

REPUBLIC STARFIGHTER CORPS

# FLIGHT MANUAL

CORELLIA STARDRIVE

**TT-17E/R**

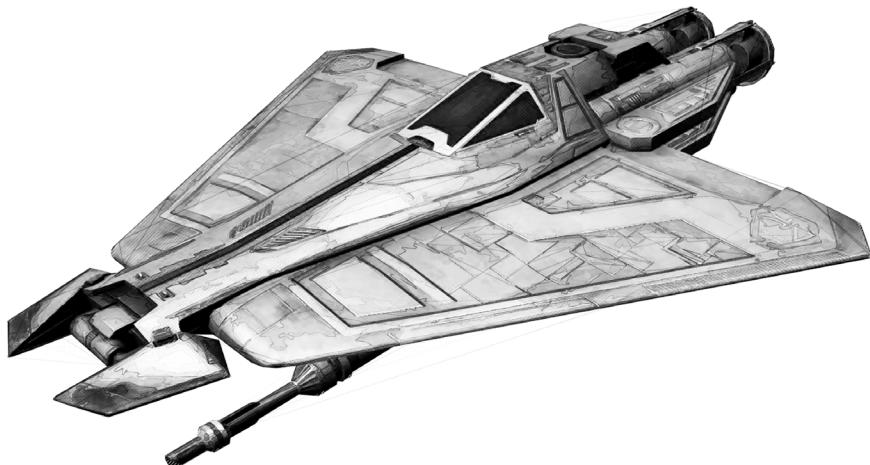
FLASHFIRE AND NOVADIVE VARIANTS

SPACECRAFT 1

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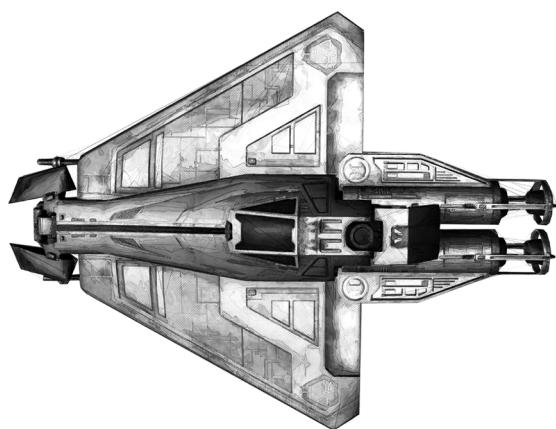
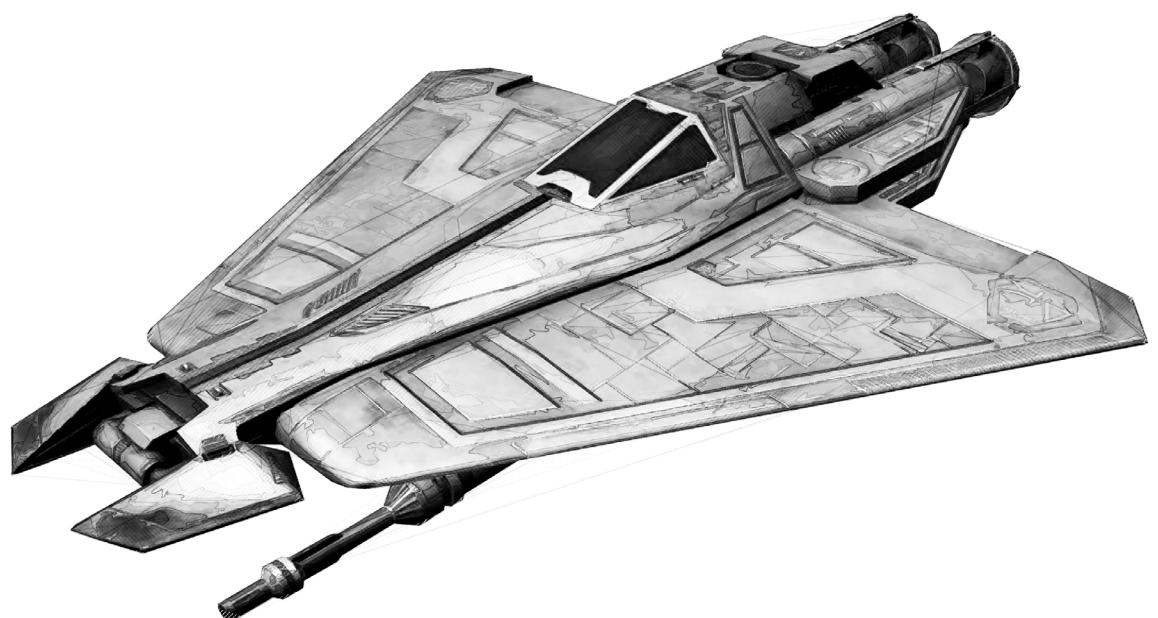
# NOTE TO READERS

This manual contains information on spacecraft systems, performance data, operating procedures and tactical information to aid pilots in the operation of the spacecraft when aboard a carrier or disembarked. It is not, however designed to be a rigid set of procedures but is designed to stimulate ideas to be effective during space operations and combat. Always exercise sound judgement when conducting operations.

Modifications and software changes to the spacecraft systems may affect the subject matter of this publication. When orders or instructions are released from the technical spaceworthiness regulator for the spacecraft that contradict any part of this publication they are to be taken as the overriding authorities.

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# CHAPTER 1

# THE SPACECRAFT

## 1.1 SPACECRAFT DESCRIPTION

The TR-16 Liberator (also known as the "Talon" fighter) is the forerunner of the TT-17R NovaDive and TT-17E Flashfire in Corellia StarDrive's scout starfighter line. The Republic's primary starfighter leading up to and during the Great Galactic War and subsequent Civil War, it has only recently begun to be replaced by the more advanced NovaDive. Functionally, the two designs are nearly identical, with the Liberator being identified by its slightly stubbier nose, straighter wings, and longer weapon struts. Though it is slowly being phased out in favor of newer, more specialized craft.

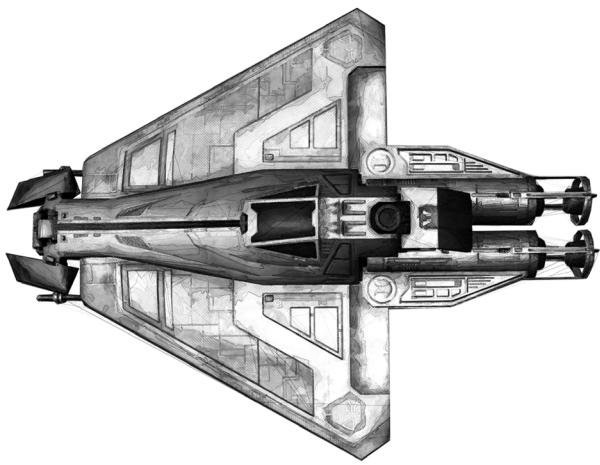
The centerpiece of Corellia StarDrive's scout ship line, the TT-17R NovaDive is designed to provide the ideal balance of reconnaissance and offensive capabilities. Advanced sensor and communications suites allow NovaDive pilots to quickly spot enemy craft and relay their positions to allies, while mountings for short- and mid-range laser cannons and rocket pods ensure that the craft can hold its own against enemy fighters and even strike at armored objectives. Unfortunately, defensive systems are meager at best; veteran pilots have learned to rely more on the NovaDive's speed and maneuverability than its shields or armor to survive tough engagements.

When Corellia StarDrive appeared on the verge of losing its military contract, the company refocused on a new scout model—one that would trade away sensor and communications range along with specialized sensor tech in return for more powerful laser cannons, mid-range missiles and stronger defenses across the board. The result is the TT-17E Flashfire, combining other scouts' speed with deadly offensive capabilities. A Flashfire may not compete head-on against a strike fighter, but its maneuverability may be the edge a skilled pilot needs.

Top speed: 347 m/s

Cargo capacity: 25 kg

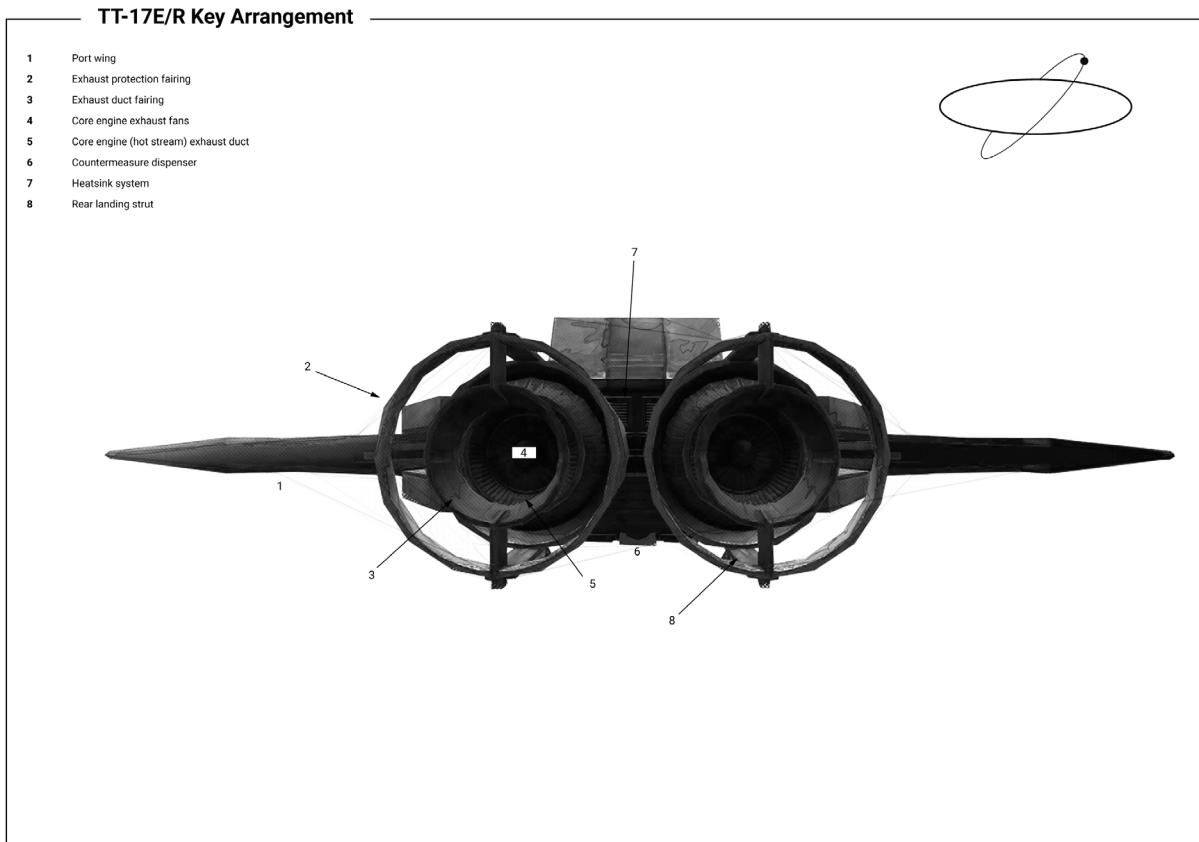
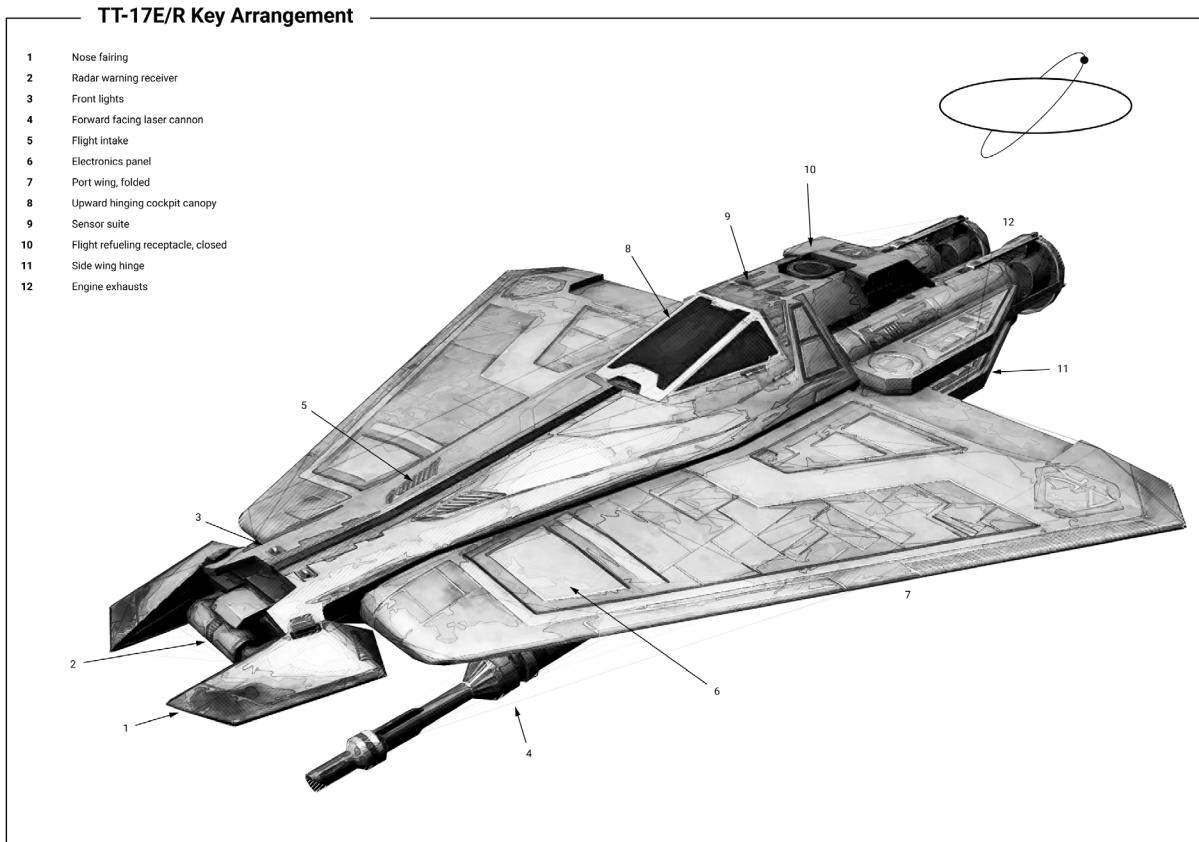
Length: 15.2 Metres  
Height: 6.8 Metres  
Width: 11.8 Metres (folded)  
Wingspan: 22.4 Metres



**Figure 1-1 TT-17 General Arrangement**

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## 1.2 GENERAL ARRANGEMENT



# CHAPTER 2

# SYSTEMS

## 2.1 ENGINE/THRUSTER SYSTEM

**2.1.1 Engine.** The Spacecraft is powered by two Corellia StarDrive CEC II Engines. The engine provides power for the manoeuvring thrusters as well as main propulsion thrusters.

**2.1.2 Thruster.** The spacecraft utilises two thrusters mounted on the spacecraft's aft fuselage. The thrusters is a reaction control system that utilises thrusters to provide spacecraft attitude and translation control. Thruster output is displayed on the thrust output page on the cockpit's Multi Functional Displays.

**2.1.2 Throttle.** The spacecraft engine is controlled by the throttle controlled in the cockpit. Throttle movement is transmitted to the main engine for thrust modulation.

**2.1.3 Engine/Thruster Boost.** Thruster and main engine performance can be periodically increased through the use of boost. When in boost, the output of the thruster increases to allow faster changes in direction or to recover speed lost through manoeuvring. Boost utilises and is limited by the onboard spacecraft fuel. Boost does not affect spacecraft top speed but will increase acceleration. Activation of boost is controlled via the boost button and is independent to engine throttle or translation control.

## 2.2 FUEL SYSTEM

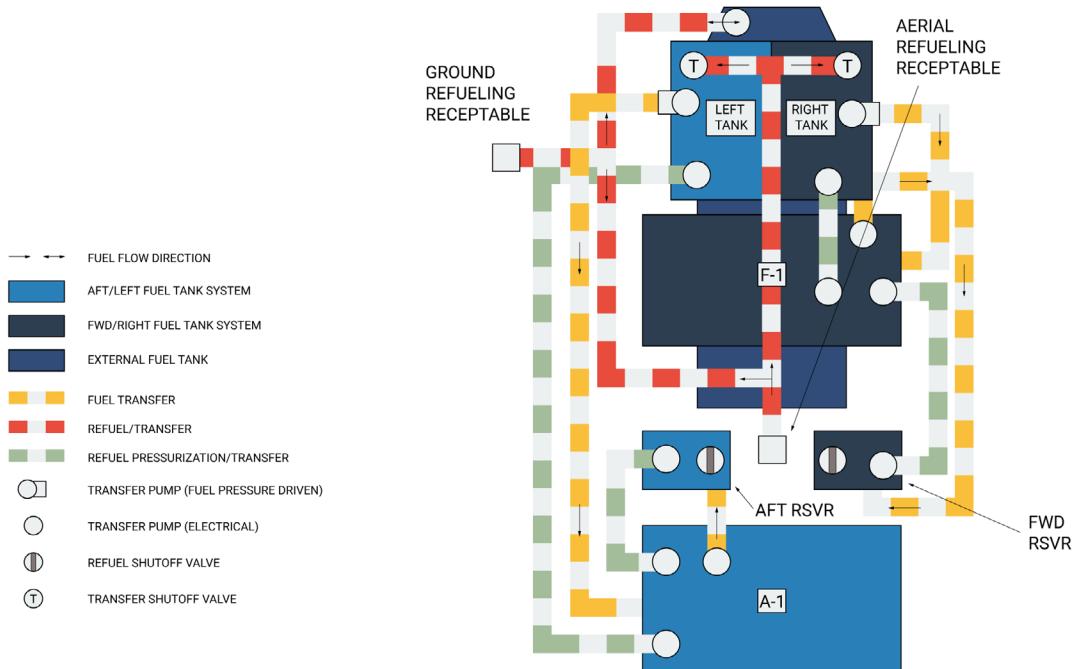
The spacecraft fuel system provides fuel for the Engine/Thruster system.

**2.2.1 Refuelling System.** The spacecraft can be refuelled on deck via a single point refuelling receptacle or inflight through a hydraulically actuated inflight refuelling receptacle.

**2.2.2 Fuel Quantity Indicating system.** The fuel quantity indicating system measures the individual fuel quantities in the spacecraft's fuel tanks and provides cockpit readouts either on the HUD or cockpit screens

**2.2.3 Fuel Consumption.** Fuel is consumed by the thruster and main engine. The combined fuel consumption is 0.8 mpg.

## FUEL TANK SYSTEM



**Figure 2-1 Fuel Tank System Diagram**

## 2.3 ELECTRICAL SYSTEM

**2.3.1 Power Plant.** The spacecraft subsystems are powered by a CEC-5i fusion reactor. All spacecraft subsystems are connected to the power plant by the main power pipe.

**2.3.2 Battery.** The battery is connected to the main power pipe and battery power pipe. The battery provides redundancy for the power plant for essential systems in the event of electrical power loss.

**2.3.3 Power Throttle.** The power plant power output can be adjusted utilising the power throttle in the power management display. This gives a linear total power output request from 0 – 100%.

**2.3.4 Power Management Display.** The power management display allows the pilot to prioritize power distribution among all of the spacecraft's various components and subsystems powered by the spacecraft's power plant. Power is distributed among three generic groups using the power allocation triangle. Components are not strictly bound to a particular group however, and can be rearranged into other groups if desired, providing an extra layer of flexibility in the pilot's preferences for power distribution among the spacecraft's components. By default, ship components are grouped in the following manner:

**Group 1: Weapon Components**

**Group 2: Shields and Avionics**

**Group 3: Engine and Thruster**

Individual components can also be powered on/off via power toggles for system components.

## 2.4 THERMAL MANAGEMENT SYSTEM

The spacecraft subsystems are cooled by a CEC FC-6 cooling unit. The cooling unit efficiently dissipates heat created by sub-system operation. Heat is transmitted to the cooler unit via the heat pipe which connects all the spacecraft subsystems to the coolers.

## 2.5 AVIONICS SYSTEM

**2.5.1 Trans Directional Active Radar System (TDARS).** The TDARS is a multifunctional radar which is capable of processing information on surrounding signals and displaying distance and relative position of external contacts in 3D space. The TDARS is able to interface with the ship's targeting computer in order to overlay additional targeting-specific markers and indicators within the TDARS Holosphere. The TDARS is also designed to switch between various modes of scanning such as omnidirectional and focused, depending on the desired fidelity and range of signal detection. The TDARS can be zoomed to focus in a particular area of space. The TDARS displays the galactic plane as a standard reference for your ship's orientation in space (shown as a disc within the TDARS sphere). Objects in the TDARS display a relative distance indicator (line and stalk) that indicate distance to target both horizontally and vertically. A selected target is represented as a 3D holo-image of the target object. The colour of the relative distance indicator and 3D hologram changes to indicate friend or foe. Un-scanned or unknown targets appear as blue spheres. Scanned, unselected targets will appear as triangles pointing either up or down depending on the targets vertical direction to the spacecraft.

**2.5.2 Identification Friend-or-Foe (IFF).** IFF automatically scans and interrogates any new TDARS contact and displays the corresponding symbology (friendly or threat) on the TDARS holo-sphere for pilot situational awareness.

**2.5.3 Combat Visor Interface (CVI).** The CVI is a helmet-mounted display that interfaces with the spacecraft HUD. The CVI has four distinct display options for ship management, Overview display, weapons group management display, power management display and shield management display. The CVI also displays the targeting pane.

**2.5.3.1 Overview Display.** The overview display shows all priority spacecraft information consisting of hull condition, shield condition and power priority, weapon loadout and grouping, weapon ammo remaining and heat levels, and basic power plant power allocation. Individual weapons can be deactivated from the overview display without entering the weapons display.

**2.5.3.2 Weapons Group Management display.** The weapons group management display is described in Para 2.8.6.

**2.5.3.3 Power Management Display.** The power management display is described in Para 2.3.4.

**2.5.3.4 Shield Management Display.** The shield management display is described in Para 2.7.1.

**2.5.3.5 Signature Displays.** The spacecraft's Electromagnetic (EM) and Infrared (IR) signatures are displayed on the CVI. These indicate the level of the current emissions in both spectrums to the pilot in a constantly refreshed line style graph. Selected target Electromagnetic (EM) and Infrared (IR) signatures are also displayed on the HUD. These indicate the level of the current emissions in both spectrums of the spacecraft to the pilot in a constantly refreshed line style graph. The signature of the spacecraft directly relates to detectability and trackability by weapon systems and TDARS.

**2.5.3.6 Targeting Pane.** The targeting pane displays information regarding your current target including range, hull condition, shield condition and pilot information (if available). Targets can be “pinned” to the lower part of the targeting pane. Pinned targets will remain in view regardless of the currently locked target. A target direction arrow is displayed for locked and pinned targets.

**2.5.3.7 Velocity Indicator (VI).** The velocity indicator (VI) provides an outside world reference to actual spacecraft flight path. The VI is displayed on the CVI.

**2.5.3.8 Line of sight (LOS) marker.** The CVI helmet interface displays the pilot’s point of focus with the line of sight (LOS) marker. The LOS marker indicates the point at which the pilot is looking, and where gimballed weapons will attempt to align on. The LOS marker is hidden when the pilot is looking directly ahead through the HUD.

**2.5.4 Heads Up Display (HUD).** The HUD is holographically displayed above the instrument panel. The HUD is used as the primary flight instrument, weapon status, and weapon delivery display for the spacecraft under all conditions. The HUD displays critical information and warnings to the pilot including ship status, weapons status, selected target status, boost fuel level, throttle handle angle (in %), velocity, weapons targeting information, etc.

**2.5.4.1 Velocity Ladder.** The velocity ladder displays your current velocity in metres per second (M/S) at one M/S intervals. The velocity ladder can show forward speed or reverse speed in negative M/S.

**2.5.4.2 Longitudinal Velocity.** The current spacecraft velocity, displayed in metres per second (M/S) is indicated in the lower LH corner of the HUD. The velocity display indicates velocity in the longitudinal axis only.

**2.5.4.3 Thrust.** Thrust, displayed in kilo-newtons represents the force being applied to the forward axis of the ship.

**2.5.4.4 Throttle Handle angle.** The main engine throttle’s current angle and "requested" throttle setting for the main engine is displayed on the HUD in % (forward and aft strafing are not taken into account in throttle angle).

**2.5.4.5 Gun Boresight Cross.** The gun boresight cross indicates the fixed weapon direction. The boresight cross also indicates the position of your ship’s longitudinal axis.

**2.5.5 Multi Functional Displays (MFD).** The MFDs are integrated into the cockpit vertical console. The MFDs convey second priority information. The MFDs can display current TDARS configuration, thruster output & monitoring and current power configuration. Each MFD is able to cycle between the various display modes available. Display modes can also be duplicated across multiple screens if desired.

**2.5.6 Status Display.** The cockpit status display is mounted on the upper LH vertical console and displays the current ship signature output, and ambient IR/EM signals. The status display functions as a backup display to the CVI Signature display.

**2.5.7 Performance Display.** The performance display displays the health of each of the ships shield segments in a bar style graph. The performance display functions as a backup to the CVI Overview Shield Status Display.

**2.5.8 Communications System.** The spacecraft utilises short and long range communication systems. The communications systems are controlled by the HUD, CVI and ISD’s.

## 2.6 FLIGHT CONTROLS

**2.6.1 Stick.** A traditional centre mounted control stick is used to provide pitch and yaw (or roll dependant on software configuration) inputs to the FCS.

**2.6.2 Directional Pedals.** Two directional pedals (left and right) are used to provide directional inputs to the FCS for roll (or yaw dependant on software configuration) control.

**2.6.3 Translation (Strafe) control.** Translation control allows movement of the spacecraft via the thruster in 3 dimensions without changing the orientation of the spacecraft. Translation inputs are summed, and are in addition to the spacecraft's forward or aft motion however the total speed of the spacecraft is limited by the FCS to the spacecraft's max rated speed.

**2.6.4 Flight Control System (FCS).** FCS is a fly-by-wire, full authority control safety system. The FCS provides four basic functions: spacecraft directional stability, spacecraft control, crew safety and structural loads management.

**2.6.4.1 Coupled Mode.** In coupled mode FCS commands the spacecraft's manoeuvring thrusters to maintain similar flight characteristics to atmospheric flight (i.e. Attitude linked to direction of flight). The FCS also allows strafing in the lateral, longitudinal, and vertical directions when commanded in coupled mode. This mode is indicated through the "COUPLED" indicator on the HUD.

**2.6.4.2 Decoupled Mode.** In decoupled mode the spacecraft's forward facing direction is not linked to the spacecraft's direction of travel. This allows the spacecraft's attitude to be changed without affecting the spacecraft's vector. The FCS also allows strafing in the lateral, longitudinal, and vertical directions when commanded in decoupled mode. This mode is indicated by the text dulling and an "X" being displayed through the "COUPLED" indicator on the HUD.

**2.6.4.3 G-Safe.** G-force safety mode limits excessive positive or negative G-force on the pilot by limiting the spacecraft's rotational turn rate, or rate of directional change during strafe. This limits the physiological effects of excessive G and prevents the onset of G-LOC. G-Safety mode is indicated by the "G-SAFE" lit for ON, or by the text dulling and an "X" being displayed through the "G-SAFE" indicator on the HUD when OFF.

**2.6.5 Autopilot.** The autopilot provides two basic functions: navigation waypoint steering, and auto-landing. When in navigation waypoint steering mode the spacecraft will fly to the designated waypoint on the HUD/TDARS without further pilot input. In auto-landing mode, when the spacecraft is within the required landing zone the spacecraft will land without further pilot input. This mode is indicated on the HUD by "AUTOMATED" cue appearing in the HUD and TDARS changing to landing mode.

**2.6.6 Space Brake.** Space brake is a function of the FCS and utilises the manoeuvring thrusters and/or main engines to arrest spacecraft movement by applying thrust in the opposite direction of travel. FCS will modulate the thruster output directly with spacecraft speed.

## 2.7 SHIELD SYSTEM

The spacecraft utilises a shield to protect spacecraft hull integrity from kinetic energy damage from debris or kinetic weapons, and absorb laser energy. The Shield system is powered by the power plant via the connected power pipe and is also connected to the info and heat pipes.

**2.7.1 Shield Management Display.** Shield management is achieved via the CVI and displayed on the HUD. In normal operation all shield segments are powered equally. The shield management display allows you to prioritize shield level distribution between all of the ship's shield segments.



**Figure 2-2 Shield Management Display**

## 2.8 WEAPON SYSTEMS

The spacecraft weapon systems can be a mixture of ballistic and energy weapons. All weapons are connected to the heat, power, info and avionics pipes.

**2.8.1 Weapon System Controls.** All of the primary controls for the spacecraft's weapon systems are located on the stick grip assembly. The hands on throttles and stick (HOTAS) control arrangement, allows the aircrew to manipulate the weapon systems without removing the hands from the spacecraft's primary flight controls.

**2.8.1.1 Stick Grip Controls.** The weapons systems controls located on the cockpit stick grips include the pickle button, trigger, missile fire button, target select/cycle hat, target pin/cycle hat.

**2.8.1.2 Throttle Grip Switches/Controls.** The weapon systems controls located on the cockpit throttle grips are pilot customisable and dependant on the software configuration of the spacecraft.

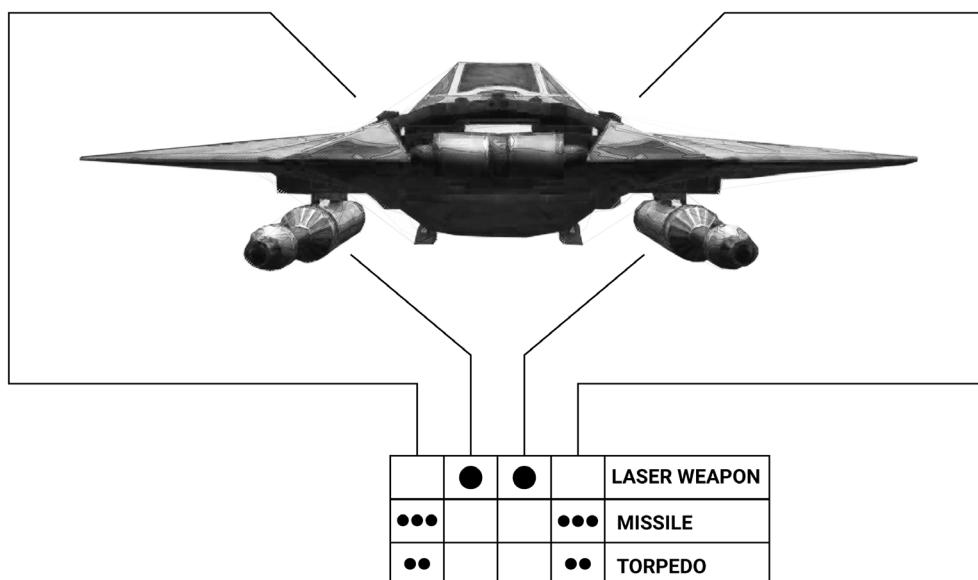
**2.8.2 Missile Target Acquisition.** Missile target tracking information is provided to the targeting computer via the info pipe. The CVI displays the missile tracking/lock/launch symbology when commanded by the targeting computer. When the selected missile has achieved a “Lock on” to the selected target, the target missile locked symbology (in the form of a red ring around the target) will be displayed.

**2.8.3 Wing Weapon Mounts.** The TT-17E/R has a mounting point for a fixed laser cannon on each wing.

**2.8.4 Missile/Torpedo Mounts.** On the wing folding hinge there is a mounting point for a weapons rack to mount rockets, torpedoes and missiles onto.

**2.8.5 Countermeasures.** The spacecraft can be loaded with various countermeasure dependant on mission requirements. The countermeasure type and number remaining are indicated on the HUD.

**2.8.6 Weapon Group Management Display.** The weapon management display shows your ship's weapons, sorted by weapon groups. Weapon group assignment can be managed within the display. Weapons can be assigned to a total of three weapons groups. Individual weapons can be assigned to more than one group at a time. Missiles and countermeasures cannot be assigned to weapons groups.



**Figure 2-3 Weapon Mount Compatibility**

## 2.9 EMERGENCY EQUIPMENT

**2.9.1 Warning/Cautions/Advisories.** The warning/caution/advisory system provides visual indications of normal spacecraft operation and system malfunctions affecting safe operation of the spacecraft. The spacecraft has warning lights mounted in the annunciator panel. Warnings and cautions also appear on the CVI.

**2.9.2 Proximity Warning.** The on-board proximity warning system alerts crew when an object is near to the spacecraft that it may cause damage. A warning icon will appear at the edge of the CVI indicating the approaching objects direction.

**2.9.3 Ejection seats.** The TT-17 is fitted with one ejection seat. The ejection seats are a ballistic catapult/rocket system that provide the pilot with a quick, safe, and positive means of escape from the spacecraft. Ejection is initiated by pulling the ejection control handle.

**2.9.4 Ejection Control Handle.** The ejection control handle, located between the crew members legs on the front of the seat pan, is the only means by which ejection is initiated. The handle, moulded in the shape of a loop, can be grasped by one or two hands. To initiate ejection, pull the handle from its housing.

**2.9.5 Self Destruct.** The spacecraft is equipped with a self-destruct function that will totally destroy the spacecraft in an emergency.

## 2.10 CREW ENTRANCE/EGRESS SYSTEM

**2.10.1 Cockpit boarding system.** The cockpit boarding system is by way of either a retractable boarding ladder internally mounted on the LH side of the cockpit or by way of using the folded left wing.

## 2.11 VOICE ALERT SYSTEM

The voice alert system is used to provide the pilot with aural cues in relation to normal spacecraft operation and system malfunctions.

## 2.12 LIFE SUPPORT SYSTEM

**2.12.1 Environmental Control and Life Support System (ECLSS).** The spacecraft is fitted with a robust environmental control and life support system (ECLSS) that maintains cabin pressure (1 atmosphere), atmospheric gas concentration (21% o<sub>2</sub>/78% n<sub>2</sub>/1% other), and cabin temperature at optimum levels during normal operation. The ECLSS also provides pressurised air for the pneumatic systems such as Pilot suit anti-G, fuel tank pressurisation and emergency oxy systems maintenance/replenishment. ECLSS is also responsible for processing any waste fluids during flight.

**2.12.2. On-board Biological Oxygen Generation System (OBBOGS).** The OBBOGS maintains the correct oxygen levels within the spacecraft cabin atmosphere for human use. OBBOGS utilises a combination of microorganisms and algae to recycle expelled CO<sub>2</sub> back into O<sub>2</sub>. The Oxygen creating micro-organisms also create O<sub>2</sub> to supplement O<sub>2</sub> levels lost during depressurisation and cabin leakage.

## 2.12 LIFE SUPPORT SYSTEM

**2.13.1 Fire Detection system.** The fire detection system is an automatic system that utilises a system of detectors to detect and locate cockpit fires.

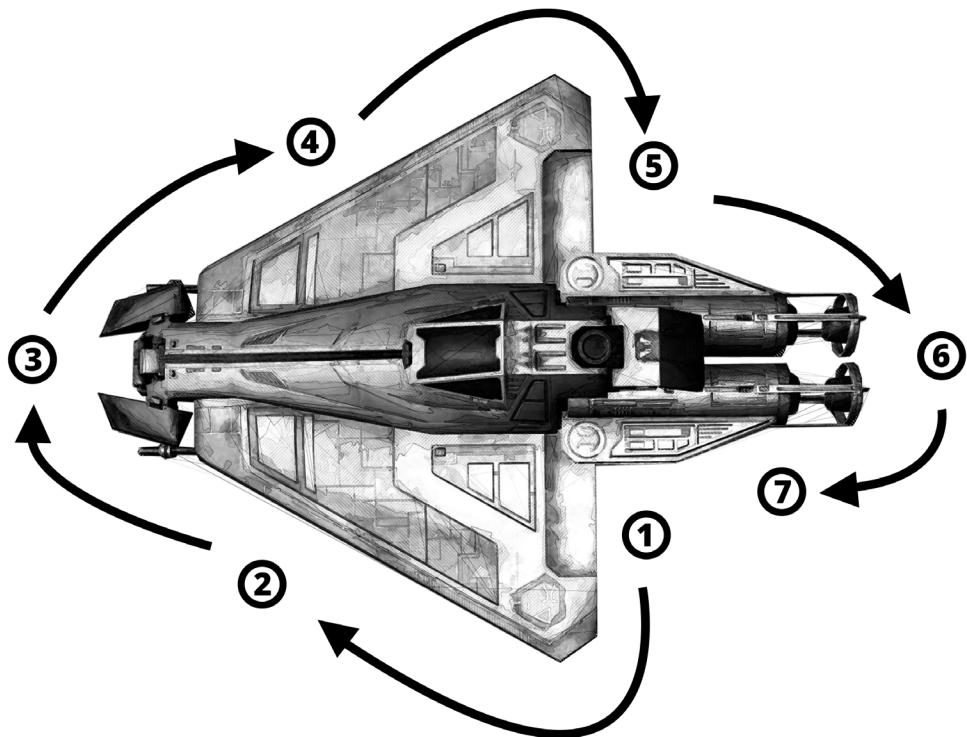
**2.13.2 Fire extinguishing system.** The fire extinguishing system is an automatic system that, in conjunction with the fire detection system, extinguishes detected fires in the cockpit.

# CHAPTER 3

# FLIGHT PROCEDURES

## 3.1 DISEMBARKED PROCEDURES

For all planetside/non-carrier based landing areas, the following checks are to be completed by the crew.



**Figure 3-1 Pre-flight Inspection Points**

### 3.1.1 Pre-flight Checks

**3.1.1.1 Exterior Inspection.** The exterior inspection is divided into 7 areas, beginning at the aft fuselage and continuing clockwise around the spacecraft. Check the spacecraft skin and structure for obvious damage, ensure all doors and panels are closed and fastened, inspect for fluid leaks, etc.

1 - Left wing trailing edge

    Hardpoints - CHECK CONDITION and correct weapons installed

    Trailing edges - CHECK CONDITION

2 - Left wing leading edge

    Leading edges - CHECK CONDITION

    Upper surface - CHECK CONDITION

    Intake - Ensure clear

    Hardpoint - CHECK CONDITION and correct weapon installed

3 - Nose section

    Canards - CHECK CONDITION

    Upper surface - CHECK CONDITION

4 - Right wing leading edge

    Hardpoint - CHECK CONDITION and correct weapons installed

    Upper surface - CHECK CONDITION

- Intake - Ensure clear
- Leading edges - **CHECK CONDITION**
- 5 - Right wing trailing edge
  - Trailing edges - **CHECK CONDITION**
  - RH Landing gear - **CHECK CONDITION**
  - Hardpoints - **CHECK CONDITION** and correct weapons installed
  - Wing folding mechanism - **CHECK CONDITION** and ensure clear
- 6 - Aft fuselage/Engine exhausts
  - RH Vertical stabiliser - **CHECK CONDITION**
  - Manoeuvring thrusters - **CHECK CONDITION**
  - RH Engine exhaust - **CHECK CONDITION** and ensure clear
  - Aft fuselage underside - **CHECK CONDITION**
  - Refuel/Defuel door - Ensure closed
  - LH Engine exhaust - **CHECK CONDITION** and ensure clear
  - LH Vertical stabiliser - **CHECK CONDITION**
- 7 - Left aft fuselage
  - LH Landing gear - **CHECK CONDITION**
  - Wing folding mechanism - **CHECK CONDITION** and ensure clear

### **3.1.1.2 Cockpit Access.**

Open canopy and extend ladder by positioning the cockpit access switch to open.

#### **BEFORE ENTERING COCKPIT**

- Ejection seats - **CHECK SAFE**
- Spacecraft self-destruct handle - **SAFE**
- Main power switch - **OFF**

### **3.1.1.3 Interior Checks - Pilot.**

- Interior checks - Carry out cockpit setup
- Powerplant - **ON**
- Power Throttle - **MAX**
- Information Displays - **ON**
- HUD - **ON, adjust as required**
- CVI - **ON**

### **3.1.1.4 Engines - START**

### **3.1.1.5 Pre-launch Checks**

- Fuel tank quantities - **CHECK**
- Waypoint - **SELECT (as required)**
- Carry out FCS Safeties check
  - G-Safe - **ON**
  - Coupled Mode - **ON**
- Weapons bay - **ENSURE CLOSED**
- Sensor system - **CHECK**
- Countermeasure system - **CHECK**

**3.1.1.6 Pre-taxi Checks.**

Controls - **CYCLE**, ensure all thrusters output nominal

**3.1.1.7 Taxi Checks.**

Landing magnets - **DISENGAGE**

Translate vertically to ensure clearance from deck

Ensure attitude to remain parallel with taxiway

Taxi to launch area

Unfold wings - **AS REQUIRED**

**3.1.1.8 Launch.**

Translate if required to ensure clearance from landing area

Launch horizontal from pad to prevent conflicts

Throttles - **MAX**

**3.1.1.9 After Take-off.**

Landing Gear - **UP**

Clearing turn - **PERFORM** (if required)

TDARS - **CHECK CONTACTS**

**3.2 LANDING CHECKS**

Landing area - **SELECTED**

Landing permission - **GAIN, ENSURE CLEARED FOR LANDING**

Approach landing area perpendicular to platform alignment

Landing mode - **SELECTED (AUTO or MAN)**

Landing mode - **CHECK ENGAGED**

Landing Gear - **ENSURE EXTENDED**

Altitude/attitude/obstacle clearance - **CHECK GREEN**

Translate down until touchdown

Fold wings - **AS REQUIRED**

**3.3 POST FLIGHT CHECKS**

Ejection Seat - **Ensure safe**

Information Displays - **OFF**

HUD - **OFF**

CVI - **OFF**

COMMS - **OFF**

Engines - **OFF**

Powerplant - **OFF**

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# CHAPTER 4

# EMERGENCY PROCEDURES

## 4.1 ANTI TUMBLING PROCEDURE

Throttles - **IDLE**

Spacebrake - **ON**

Boost - **ENGAGE**

When tumbling stops - **EXECUTE UNUSUAL ATTITUDE RECOVERY PROCEDURES**

If unable to recover - **EJECT**

## 4.2 UNUSUAL ATTITUDE RECOVERY PROCEDURES (UARP)

Manoeuvre craft to achieve most predictable flight path

Minimize control and power inputs as necessary

If unable to recover - **EJECT**

## 4.3 OUT OF CONTROL FLIGHT

Controls - **NEUTRALIZE**

Power control lever - **IDLE**

Flight instruments: attitude, altitude, airspeed, engine parameters - **CHECK**

If tumbling or unusual attitude as indicated by flight instruments - **EXECUTE ANTI TUMBLING OR UNUSUAL ATTITUDE RECOVERY PROCEDURES**

If time required to execute anti tumbling/unusual attitude procedures insufficient - **EJECT**

## 4.4 CONTROLLABILITY CHECK

**Requirement:** Malfunction, failure or damage to manoeuvring thrusters, main engine, or power plant which will degrade flight characteristics for approach and landing

**Purpose:** To determine

- Whether to attempt approach or abandon spacecraft
- Safe landing configuration

**Coordinate visual inspection from other friendly spacecraft (if possible)**

**Check manoeuvring thruster operation via controllability check.**

Perform slow yaw

Perform slow pitch

Perform slow roll

**If controllability acceptable to attempt landing**

Fly straight in approach

**If controllability unacceptable for landing**

If possible - signal carrier for support/recovery ship

If not possible - consider controlled ejection

## **4.5 COCKPIT SMOKE/FUME/FIRE ELIMINATION**

Emergency Oxygen - **ACTIVATE (BOTH)**  
CABIN ATMOSPHERE switch - **DUMP**

**If smoke, fumes or fire persist**

Power throttle - **ZERO**

Required electrical equipment - on, one component at a time. If smoke/fire starts again, secure that equipment

If unable to clear smoke or fire - **EJECT**

## **4.6 HYPOXIA/LOW SUIT OXYGEN**

Emergency Oxygen - **ACTIVATE**  
Oxy System - **OFF**  
Divert to nearest safe atmosphere immediately  
Land as soon as possible

## **4.7 DISPLAY MALFUNCTION**

If displays malfunction attempt to restore power by cycling display power. If cycling does not fix the problem, secure display.

## **4.8 CVI/HUD FAILURE DURING LANDING**

If HUD and/or CVI have failed before or during landing, declare a priority assistance needed (PAN) and advise carrier space traffic control (STC) of the problem. Utilise dead reckoning to align spacecraft with carrier landing deck, and carrier precision approach radar (PAR) tracking advice if available to achieve landing.

## 4.9 EJECTION

**4.9.1 Immediate Ejection.** For extreme emergency situations, the pilot shall immediately initiate ejection.

**4.9.2 Controlled Ejection.** If time and conditions permit:

Alert Crewmember  
Cockpit canopy - ENSURE EJECTION PATH CLEAR OF OBSTRUCTIONS  
Follow radio distress procedures  
Stow loose equipment  
Cabin atmosphere - DUMP  
Throttles - IDLE

**4.9.3 Ejection Preparations.**

### **EJECTION INJURIES AND BODY POSITIONING THESE PROPER BODY POSITIONS MUST BE TAKEN TO PREVENT INJURIES**

1. Press head firmly against the headrest
2. Elevate shin slightly (10°)
3. Press shoulders back firmly against seat
4. Hold elbows and arms firmly towards sides
5. Press buttocks firmly against the seat back
6. Place thighs firmly against seat
7. Press outside of thighs against sides of seat
8. Place heels firmly on deck, toes on rudder pedals.

### **EJECTION INITIATION**

#### **Two Handed Method -**

Grip ejection control handle with the thumb and at least two fingers on each hand, palms facing towards body. Keep elbows close to body.

#### **Single Hand Method -**

Grip the ejection handle with the master hand, palm towards body. Grip the wrist of the master hand with the other hand, palm towards body. Keep elbows close to body.

#### **Both Methods -**

Pull the handle sharply up and towards the abdomen, keeping elbows in. Ensure handle is pulled to the end of travel. Continue to hold handle until seat/pilot separation.

## 4.10 DITCHING

### **Duties Before Impact**

Make radio distress call  
External stores - **JETTISON**  
Landing gear - **UP**  
Assume position for ditching - **FEET ON PEDALS, KNEES FLEXED**  
Throttles - **OFF BEFORE IMPACT**

### **Duties After Impact**

Abandon spacecraft as soon as possible  
Deploy survival kit  
If ditching into water - **INFLATE LIFE RAFT**



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