock. All pilots should have all of the Rules of Engagement settings to realistic, with the exception of Padlock, which should be set to "Enhanced".
8. Once all pilots have entered the Host's game, the Host will give a situation brief for the mission, and assign Ventrillo channels for each flight according to each flights position in the FRAG Order.
9. After each flight has switched to the appropriate channel, all pilots will start planning for the mission. If the Host specifies that the weapons loadouts are not locked, each flight lead will be able to change their weapons loadout. Only the flight leads are allowed to make changes to the loadout.
10. After each flight has completed their planning for the mission, each flight lead will broadcast "[Package Callsign] is ready to brief". After all flight leads have broadcasted that call, they will conduct a thorough briefing in order of the FRAG Order. See Classroom section of the Powerpoint for more details on how to conduct a briefing.
11. After all flights have conducted a brief, the Host will announce that we will be committing to Ramp start, Taxi, or Takeoff (all ATO flights are to start as a Rampstart), and advise each flight to check-in when ready. Each flight lead will ask his flight members if they are ready. There are two appropriate responses to the ready check: "[Flight Position] ready" or "[Flight Position] standby 1". For example, if I am #2 in a flight, I would say "Two is ready" or "Two, standby one". Once all pilots have checked in ready, the flight lead will broadcast "[Package Callsign] is ready".
12. Once all flight leads have broadcasted they are ready, the Host will broadcast "[Your Callsign] is committing to Rampstart/Taxi/Takeoff, Commit Now". The "commit now" should be broadcasted once the Host has hit commit and can see the clock (that countdowns once you pick Ramp/Taxi/or Takeoff). If you have a slow clock, it is most likely that a pilot hasn't committed yet, or someone is taking off before your flight, and therefore, the clock will countdown in real time. **ONCE YOU HAVE COMMITTED TO RAMP/TAXI/TAKEOFF, THERE ARE TO BE NO COMMMS UNTIL YOU ARE IN THE JET.**

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13. Once in the jet, each pilot will transmit locally (to their channel, not broadcast) IN ORDER OF THEIR FLIGHT that they are in the jet. The call is "[Your flight position]'s in the jet". For example, if I was #2 in a flight, I would transmit "2's in the jet". If I am #3 in a flight and I get in before #2, I will not transmit "3's in the jet" until #2 has called "2's in the jet". There is no need to broadcast your "in the jet" call. If you don't hear anything from other flights you can assume they got in the jet Ok. If anyone has a problem, his/her flight lead should announce the issue to the Host and/or Mission Commander. A pilot will be allowed two chances to reconnect (making a total of three attempts). After the 3 attempts, the pilot will be dropped from the flight. The only time you should broadcast to other flights is right before you taxi by completing a check-in call.

14. From this point on the mission should go on as planned. If a pilot gets shot down or crashes, he/she is not allowed to re-enter the game. We strive for realism in the 1st, and therefore, when a pilot is down, he is down. After a pilot is shot down, he/she must exit the game and wait until the mission is over for the debrief. He/She is not allowed to stay in the 3D world switching views. If the pilot has a CTD, he will be allowed one opportunity to re-enter after letting the Host and/or Mission Commander know about the CTD.

15. After each flight, we will conduct a "what I could have done better" debrief. The debrief will not be each pilot telling us each step of their mission over and over again. The debrief is used to discuss how you thought the flight went, tactics that were successful/unsuccessful, brevity, etc...

Lock-on Flaming Cliffs 2.0 (LOMAC)

Set-up:

1. The game should be installed and patched up to the latest release (1.02). All future patches will be released on the downloads page, however all patches should be verified and approved by the CWG prior to the group installing to ensure they meet SeaWolves standards.

2. You will need to set up your router to have the following ports forwarded: 10308 UDP/TCP

Once you have completed these items you are ready to join a game. Please refer to the standard protocol procedures listed below.

DCS Black Shark (BS)

Set-up:

1. The game should be installed and patched up to the latest release (1.02). All future patches will be released on the downloads page, however all patches should be verified and approved by the CWG prior to the group installing to ensure they meet SeaWolves standards.

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2. You will need to set up your router to have the following ports forwarded: 10308 UDP/TCP

Once you have completed these items you are ready to join a game. Please refer to the standard protocol procedures listed below.

MicroSoft Flight Simulator X/ VRS Superhornet (FSX)

Set-up:

1. The core game should be installed and patched up to the latest release.
2. Install the FSX acceleration pack.
3. Install the VRS Superhornet pack.
4. To ensure you have all the correct patches use the ACM.
5. Install VATSIM and register with VATSIM. Please follow the guidelines below for this step:
 - a. You need to use your real name. Your call sign name will be assigned to you it cannot be a nick name like Fireball or Maverick. We need to assign it so that we have control and 2 people do not have the same one when logging on.
 VFA-14 will use Camelot
 Your Call Sign should be CMT14* *= Number assigned
 CNO Call Sign CMT140
 CAG Call Sign CMT141
 SC Call Sign CMT142
 XO Call Sign CMT 143

Also if you are using VATSIM you need to make sure that you follow their rules. We do not want to give the SeaWolves a bad name. IF you need help you can PM CAPT Fireball CAG-SVN and he will give you a hand.

In order for us to become VATSIM Certified we must meet these seven (7) requirements

- 1) The airline management supports VATSIM and encourages their pilots to use VATSIM approved software for flying on the VATSIM network.
- (2) Many of their pilots regularly fly online, giving the airline a presence on the VATSIM network. The expectation is a minimum of ten pilots who have flown on VATSIM under your VA callsign within the last 90 days
- (3) The airline must have been in existence for at least three months. The three month period starts when your VA is fully functional and open for new pilots to sign up.
- (4) Each airline has 10 or more pilots with a verified VATSIM PID/CID, listed in an easy to find roster or rosters (if hub based), who fly actively on the VATSIM Network. If your roster is not easily visible, send us a list with PID/CID.
- (5) Each airline displays a VATSIM logo, with link, on their website homepage, preferably in a conspicuous location. This is usually the front page and

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alternatively in a Partners page linked from the main page. VATSIM logos can be found by logging in to the main VATSIM website, and then navigating to "about VATSIM->VATSIM logos".

(6) No VA website will attempt to install or alter any software on a client user's system.

(7) All VAs must maintain an active email address in which they can be reached.

6. All future patches will be released on the downloads page, however all patches should be verified and approved by the CWG prior to the group installing to ensure they meet SeaWolves standards.

Once you have completed these items you are ready to join a game. Please refer to the standard protocol procedures listed below.

Flight Operations Procedures:

All official simulation in the Carrier Air Wing follows the same flight operations procedures. These steps are required to partake in an official mission.

1. Confirm all pilots in lobby
2. Start mission TE or campaign
3. Check all pers are in correct flight a aircraft assignment
4. Conduct Briefing
5. When ready select Ramp or Taxi start
6. When pit loads call over vent in the pit.
7. Taxi is sequence to the Hold short position.
8. Flight lead, 2, 3,4
9. Upon arriving at Hold short get permission from tower for position and hold.
10. Take off is in singles unless its a large runway and permission is given to take off in pairs.
11. Upon take off flight joins up in formation before turning to SP2.
12. Upon reaching safe distance from Airfield Flight goes dark(Nav lights off) and fences in.(fence in checks- note Jammer switch is up to tactical position and depends on situation before being used)
13. Initial point flight assumes strike formation(trail) or splits for deconfliction (split attack, single side offset, popup attack)
14. Upon egress flight rejoins and status of flight/battle damage is passed.
15. Air threats- targets are sorted and assessed by flight lead depending on threat/distance/type and quantity of bandits before engaging target must also be identified by either AWACs or Raygun call.
16. RTB at 30Nm from base when last aircraft is inside 30NM flight lead calls inbound for whole flight. Damaged aircraft have priority depending on situation. Follow ATC to landing.
17. In-flight refueling Flight lead makes call to AWACs for vector to tanker he then sets TACAN channel and flight adopts lead pursuit on tanker.

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18. When within 10Nm flight lead calls request refuel from tanker and flight joins Tanker with flight lead directly behind and 2,3,4 off to right wing of tanker. After refueling lead backs off and moves to left wing of tanker. Formation is 3,2,1 tanker whilst 4 is refueling.

Scoring Matrix:

Filing a mission report = 2 points.

Mission success = 1 point

Successful landing = 1 point.

Flight time * 2 points

Ground kills * 0.25 points

Air kills * 0.5 points

Stationary kills * 1 point

Friendly kills (ground kills + air kills + stationary kills) * -0.8

Successful landing = 5 points

Unsuccessful landing = 1 point

If a mission total is less than 0 points, then total will be equal to 5 points.

Reporting Requirements:

All missions flown must be reported using the SVN reporting system. You must include the mission debrief in each report from the game that you played. If a game fails to provide a mission debrief report, you must in your own words and memory provide a summary of the flight and all objectives the mission status.

If a report is filed with no valid information in the debrief, the report will be deleted and no credit for the mission will be awarded. All Squadron Commanders (SC's) will ensure that reports meet the SVN standard. SC's should contact the SVN officer who fails to submit reports or submits a report that is missing information and instruct them on proper reporting.