

# Lock-On: Modern Air Combat 131<sup>st</sup> Training Program Guide

By Night Hawk 131st

**About:**

This document will include a list of our training program and courses to be taken for any new recruits or member volunteered to take the course. The program will include both basic and advanced training for all flyable aircrafts in LOMAC.

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**Version history:**

Date created: 1/31/04

- First version created

2/02/04

- Side selection section corrected

**Table of Contents:**

Work pending.

## **Introduction**

The purpose of this training program is to test and train the skills of our newly recruited members to the team and refreshing the skills of a few old members who are willing to take the test. All these tests can be done individually offline or online with a 131<sup>st</sup> member, but it is required to be accompanied by an active master training officer in order to qualify and score for the test. Each program consists of a total score to be achieved in order to advance to another level. Every new recruit to the team must complete the basic training set in order to qualify to be an active full-time member of the 131<sup>st</sup> squadron.

## **Evaluations**

The following page is a table of trainings required for each level and scores for each program and tests. Trainees must accumulate certain points in order to advance to the next level of training. Again, each trainee must be accompanied by at least one training officer in the 131<sup>st</sup> in order for the tests to be valid and counted for the scores. In order to pass a test, you must fulfill the required 'threshold score' or minimum score, same as with the training levels -- you must meet the required total minimum score of each series.

Trainees that did not achieve the standard minimum score need to take the tests again until he/she gets to the total minimum scores. If score is <20 below minimum passing score, he/she is able to take on a written test which will increment a total of 20 points max.

Anyone who achieves 100% score in a series can receive a Silver Eagle wing award for training excellence.

Anyone who reaches Top Gun Level will be having a special reward from the squadron!

Full description of the test will be available on the next pages in this document, use the search function and input the code provided to go there. Please contact any of the training officers if you have any questions, doubts or problems.

**Training Tests Table:**

Test	Level	Min score	Max Score	Code
Basic 01	--	50	100	B1Q01
Basic 02	--	50	100	B1Q02
Basic 03	--	60	100	B1Q03
Basic 04	--	60	100	B1Q04
Basic 05	--	80	100	B1Q05
<b>Total Score</b>		<b>500</b>	<b>Minimum Score</b>	<b>300</b>
<b>**Required to pass for full-time 131<sup>st</sup> member</b>				
Lv1 A01	1	75	100	B1A01
Lv1 A02	1	75	100	B1A02
Lv1 A03	1	75	100	B1A03
<b>Total Score</b>		<b>300</b>	<b>Minimum score</b>	<b>225</b>
Lv2 B01	2	80	100	B2D01
Lv2 B02	2	80	100	B2D02
Lv2 B03	2	80	100	B2D03
Lv2 B04	2	80	100	B3D04
Lv2 S01	--	100	100	SX8K1
<b>Total Score</b>		<b>400</b>	<b>Minimum score</b>	<b>320</b>
<b>Lv2 S01 is an optional bonus test</b>				
		<b>Minimum Score For Lv3 – 875</b>		
Lv3 C01	3	60	100	B3F01
Lv3 C02	3	70	100	B3F02
Lv3 C03	3	80	100	B3F03
Lv3 S02	--	100	100	SX8K2
<b>Total Score</b>		<b>300</b>	<b>Minimum score</b>	<b>210</b>
<b>Lv3 S02 is an optional bonus test</b>				
		<b>Minimum Score For Lv4 - 1105</b>		
Lv4 D01	4	60	100	B4H01
Lv4 D02	4	60	100	B4H01
<b>Total Score</b>		<b>200</b>	<b>Minimum score</b>	<b>120</b>
		<b>Minimum score for graduation - 1245</b>		
Graduation	--	1245	1700	SX9D1
<b>Top Gun Graduation – 2865 pts</b>				
Top Gun	--	2865	4100	SX0T1

**Side Selection / Class Division:**

Because LOMAC is a study simulator (modeling every plane into its finest detail), we cannot do the training program on only one plane, but we will break down the program into two sides. The Russian and the NATO. Russian side will generally fly the Su25 for ground attacks, Mig-29 for short range AA interception and Su27/33 for long-range interception. Meanwhile, the NATO will have available the A10 for ground attacks, Mig-29 for short-range intercept and F-15 for long-range intercept.

Before beginning the Level 1 trainings, you must decide which side you are going to be training. Points accumulated from one side cannot be passed on the other side, but it will remain accumulated. Trainees can do switches of side ones upon completion of Level 1 Trainings of either side. For example, if you choose Russians, you will be flying entirely the Su25/27/33 and the Mig29 during Level 1 and wanted to switch sides, your points accumulated on this side WILL NOT pass on to the NATO side. Instead, you can do the switch with your Russian side points accumulated and start from zero on the NATO side.

Upon reaching Level 3, you can choose the plane in specialization you are going to fly. Specialization in plane lets you select only one plane and continue on the training program. Same as above, when you select a plane, you must finish Level 3 before you can switch planes in specialization. Every plane from Level 3 on have their own points to accumulate, so being master in every single plane is not quite an easy task!

Once you complete Level 4, you will automatically be awarded with the specialization of the side and plane you have selected during the program. Then you will have the chance in doing the tests again in a different plane or side.

**Top Gun Level**

Being a Top Gun in this is not an easy task and requires enormous times of flying and experiences! The Condition in reaching Top Gun level is to have completed the ENTIRE program with both sides complete and specialization in every single plane. Any member who achieves this level will have a very special reward from our team!

*\*\*The NATO Mig29 will not be necessary if you completed the Russian Mig29 or vice versa.*

### Scoring

The scoring during the tests are based on your performance and if you have managed to success the key objective in the test. Attaining the highest score requires the use of tactics, combat knowledge and teamwork.

Here is a list of key consideration for scoring in a test.

<b>Evaluation</b>	<b>Score</b>
Mission Successful (survived)	+30
Kill AI air target	+10
Kill ground target (group)	+5
Mission Survival	+10
Combat Damage (light)	-5
Combat Damage (moderate)	-10
Killed in Action (KIA)	-30
Training Officer comment	±20