CAS SHEET - v1.0 - by Benchmark Sims CAS SHEET - v1.0 - by Benchmark Sims

	DACC 1			PASS 1 PASS 2	
	PASS 1	PASS 2		PASS 1 PASS 2	
TYPE CONTROL	1 2 3	1 2 3	TYPE CONTROL	1 2 3 1 2 3	
ATTACK METHOD			ATTACK METHOD		
ATTACK METHOD	BOC BOT	BOC BOT	ATTACK METHOD	BOC BOT BOC BOT	
TYPE + NUMBER			TYPE + NUMBER		
TYPE + NUMBER ORDNANCE			ORDNANCE		
3 SUPRAINCE			4 ONDIVANCE		
RIPPLE + INTERVAL			RIPPLE + INTERVAL		
G			<u></u>		
FUSE SETTINGS	BURST ALTITUDE	BURST ALTITUDE	FUSE SETTINGS	BURST ALTITUDE BURST ALTITUDE	
1. IP/BP			1. IP/BP		
2. HEADING	OFFSET	OFFSET	2. HEADING	OFFSET OFFSET	
3. DISTANCE			3. DISTANCE		
4 740077			4 TARGET E/ TILL TICL		
4. TARGET ELEVATION			4. TARGET ELEVATION		
F TARGET RESORDER			- TARGET RECORDERION		
5. TARGET DESCRIPTION			5. TARGET DESCRIPTION		
Z C TARGET LOCATION	DILLI CEVE	DI II CEVE	Z C TARGET LOCATION	Duncery Commencer	
6. TARGET LOCATION	BULLSEYE		6. TARGET LOCATION	BULLSEYE BULLSEYE	
6	N	N	6	N N	
	E	E		E E	
VISUAL / OFFSET		·	VISUAL / OFFSET		
1.001.10, 0.1100.1			1.00.112, 0.11021		
7. TYPE MARK/			7. TYPE MARK/		
TERMINAL GUIDANCE	NONE WILLIE PETE SMOKE SPARKLE LASER	NONE WILLIE PETE SMOKE SPARKLE LASER	TERMINAL GUIDANCE	NONE WILLIE PETE SMOKE SPARKLE LASER NONE WILLIE PETE SMOKE SPARKLE	LASER
o EDIENDUES			0. 50(5)(0)(5)		
8. FRIENDLIES			8. FRIENDLIES		
o repres			o repres		
9. EGRESS			9. EGRESS		
REMARKS			REMARKS		
REIVIARRS			REIVIARIO		
v			ν.,		
Surface to Air Threat			Surface to Air Threat Weather		
Weather			≥ Weather		
Surface to Air Threat Weather Weather			₩ Hazards		
Frienaly Wark			Friendly Mark		
Additional calls			Additional calls		
FINAL ATTACK HDG			FINAL ATTACK HDG		
S			S.		
ALTITUDE			ALTITUDE		
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