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Author Topic: Operation Rolling Fire Mission #4

**BeachAV8R**  
Member  
Member # 3055

posted 09-28-2003 22:11

09/28/03  
Falcon 4.0/SP3 Campaign Mission Report #04  
OPERATION ROLLING FIRE  
DAY 1 - 1710 HOURS

Campaign Status:

The air battle continues to rage across the DMZ. Forces are scrambling to attack and counter-attack as both sides are starting to adjust to the ferocity of the war. Rookies from both sides who have survived to this point are starting to adjust to the realities of war. If you aren't dead yet, you're a veteran of sorts.

I've adjusted the PAK map so that I can concentrate my missions on the DMZ and just north of the DMZ since attriting the enemy offensive is of utmost importance. In a country who's capital is only 50 kilometers from the front-lines there is little room to bend.

Using some of the Intel features of the campaign planning module we can start to see the beginnings of some trends developing thus far in the campaign. The DPRK forces have suffered relatively large air losses in the opening phases of the campaign while US/ROK forces have had a relatively easy time of it:



It appears as if the US/ROK ground forces are holding their own as well even though they are far outnumbered. Quality and training can often overcome quantity:



Campaign Map:



Objective:

With the first 3 flights of the campaign being dedicated SEAD flights I was actually relieved today to be asked to fill in for another squadron just down the road. The ROK commander of the 161st Fighter Squadron based in Choongwon lost 4 aircraft in the opening moves of the campaign. I'll be supplementing their squadron since their ATO is heavy on ground attack and blunting the central southward move of the DPRK forces:

### FIGHTER SQUADRON

161st Fighter Squadron

**Owner**

**Base**

**Role**

ROK

Choongwon Airbase

General

|                           |            |
|---------------------------|------------|
| <b>Aircraft</b>           | 11         |
| <b>Pilots</b>             | 45         |
| <b>Experience</b>         | Regulars   |
| <b>Morale</b>             | High       |
| <b>Supply</b>             | Full       |
| <b>Next Resupply</b>      | 12:00      |
| <b>Last Resupply</b>      | 0 Aircraft |
| <b>Aircraft Losses</b>    | 4          |
| <b>Pilot Losses</b>       | 0          |
| <b>Missions Flown</b>     | 34         |
| <b>Mission Rating</b>     | Excellent  |
| <b>A-A Kills</b>          | 33         |
| <b>A-G Kills</b>          | 15         |
| <b>Naval Kills</b>        | 0          |
| <b>Stationary Targets</b> | 19         |

**Players:**

1

SQUADRON

PILOT

Our mission is BAI (Battlefield Air Interdiction) in the area around Sangnyong-ni. Enemy forces have been spotted in the area and our goal is simply to find and destroy as many of the DPRK 3rd Armored Brigade as possible:

## BRIEFING PRINT

**MISSION:** Search for and destroy enemy ground forces in the area around Sangnyong-ni.

**YOUR TASK:** BAI

Station Area: over Sangnyong-ni.

Time on Station: 17:26:11

Patrol Time: 00:11:49

---

**SITUATION:**

Be advised: Intelligence reports a large enemy offensive is in progress, probably with the intent to take Seoul.

Army intelligence reports the DPRK 3rd Armored Brigade is moving towards Sunhang-ni. Air command hopes to attrit their forces before they arrive at the front.

---

**PACKAGE ELEMENTS:**

Tempest1 (BAI)      4 F-16CG      Search for enemy targets, engage and destroy at will

---

**THREAT ANALYSIS:**

Enemy CAP aircraft are likely to be operating within operation area.

---

**STEERPOINTS:**

| # | Desc    | Time     | Dist | Head | IAS | Alt   | Comments                      |
|---|---------|----------|------|------|-----|-------|-------------------------------|
| 1 | Takeoff | 17:09:00 | --   | --   | --  | --    | Takeoff                       |
| 2 | --      | 17:22:32 | 70.0 | 322  | 225 | 22.0M | --                            |
| 3 | S&D     | 17:26:11 | 26.5 | 321  | 355 | 15.0M | Find and engage enemy         |
| 4 | S&D     | 17:28:00 | 13.3 | 153  | 355 | 15.0M | Return to previous steerpoint |
| 5 | --      | 17:41:23 | 24.5 | 139  | 355 | 15.0M | --                            |
| 6 | Land    | 17:52:01 | 59.0 | 140  | 240 | 22.0M | Land                          |
| 7 | Refuel  | --       | --   | --   | --  | 20.0M | Tanker station area           |
| 8 | Land    | --       | --   | --   | --  | 20.0M | Alternate landing strip       |

---

**ORDNANCE:**

|                       |                       |
|-----------------------|-----------------------|
| Tempest11: 2Lt. Beach | Tempest12: Unassigned |
| 510 x 20mm M61        | 510 x 20mm M61        |
| 2 x AIM-120B          | 2 x AIM-120B          |
| 2 x AIM-9M            | 2 x AIM-9M            |
| 6 x AGM-65D           | 6 x AGM-65D           |
| 2 x 370 Gal Tank      | 2 x 370 Gal Tank      |

Planning/preflight:

I'll be leading the 4-ship flight from Choongwon in basically a direct route to the strike area. Our aircraft will be loaded with 6 AGM-65D "Maverick" missiles and unfortunately the armory received orders to load CBU-52B cluster munitions instead of the preferred anti-armor "Rockeyes". Not wanting to miss our take-off time though and knowing that the Maverick was our prime weapon we accepted the load-outs:



Debrief:

With my "new" squadron (and new paint job!) we take-off for our BAI flight:



Cont....

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<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R**  
 Member  
 Member # 3055

☐ posted 09-28-2003 22:11

Enroute to the first steer-point I call up the weapons page and start setting up my CBU's. Pulling on suggestions from fellow F4 pilots I leave my arming delay (AD) at 4 seconds and set the burst altitude (BA) to 3500 feet to get a realistic frag pattern:



After setting up the stores I turn back to the A2A radar and start querying AWACS on targets making sure we don't blunder into any enemy fighters inbound. All we show is a few targets using jamming but according to AWACS all are friendly:



A Hawk missile battery warning comes up on the RWR scope. It should be friendly although in the Persian Gulf a Hawk may indeed be an enemy:



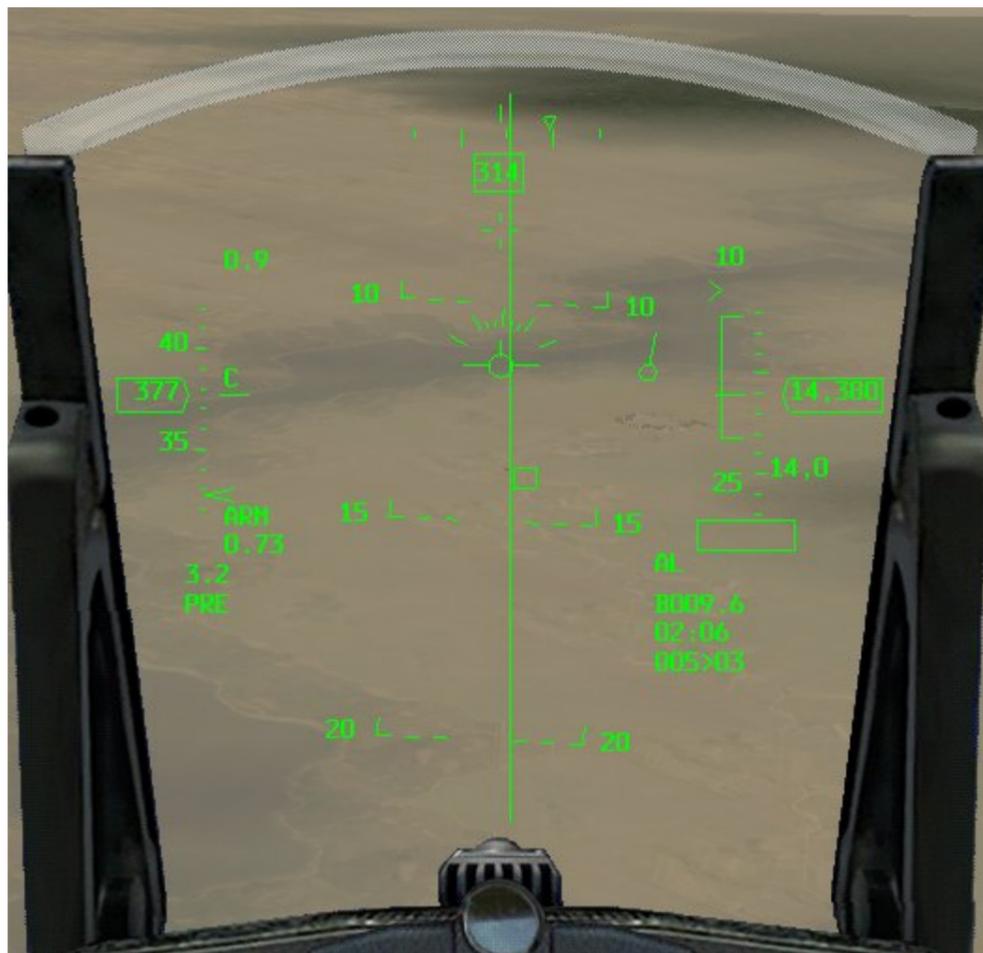
Approaching the target area I select the Maverick and hit "U" to take the cover off the seeker:



Using Ground Moving Target (GMT) mode of the ground radar I identify some "movers" near the target area. I take a chance during this engagement and don't positively identify the targets as hostiles. I really should have, but the perceived threat over the target area is so high it makes you WANT to get the heck out of there as fast as you can. After designating a mover on the GMT the slaved image on the Maverick appears in the right MFD:



The target-designation box also appears on the HUD centered over the target:



Cont...

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<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R**  
 Member  
 Member # 3055

📅 posted 09-28-2003 22:11 🏠 👤 📧 📄 “ ”

I quickly launch all six of my Mavericks in a single pass, simply locking up and firing each subsequent Maverick at different targets in the field of view:



Here you can see the results of my Maverick pass with 3 targets ablaze, one exploding in a fireball and one more about to be destroyed:



As I execute a 5G pull off the target (thanks Keith Rosenkranz!) the now agitated enemy troops in all sectors open up with AAA which fills the skies around me with dark blossoms:



Looking over my shoulder I finally top out above the AAA and breathe a sigh of relief. Every pass into the AAA envelope I always cringe with expectation:



Pulling up my bomb delivery profile I come back around in CCIP mode to drop my cluster bombs on the surviving armor units:



As the CCIP pipper climbs toward the targets I lead them slightly since they are moving and hit the

pickle button:



My first pass is right on target but doesn't do much damage. Damn I wish I had Rockeyes!



Cont...

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<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R**  
 Member  
 Member # 3055

□ posted 09-28-2003 22:12 “ ”

As I climb out to prepare for my final bombing run the action in the theater goes on oblivious to my presence. In the distance an aircraft goes down in a plume of fire and smoke. I assume it is a friendly since multiple AWACS calls have produced no contacts closer than 25 or 30 miles:



Coming back in for my last run with my CBU's:



I release my bombs and pull hard again off the target:



The frag pattern catches the enemy perfectly this time and I get a few more kills than on the first pass:



Climbing back up to altitude I take a second to browse around the theater and am amazed when this flight of F-4s happens along a huge (I mean HUGE!) explosion. It was so amazing to watch it happen and I don't know what caused the explosion:



Calling up AWACS I request the picture and they give me a range and bearing for an enemy contact. I order my wingmen home since I don't want to drag them along for my "free-lancing". I put the bearing on the nose and start sweeping with my radar. Eventually the target resolves itself about 25 miles out right back toward the primary target area!



As I accelerate toward the contact I pull up my AMRAAMs and keep an eye on the DLZ. The contact is about 20 miles out but our closure is a nice 882 knots and the range carat is dropping swiftly toward the "no escape" zone on the DLZ:

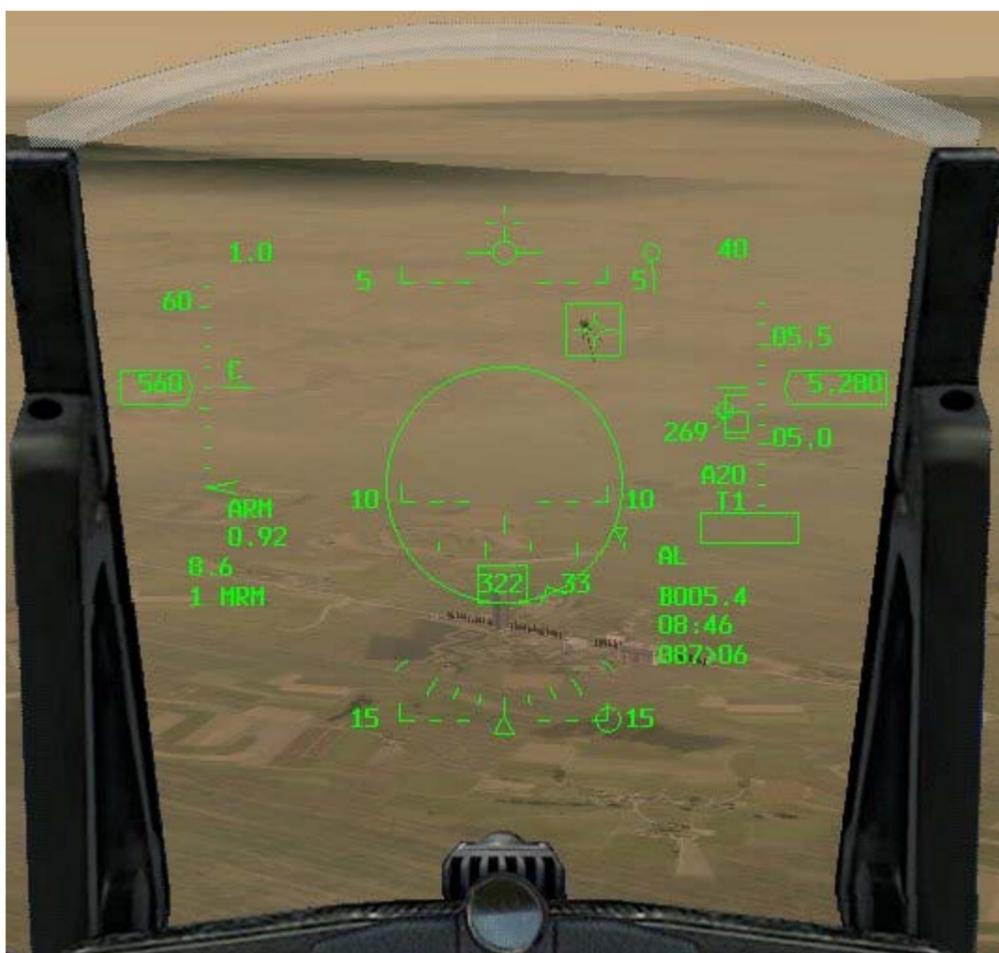




Finally I get a shoot-cue and release the hounds:



After a LONG flight the AMRAAM homes in on what turns out to be a fleeing Su-25 ground attack aircraft. Hopefully I saved some of our ground pounders from a bit of damage although his racks appear empty; hopefully he jettisoned his stores when I locked him up!





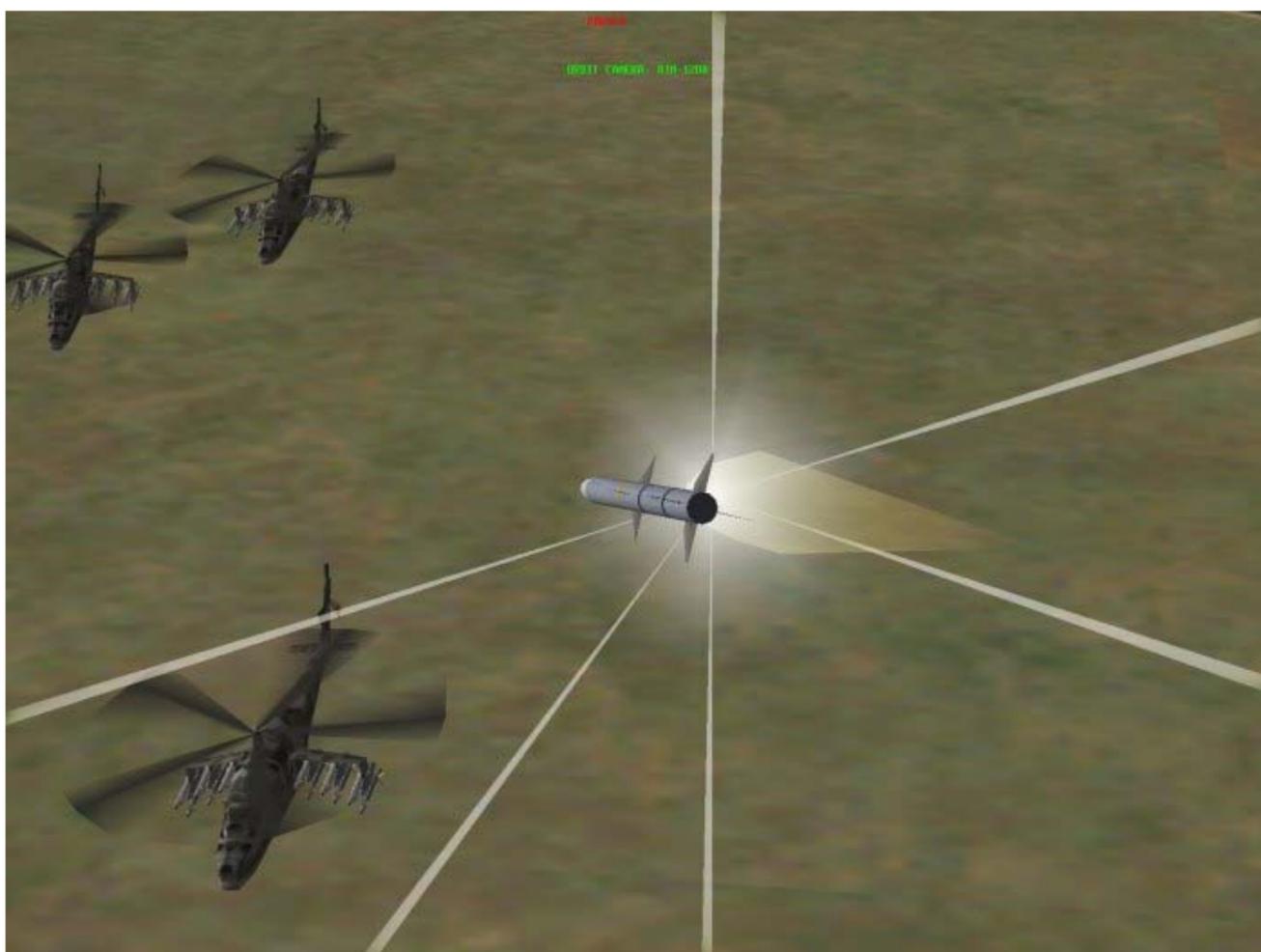
After I fire the AMRAAM I look at the radar and see the targeted aircraft, as expected, has turned red, indicating he has already been engaged. A second, previously undetected target, however, catches my eye to his right:



I designate the new target, declare it to AWACS, confirm he's hostile and launch my second AMRAAM assuming it is the Su-25s wingman:



To my surprise, the target is a gaggle of attack helicopters!



Cont...

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<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R**  
Member  
Member # 3055

📅 posted 09-28-2003 22:12 🏠 👤 📧 🗒️ “ ”

My single AMRAAM takes out two of the helicopters in a massive explosion that results in rotor blades flying everywhere:



The HSD shows me to be almost exactly over my strike area, which is bad news since the ground gunners are already pissed off at me:

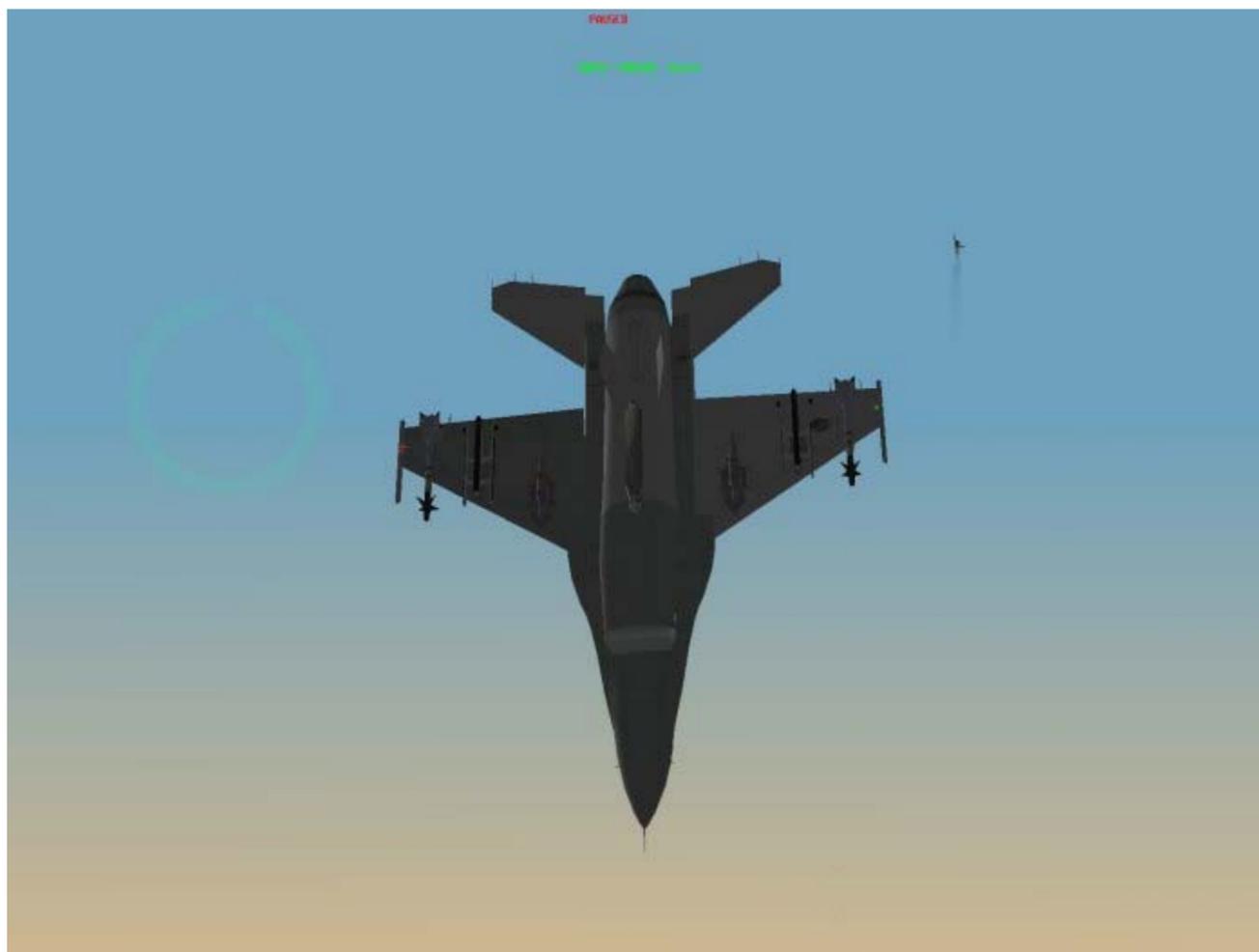


After glancing at the fuel gauge one more time I see that I'm starting to get into the "uncomfortable"

level of fuel so I point the nose at the stratosphere to get into a fuel conserving altitude:



After a few minutes of cruising I hear the oddest chirping sound from my threat warning receiver. It's a constant high speed chirp unlike any I've heard before. The steady tone is a bit worrisome but it's not accompanied by a SAM launch light or even a SAM symbol on the RWR scope. When I switch to the external view to look around the aircraft to see what's going on in the ground war I'm totally startled to see a smoke trail falling in right behind my aircraft! Holy crap! An enemy fighter had snuck in on my six and I wouldn't have even known it had I not gone into the external view and started panning around! I roll inverted, chop the throttle and pull a split-S just hoping the MiG doesn't get a quick guns shot on me. Obviously he must not have had any missiles because I was an absolute duck there for awhile!



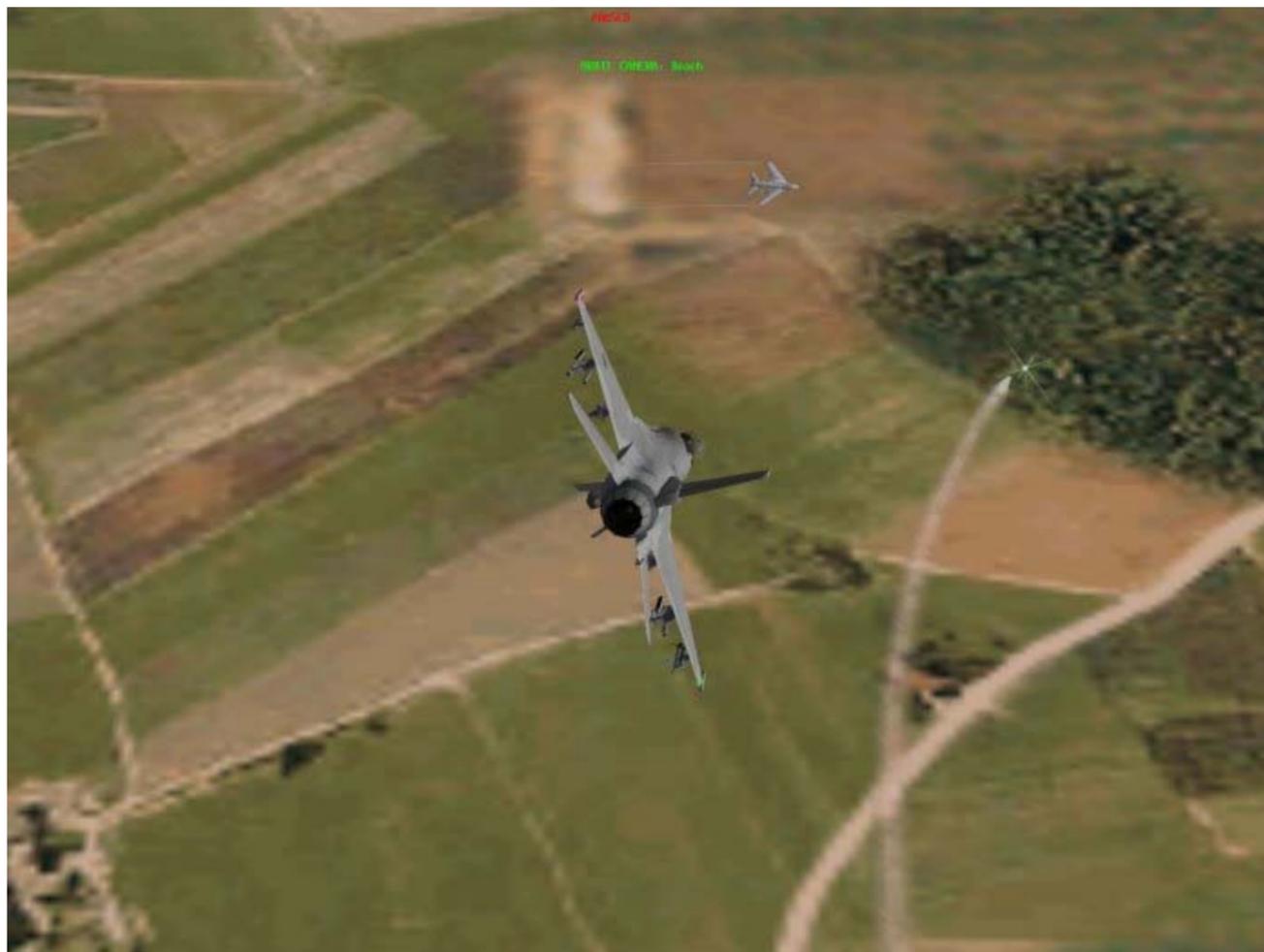
He trails behind me and I remember from training that trying to out turn the MiG-19 in the horizontal might not be to my best advantage. Additionally I know that I can't use my afterburner since I'm so low on fuel. We do two complete vertical loops and by the end of the second I almost stall out of the top of the loop since I'm not using burner to maintain my energy but I manage to drop in on his tail just as my fuel warning light illuminates in the HUD:



Pulling up a Sidewinder I uncage it, wait for a solid tone and fire:



The missile tracks in that beautiful arc and homes in on the MiG:



Cont..

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<http://home.carolina.rr.com/beachav8r>

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From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R**  
 Member  
 Member # 3055

☐ posted 09-28-2003 22:13

Boom! It's a hit!



The MiG explodes into flames and a few second later an ejection seat whizzes past my canopy:



Another furtive glance at the fuel gauge:



I zoom climb up to 25,000 feet to conserve fuel and point the nose toward home about 60 miles away. A tanker is a bit closer, but I'm not confident I can get on the boom fast enough and elect to continue toward the airfield:



Finally the base slides into view beneath my nose and I reduce the throttle for a combat descent into the pattern:



On final I'm amazed at how much cross-wind exists. I have to crab almost 10 degrees to left to maintain the center-line. At the last second I take the crab out and squeak out a not-to-pretty but no-damage-incurred landing!





As I pull off the runway I glance at the fuel gauge one more time and see the fuel low level lights are illuminated on the warning panel:



Cont...

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**BeachAV8R** posted 09-28-2003 22:13

Member  
Member # 3055 **Conclusions:**

This was a pretty fun mission. A big change from the 3 SEAD missions I've flown before and much more fulfilling. I know I should have target ID'd the ground movers, but I got lucky and hit DPRK units. I know on close-air-support missions target ID will be much more important.

The mission was rated a success. The units I destroyed were varied and I'm not really sure what exactly some of them are. The MDK-2-D appears to be some sort of armored support vehicle, the BTR-80 of course is an infantry vehicle. The KrAz T 255B, I have no idea what kind of vehicle that is. The Su-25 was a bonus, as was the Mi-24. I

tried to get my wingmen to drop their ordnance with no success. They appear to have shot down two J-7s (MiG-21) though, so I can credit them with keeping some of the air threat off my back. A curious event happened though because I lost Tempest 13 and 14 at the exact same second. I've heard several theories on what this could be, but for purposes of the campaign I'm going to just assume they ran into each other. Non-hostile actions account for many accidents in wars, and I think it is fairly realistic to make the assumption that this is what happened even if it didn't.

```

Beach joined as Tempest11 at 17:09:00
DPRK KrAz T 255B destroyed by Beach at 17:24:54
DPRK MDK-2-D destroyed by Beach at 17:24:57
DPRK KrAz T 255B destroyed by Beach at 17:25:00
DPRK BTR-80 destroyed by Beach at 17:25:06
DPRK MDK-2-D destroyed by Beach at 17:25:07
DPRK MDK-2-D destroyed by Beach at 17:29:26
DPRK J-7E downed by Tempest12 at 17:29:43
DPRK J-7E downed by Tempest13 at 17:29:54
DPRK MDK-2-D destroyed by Beach at 17:31:03
DPRK KrAz T 255B destroyed by Beach at 17:31:04
DPRK AK47 destroyed by Tempest12 at 17:36:20
DPRK KrAz T 255B destroyed by Tempest12 at 17:36:2
Tempest13 crashed at 17:42:09
Tempest14 crashed at 17:42:09
DPRK SU-25BM downed by Beach at 17:42:35
DPRK Mi-24 downed by Beach at 17:42:53
Aspide-SkyGd launched at Beach 17:42:55
Aspide-SkyGd launched at Beach 17:42:55
DPRK MiG-19SF downed by Beach at 17:47:54
Tempest12 landed at 17:52:23
Beach landed at 17:58:52
Beach landed at 17:58:54
Beach exited from Tempest11 at 18:00:08
    
```

## DEBRIEFING

**MISSION:** Success (Search for and destroy enemy ground forces in the area around over Sangnyong-ni.)  
**YOUR TASK:** Success (Search for enemy targets, engage and destroy at will)  
**PILOT RATING:** Excellent

Actual TOT: 17:22:55 (195 seconds early)  
 Losses: 2

**PACKAGE STATISTICS:**

| Flight         | Aircraft | Comments   |
|----------------|----------|--|
| Tempest1 (BAI) | 4 F-16CG | Mission success: Only light damage was inflicted to enemy. |

**FLIGHT STATISTICS:**

| Callsign  | Status     | Ordnance Fired | Results              |
|-----------|------------|----------------|----------------------|
| Tempest11 | Functional | 2 x AIM-120B   | 2 hits (100%)        |
|           |            | 1 x AIM-9M     | 1 hit (100%)         |
|           |            | 6 x AGM-65D    | 1 miss, 5 hits (83%) |
|           |            | 4 x CBU-52B/B  | 4 hits (100%)        |
| Tempest12 | Functional | 2 x AIM-120B   | 1 miss, 1 hit (50%)  |
|           |            | 6 x AGM-65D    | 6 misses (0%)        |
|           |            | 4 x CBU-52B/B  | 1 miss, 3 hits (75%) |
| Tempest13 | Destroyed  | 1 x AIM-120B   | 1 hit (100%)         |
| Tempest14 | Destroyed  | 1 x AIM-120B   | 1 hit (100%)         |

**PILOT STATISTICS:**

| Callsign  | Aircraft | Pilot      | Status | AA Kills | AG Kills | Rating    |
|-----------|----------|------------|--------|----------|----------|-----------|
| Tempest11 | F-16CG   | 2Lt. Beach | OK     | 3 (0)    | 9 (0)    | Excellent |
| Tempest12 | F-16CG   | Lt. Soo    | OK     | 1        | 3        | Excellent |
| Tempest13 | F-16CG   | Lt. Bou    | KIA    | 1        | 0        | Average   |
| Tempest14 | F-16CG   | Lt. Park   | KIA    | 0        | 0        | Poor      |

**RESULTS:**  
 The 3rd Armored Brigade has taken 3 losses and is not likely to be committed in the near future, largely due to the efforts of your package.

**RELATED EVENTS:**  
 U.S. A-10s struck elements of the DPRK 87th Mechanized Division southwest of Chommal.

Another curious observation reading the after-action report is that two Aspide Skyguard missiles (ground based AIM-7s?) were launched at me. A search of the internet (gotta love Google!) shows that the Chinese licensed a version of the Aspide called the PL-11. Is that what I was targeted by?

In any case, they missed!

Wingman management continues to be my biggest weakness. First of all, I'm too busy saving my own bacon to manage them effectively. Second, I'm just not familiar enough with wingman commands and actions to use them properly. I hope to advance my knowledge of wingman usage in coming missions.

BeachAV8R

- Sorry about spelling and grammar in this one..I sorta rushed this one!

<http://home.carolina.rr.com/beachav8r>

From: **Charlotte, NC USA** | Registered: **Jan 2001** | IP: [Logged](#)

**JMR**  
 Member  
 Member # 2870

📅 posted 09-29-2003 14:13 🗂️ 📧 📄 “ ”

Exciting mission for sure but too bad about the wingies.

Hey is that color shot of the Maverick display? I take it that's from the BMS patch?

Registered: **Jan 2001** | IP: [Logged](#)

**DawgMan**  
Member  
Member # 2111

📄 posted 09-29-2003 14:54 📄 👤 📧 🗑️ “ ”

Hey Beach,

Great reports!!

I bet you could get people hooked on pong if you wrote reports of playing pong 🎮

Anyhoo, why not play the role of wingman? Then you won't have to worry about managing him. He should attack his own targets. Plus it's fun for working on your formation flying which you'll need when you start flying campaign missions online with live wingmen.

There is nothing more fun than flying in a 4-ship with all human players with voice comms. It'll keep you up all night and your grass will be up to your windows.

DawgMan Out!

From: **Alexandria KY USA** | Registered: **Dec 2000** | IP: [Logged](#)

**Nift**  
Member  
Member # 7573

📄 posted 09-29-2003 14:55 📄 👤 📧 🗑️ “ ”

Hey Beach,

Another excellent mission and post. You must be tired of hearing this from everyone but it's true. 😊

How about another training mission (not in this campaign) that lets you take off and control 4 to 6 wingman in a low threat, target rich environment? Just an idea.

Keep 'em comin'

Thanks

-----

"Men never do evil so completely and cheerfully as when they do it from religious conviction."

-- Blaise Pascal

"He who sacrifices freedom for security is neither free nor secure."

-- Ben Franklin

"If you try to idiot-proof a society, you get a society full of idiots."

-- Winston Churchill?

From: **Duluth, GA, USA** | Registered: **Nov 2001** | IP: [Logged](#)

**FLA**  
Member  
Member # 12803

📄 posted 09-29-2003 16:07 📄 👤 📧 🗑️ “ ”

Hey Beach,

Wingman management is pretty easy (for me). Near the target, they usually say something like "Let me at them." (Make sure wingman comms have a higher volume than other flights), then just do R key (flight comms) and 4... (Weapons Free). Then they usually just kick some ass on their own, shooting down planes, or bombing the targets, etc.

My last mission I was about 25 miles away from an enemy airport on a sead escort and some Mig-21's were preparing to take off to intercept us, they did the comms "Engaging Mig-21" and shot them down as they were rolling down the runway. It was good fun.

From: **USA** | Registered: **Oct 2002** | IP: [Logged](#)

**hansundfranz**  
Member  
Member # 4220

📄 posted 09-29-2003 16:42 📄 👤 🗑️ “ ”

@ Beach

1. The Kratz is a truck

2. You really have to do something about your bombing profiles. You are walking into harms way every time you drop your bombs. Sooner or later you will run out of luck and get shot down.

There are 3 ways to savely and effectively deliver dumb bombs.

a) CCRP from level flight and angels 20 or so. That works very well against non moving targets. Get a good lineup with the colum and ripple with good spacing (around 250 ft)

b) High altitude CCIP. Run in above angels 25. Try to get about 45° dive angle. E.g at 28.000ft / 6000 = 4.6 miles \* 1.5 = 6,9 = 7 miles. In this case I use a SLANT range of 7 miles as action point, where I roll inverted and pull the nose down smoothly. Hard deck should be angels 12. So you have to pickle of your bombs around angles 16 or you won't manage to pull out in time. If you stretched the limits a bit and end up below angels 12 make sure that you drop some flares as you zoom up again. STAY OUT of afterburner you don't want to get IR SAM up your tailpipe.

c) Loft/toss delivery. This delivery profile is nicely described in the DTOS chapter of teh original manual. You can also use the CCRP radar mode to loft your bombs which is a lot easier IMHO. I always wait another 2-5 seconds after I get the pull up cue before I pitch up. the longer you wait the lower you stay but the closer you get to the target (and the defense fire)

In general everything between 1000 ft and 12000 ft is the most dangerous area where everything can shoot at you. Decide if you fly low or high but not somewhere in between.

Wingman management:

IMHO it is best to load up the wingies with only 1 type of A2G weapons. If you give them a mixed loadout you have no control which type of ammo they'll use first. The most imprtant commands are: Attack my target for A2A and A2G (directs them to attack the target you have locked up)

Attack targets for A2G (directs them to attack anything close to the target you have locked up)  
Clear my six for A2A (when your in trouble)  
Weapons free is also a good call if they ask for permission to engage.

I find the other commands are not really worth the hassle but I'm not expert in that as most of my flying is online.

@JMR, you get a colored MAV/TGP display if you select transparent MFDs in F4Patch (or something similar).

[ 09-29-2003, 16:46: Message edited by: hansundfranz ]

From: **Germany** | Registered: **Mar 2001** | IP: [Logged](#)

**JMR**  
Member  
Member # 2870

posted 09-29-2003 19:53

Another thing I learned is that if you're in air-to-ground mode, you can padlock ground targets and order your wingman to attack them with the "Attack my target" command.

Registered: **Jan 2001** | IP: [Logged](#)

**Zero Niner**  
Member  
Member # 273

posted 09-29-2003 20:59

Beautiful report, as usual.

The Karz T 255 B is a turck.  
The MDK2D, iirc, is a Soviet-era armoured earth-mover or trench digger. However, thegraphic in the games reminds me of the US M88 ARV. Wahtever, it's an aromured support vehicle, not an AFV.

-----  
Zero Niner, out.

From: **Singapore** | Registered: **Nov 1999** | IP: [Logged](#)

**JMR**  
Member  
Member # 2870

posted 09-30-2003 15:41

Hmm I enabled colored MAV/TGP display in F4 patch but I still get the default display.

Registered: **Jan 2001** | IP: [Logged](#)

**Cajun [former 172]**  
Member  
Member # 12484

posted 10-01-2003 19:28

Yeah beach, i'd like to know how you got the mav weapon mfd to look that nice. I thought there was a way to switch between night time, day time, and optical view but i guess not.

One nice little gee wiz thing, i think it's the cruise mode. If you tab right(can't remember the key on the UFC panel) you'll get info for eta to steerpoint and other items as well. One of these is \*home\* and will tell you how much fuel you will have left when you get to that waypoint. I think it has a fuel estimation for all cruise modes but i'm not sure. Also not sure if it works when damaged, probably not.

-----  
"Airspeed, altitude or brains. Two are always needed to successfully complete the flight."  
"Without Maintainers, Pilots are just Pedestrians with Cool Leather Jackets and Sunglasses"

From: **Spangdahlem AB, Germany** | Registered: **Sep 2002** | IP: [Logged](#)

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