

Combat Communications Glossary – Basic Terms

Pre-merge.

“Bogie”	unidentified aircraft
“Bandit”	aircraft confirmed hostile
“Friendly”	self-explanatory
“Tally”	visual contact with a bandit – only use for confirmed bandits!
“Visual”	visual contact with a friendly, usually your lead aircraft
“Blind”	you can’t see your flight lead
“No-Joy”	you can’t visually acquire a bandit or bogie

Merge.

“Engaged”	call made by a fighter going offensive during a merge. This is always going to be the flight lead at a merge, in a controlled situation, unless he directs #2 to attack.
“Engaged defensive”	you are under attack or need to take evasive action as you are about to be. Role swapping in “Double Attack” occurs here, if the attacked fighter is the “Support” fighter.
“Press”	called by the “Support” fighter. This means the support fighter sees that his engaged wingman may continue his attack because: the area is clear of any other bandits that could immediately threaten the engaged or support fighter.
“Unable”	someone has called ‘engaged’ and you can’t support, typically because you are also under attack
“Negative”	during a two ship engagement, this is used by lead to deny his wingman the opportunity to engage
“In”	standard call for either aircraft of the formation that is commencing an attack
“Out”	attacking aircraft calls this immediately as they disengage. This informs the current support fighter that he is free to attack

Support fighter directives

“Disengage....”	Called by the support fighter. There is a threat to the support fighter or engaged fighter, and requires the attention of both aircraft
“Break right/left”	Directed by the support fighter. Used to direct a defensive aircraft to avoid an enemy gun solution or to immediately put the bandit in a position to be shot by the support fighter. Max power, hardest turn you can make without blacking out
“Hard right/left”	high power (normally 100%) sustained turn
“Separate N, S, E, W”	directs defensive fighter to exit the fight, usually with an accelerating dive, and specifies some cardinal direction or heading
“Drag N, S, E, W”	support fighter directs his defensive wingman to make defensive maneuvers in one general direction, by executing various jinks, rolls, and short uncoordinated turns with frequent reversals. The goal is to drag the pursuing bandit into a position to be killed by the support fighter.

End of sortie terms

“Winchester”	you are out of ammunition
“Bingo”	you are low on fuel and must return to base
“Tumbleweed”	complete loss of SA
“Home plate”	home base
“RTB”	returning to base

Generic terms

“Roger”	I read you
“Affirmative”	Yes
“Negative”	No
“Wilco”	I will comply with your instructions
“Unable”	I am unable to comply with your instructions
“Padlocked”	you’ve got an object of interest in sight and can’t take your eye’s off it without risk of losing it
“Posit”	a directive requesting your position
“Weeds”	very low altitude
“YoYo”	you’re on your own!