CAS SHEET - v1.0 - by Benchmark Sims CAS SHEET - v1.0 - by Benchmark Sims FAC/JTAC AIRCRAFT FAC/JTAC FAC/JTAC AIRCRAFT FAC/JTAC CALLSIGN CALLSIGN FREQUENCY CALLSIGN CALLSIGN FREQUENCY BULLSEYE ECHO POINT ECHO POINT BULLSEYE PROCEED TO PROCEED TO ANGELS/BLOCK ANGELS/BLOCK QNE/QNH OTHER FLIGHTS QNE/QNH OTHER FLIGHTS ON STATION ON STATION CODEWORD MATRIX/RAMROD AUTHENTICATION CODEWORD MATRIX/RAMROD AUTHENTICATION AIRCRAFT TYPE / # AIRCRAFT TYPE / # MISSION / PKG # MISSION / PKG # POSITION and POSITION and ALTITUDE ALTITUDE ORDNANCE GUN (Rounds/mm) A-G (# by TYPE) + FUSE Settings LASER CODES ORDNANCE GUN (Rounds/mm) A-G (# by TYPE) + FUSE Settings LASER CODES PLAYTIME (50% Time till SITREPs/CODEs MAP PLAYTIME SITREPs/CODEs MAP (50% Time till Bingo) (50% Time till Bingo) (Yes/No) (Yes/No) FAC(a) capable TGP FLIR FAC(a) capable TGP FLIR (Yes/No) (Yes/No) (Yes/No) (Yes/No) (Yes/No) (Yes/No) OTHER SENSORS IDM TIMBER OTHER SENSORS IDM TIMBER (Number + Sweet/Sour) (Number + Sweet/Sour) Number + Sweet/Sour Number + Sweet/Sour ABORT CODE ABORT CODE SITUATION REPORT SITUATION REPORT SITREP 1. Threat 1. Threat 2. Enemy Situation 3. Friendly 3. Friendly 4. Artillery 4. Artillery 5. Clearance Authority 5. Clearance Authority

6. Hazards

. Remarks/Restrictions

6. Hazards

7. Remarks/Restrictions