

Tutorial Description

Hello and welcome to the Flight Tutorial.

This is the first in a series of tutorials designed to teach players the fundamentals of airplane operations in CMANO. In this tutorial, the following topics will be covered:

- Preparing an aircraft for launch.
- Launching an aircraft.
- Flying manually the plane.
- Return to base and land.

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Briefing

Welcom to the Basic Manual Flight Tutorial.

In this scenario you will be guided through the following topics::

- Preparing an aircraft for launch.
- Launching an aircraft.
- Flying manually the plane.
- Return to base and land.

In this scenario pop-ups will appear with important messages. You can find them in the document that comes with the tutorial or you can open the message history in a second window by pressing Ctrl+Shift+M and scrolling to the appropriate message.

Message 1

Good morning!

Today you will impersonate the commander of the Ramat David Air Base in Northern Israel and you will learn how to use your air assets.

You have 6 F-16I Sufa and 2 Gulfstream G550 AEW Nahshon under your command.

First of all, press "SPACE" to start the simulation.

Then select Ramat David and press F6 to bring up the Air Ops window (you can also open this by clicking on "Aircraft" on the right side of your screen once you select an Airport).

Message 2

Now you can see that two F-16I have the AIM-120 (long range Air-to-Air missile) Light 202 loadout, two have the Python 5 (short/medium range Air-to-Air missile) Light 004 loadout and the last two have a AGM-88A HARM (Anti-radiation missile) and a SPICE2000 (Air-to-Ground glide bomb) loadout.

4 F-16I are ready to take off, while the other 2 are being armed.

The airplanes with the Air-to-Air loadouts also have the Quick Turnaround selected. This means that they can complete multiple sorties with a reduced ready time between them.

An airplane with an AAM loadout will take 3 hours to be ready during Surge Operations (see Sufa #4) or 20 hours during Sustained Operations, but when the Quick Turnaround is selected, you will have to wait only 20 minutes after the first sortie.

Surge Operations, Sustained Operations and Quick Turnaround are Doctrine Settings and can be changed in the Side Doctrine Window (CTRL + SHIFT + F9).

However, the scenario designer will often lock these settings (this is done in the Editor by un-checking the box near each Doctrine Setting) preventing the player from changing them, as the Doctrine usually doesn't change throughout a scenario.

The 2 G550 AEW instead are in the "Reserve" status. You will need to prepare them to act as an airborne radar.

Select one of them and click on the "Ready/Arm" button, then select a loadout in the new window (Conformal Aerial Early Warning is the only one available other than Ferry, Reserve and Maintenance) and then click on "OK-Ready".

In a few hours the Nahshons will be ready to take off.

Message 3

Now it's time to take an airplane on patrol.

Select one of the ready F-16I and click on "Launch Individually".

After a few minutes it will be in the air.

Message 4

When the F-16I has taken off, you can finally control it.

To plot a course, select the airplane and press F3. An arrow will appear under your pointer, click on a point of the map to plot the first course. You can then plot another waypoint or press "ESC" to confirm your desired route.

Message 5

The airplane is following the desired path. Now press F2 to change speed and altitude.

Sometimes you will need to be close to the ground to avoid being spotted by enemy radars, or you will need to fly high above the reach of MANPADS.

Message 6

When all the weapons have been expended (Winchester) or the fuel is low (Bingo) the plane will return to base automatically. If you wish to return early, press B.

Message 7

Well done!

Manually controlling a plane is easy, but how can you control multiple sorties?

The next tutorial will focus on missions.