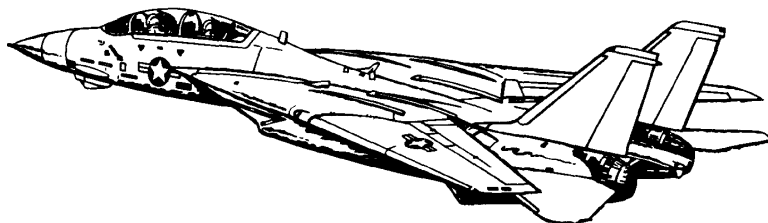


Pocket Checklist

F-14A/B AIRCRAFT

REV: 20210810



Procedures

Systems

AWG-9
Radar

TCS
ALQ-100

LANTIRN

A/G
Weapons

A/A
Weapons



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1 PROCEDURES

1.1 PILOT - PRE-START

1.	Parking Break	ENGAGED
2.	Ground Power	connected
3.	Compressed Air	connected
4.	ICS	HOT MIC
5.	TO RIO	"Begin Start-Up"
6.	ICS	Comm Check
7.	MASTER TEST Selector	(a) LTS <ul style="list-style-type: none"> Warning Lights checked Caution Lights checked Advisory Lights checked (b) FIRE DET/EXT <ul style="list-style-type: none"> L FIRE GO illuminated R FIRE GO illuminated (c) INST <ul style="list-style-type: none"> RPM 96% EGT 960 C FF 10500 pph AOA 18 ± 5 Wing Sweep 45 ± 2.5 FUEL QTY 2000 ± 200 Oxygen QTY 2 liters L&R FF lights illuminated (d) OFF
8.	Ejection Seat	Armed
9.	RIO	Canopy Closed
10.	Oxygen	ON (FWD)
11.	Emergency Wing Sweep	OVERSWEEP

1.2 PILOT - ENGINE START

1.	AIR SOURCE	OFF
2.	Hydraulics	(a) HYD TRANSFER PUMP SHUTOFF (b) Emerg. Hyd. AUTO (LOW)
3.	L&R MASTER GEN	NORM
4.	RIO	<i>"Ready to Start"</i>
5.	Right Engine Start-Up	(a) Engine Crank R (b) R Eng N2 20% (c) R Throttle IDLE (d) TIT < 890 C during start (e) R GEN CAUTION extinguished
6.	Stabilized Parameters	<ul style="list-style-type: none"> • RPM 62-78% • TIT approx 500 C • Fuel Flow 950-1400 pph • NOZ 5 (100%) • Oil Pressure 25-35 psi • Hyd Pressure 3000 psi
7.	Left Engine Start-Up	(a) Engine Crank L (b) L Eng N2 20% (c) L Throttle IDLE (d) TIT < 890 C during start (e) L GEN Caution extinguished
8.	Stabilized Parameters	<ul style="list-style-type: none"> • RPM 62-78% • TIT approx 500 C • Fuel Flow 950-1400 pph • NOZ 5 (100%) • Oil Pressure 25-35 psi • Hyd Pressure 3000 psi
9.	HYD TRANSFER PUMP	NORM
10.	HYD PRESSURE	3000 psi
11.	AIR SOURCE	BOTH ENG
12.	Ground Power	disconnected
13.	Compressed Air	disconnected

1.3 PILOT - POST-START

1.	TO RIO	<i>"Both Engines Running"</i>
2.	Displays Control Panel	<ul style="list-style-type: none"> • VDI ON • HUD ON • HSD ON • HDS MODE TID (monitor INS)
3.	RIO	Select Align Quality <ul style="list-style-type: none"> • INS GO NOW: shortest but least precise alignment • INS GO COARSE: does not meet Launch Criteria for AIM-7 / AIM-54 • INS GO MIN WPN LAUNCH: allows AIM-7 / AIM-54 launch • INS GO FINE fine align (8 min)
4.	ACM Panel	<ul style="list-style-type: none"> • GUN RATE as required • SW COOL OFF • MSL PREP OFF • Missile MODE/STP NORM
5.	Gun Rounds	Set
6.	ANTI-SKID SPOILER BK	OFF
7.	Emergency Wing Sweep	(a) Handle AFT (b) Angle Verify 68 deg
8.	AFCS Panel - SAS STAB AUG	<ul style="list-style-type: none"> • PITCH ON • ROLL ON • YAW ON
9.	WING/EXT TRANS	AUTO
10.	UHF 1 Function Selector	BOTH
11.	TACAN Function Selector	T/R
12.	ARA-63 ICLS RECEIVER	ON

13. Radar Altimeter	(a) Control Knob one click CW to turn on (b) Display 6000 ft (warm up) (c) Display 0 ft (ready)
14. Standby ADI	erect at least 2 min before T/O
15. KY-28 Crypt. Key	Set (refer to GROUND SETTINGS kb)
16. RIO	set D/L frequency
17. Lights	As desired

1.4 RIO - PRE-START

1. Oxygen	ON (FWD)
2. PILOT	<ul style="list-style-type: none"> • Ground Power connected • Compressed Air connected
3. ICS	Comm Check
4. Lights	As required
5. LTS Test	Coordinate with Pilot
6. Ejection Seats	ARMED
7. Canopy	CLOSED
8. TO PILOT	<i>"Ready to Start"</i>

1.5 RIO - POST-START - SHORE

1. PILOT	<ul style="list-style-type: none"> • Engines started • AIR SOURCE BOTH ENG
2. INS STARTUP	(a) LIQUID COOLING ON (FWD) (b) WCS Switch STANDBY (c) IR/TV Power STBY/IR/TV (d) TID/DDD illuminated after 40 s
3. Kneeboard	Retrieve Coordinates, Elevation, Magnetic Variation from GROUND SETTINGS Page

WARNING Input Coords **BEFORE** selecting **GND ALIGN** if using ASH

4. Start INS Align	(a) Nav Mode GND ALIGN (b) CAP <ul style="list-style-type: none"> • Category NAV • MESSAGE OWN AC (c) Keyboard <ul style="list-style-type: none"> • CLEAR, LAT, latitude, ENTER • LONG, longitude, ENTER • ALT, altitude, ENTER (d) CAP MESSAGE MAG HDG VAR (e) Keyboard HDG , mag var, ENTER (f) Align Progress Monitor
5. U/VHF Mode	T/R G

6. Datalink	(a) Kneeboard TACTICAL DL (b) DL Power ON (FWD) (c) DL Mode TAC (AFT) (d) DL Freq. Set
7. TACAN	T/R
8. RWR Panel	(a) Display Type NORM (b) PWR ON (c) TEST SPL (d) MODE LMT
9. DECM	STBY, then ACT
10. IFF	(a) MASTER STBY (b) CODE as required
11. Altimeter	Reset
12. CAP	Enter Data (WP, FP, <i>etc.</i>)
13. Displays	<ul style="list-style-type: none"> • DDD Set • TID Set • Multiple Display Indicator Set
14. Hand Control Panel	Set
15. AN/ALE-39	Set (as required) <ul style="list-style-type: none"> • AUTO (CHAFF)/MAN • MAN
16. Flare Mode	PILOT
17. Complete INS Align	<ul style="list-style-type: none"> • Duration Full Fine 8 min • Duration ASH much faster (a) Align Complete Caret → Diamond (b) NAV Mode INS NAV
18. Standby ADI	Erect at least 2 min before T/O
19. TO PILOT	"Ready to Taxi"
Once Airborne	
20. IR/TV Power	ON
21. WCS Switch	WCS XMT

1.6 RIO - POST-START - CARRIER

1. PILOT	<ul style="list-style-type: none"> Engines started AIR SOURCE BOTH ENG
2. INS STARTUP	(a) LIQUID COOLING ON (FWD) (b) WCS Switch STANDBY (c) IR/TV Power STBY/IR/TV (d) TID/DDD illuminated after 40 s
3. Datalink	(a) Kneeboard TACTICAL DL (b) DL Power ON (FWD)
4. Start INS Align	(a) DL FREQ Set (b) DL Mode CAINS/WAYPT (c) Nav Mode CVA
5. U/VHF Mode	T/R G
6. TACAN	T/R
7. RWR Panel	(a) Display Type NORM (b) PWR ON (c) TEST SPL (d) MODE LMT
8. DECM	STBY, then ACT
9. IFF	(a) MASTER STBY (b) CODE as required
10. Altimeter	Reset
11. CAP	Enter Data (WP, FP, etc.)
12. Displays	<ul style="list-style-type: none"> DDD Set TID Set Multiple Display Indicator Set
13. Hand Control Panel	Set
14. AN/ALE-39	Set (as required) <ul style="list-style-type: none"> AUTO (CHAFF)/MAN MAN
15. Flare Mode	PILOT
16. Complete INS Align	<ul style="list-style-type: none"> Duration Full Fine 9 min Duration ASH much faster (a) Align Complete Caret → Diamond (b) NAV Mode INS NAV

- | | |
|------------------------|---|
| 17. Datalink | (a) DL Mode TAC (AFT)
(b) DL Freq. Set |
| 18. Standby ADI | Erect at least 2 min before T/O |
| 19. TO PILOT | <i>"Ready to Taxi"</i> |

Once Airborne

- | | |
|------------------------|----------------|
| 20. IR/TV Power | ON |
| 21. WCS Switch | WCS XMT |

1.7 PRE-TAXI

1. ANTI-SKID SPOILER BK	OFF
2. HOOK BYPASS	As Required
3. Nose Strut	RETRACTED
4. HUD MODE	TO
5. Parking Brake	Released (IN)
6. NWS	ENGAGED
7. Path	verify clear

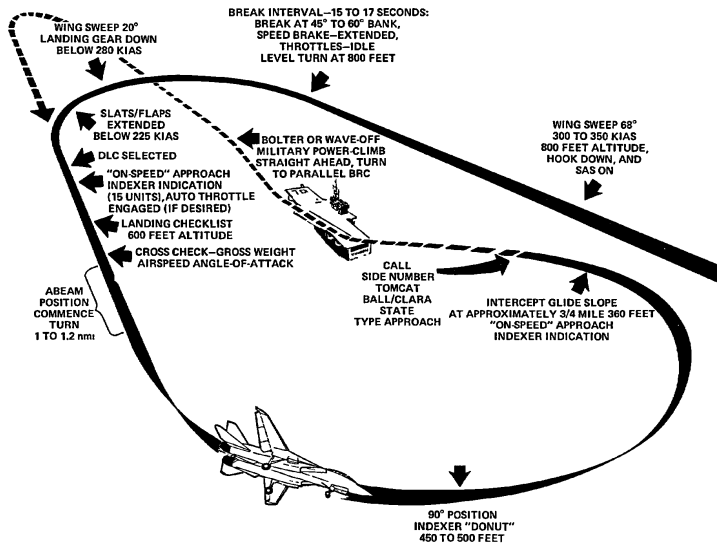
1.8 TAKEOFF - SHORE

After Lining Up On Runway	
1. Wing Sweep	(a) EM WING SWEEP FWD , then IN (b) MASTER RESET PRESS (c) Wings Verify thumb controller (d) WING SWEEP AUTO (e) Wings Verify at 20 deg
2. ANTI SKID SPOILER BK	BOTH (UP)
3. FLAPS	UP
4. Trim	0 deg
5. NWS	DISENGAGED
6. Takeoff	(a) Throttle MIL (90% RPM) (b) Stick Back at 130 KIAS (c) Rotation approx 140 KIAS (d) GEAR UP < 250 KIAS

1.9 TAKEOFF - CARRIER

Lineup	<ul style="list-style-type: none"> • Wait behind JBD until Catapult is clear • Follow Taxi Directors Instructions to line up on Catapult
1. Wing Sweep	(a) EM WING SWEEP FWD , then IN (b) MASTER RESET PRESS (c) Wings Verify thumb controller (d) WING SWEEP AUTO (e) Wings Verify at 20 deg
2. FLAPS	DOWN
3. Launch Bar Preparation	(a) Nose Strut KNEEL when directed (b) Throttle UP when directed (c) Taxi launch bar into shuttle (d) Throttle IDLE when directed
4. Trim	2-3 deg nose up
5. Speed Brakes	IN
6. Final Checks	(a) Throttle MIL when directed (b) Control Wipeout <ul style="list-style-type: none"> • Stick Full Forward • Stick Full Aft • Stick Full Left • Stick Full Right • Rudder Full Left • Rudder Full Right (c) Eng. Inst. Checked (d) Caution/Warnings None
7. Catapult Shot	(a) Salute CAT SHOT (b) Gear UP < 250 KIAS (c) Flaps UP < 225 KIAS
8. Clearing Turn	

1.10 LANDING - OVERHEAD PATTERN



1. Initial Approach	<ul style="list-style-type: none"> • WING SWEEP 68 deg • HOOK DOWN • SAS ON • HUD LDG • Airspeed 300-350 KIAS • Altitude 800 ft
2. Initial Break	<ul style="list-style-type: none"> • Break Interval 15-17 s • BANK 45-60 deg • SPEED BRAKE EXTEND • Throttle IDLE • G 3-4 G • Altitude 800 ft
3. Break Turn	<ul style="list-style-type: none"> • Wing Sweep AUTO < 280 KIAS • Landing Gear DOWN < 280 KIAS • FLAPS DOWN < 225 KIAS
4. Downwind	<ul style="list-style-type: none"> • DLC Selected once flaps out • AOA ON-SPEED • LANDING CHECKLIST • Altitude descend to 600 ft

5. Final Turn	180 Deg Position • Abeam Pos. 1-1.2 nmi 90 Deg Position • AOA DONUT • Altitude 400-500 ft
6. Intercept Glideslope	• Distance 3/4 Mile • Altitude 360 ft • AOA ON-SPEED

1.11 LANDING - CHECKLIST

1. Wing Sweep	20 deg AUTO
2. Wheels	• Lights 3 DOWN • Transition Light OUT
3. SAS	ON
4. FLAPS	DOWN
5. DLC	Checked
6. Hook	• HOOK DOWN • Transition Light OUT
7. Harness	Locked
8. Speedbrakes	EXT
9. Brakes	Check
10. Fuel	Check

1.12 AIRSTART

<ul style="list-style-type: none"> • Spooldown 	<p>Before significant spooldown</p> <p>(a) Non-Running ENG IDLE or above</p> <p>If no relight occurs</p> <p>(b) Non-Running ENG ... OFF then IDLE</p> <p>If still no relight occurs</p> <p>(c) ENG MODE SEC</p> <p>(d) Non-Running ENG ... OFF then IDLE</p>
<ul style="list-style-type: none"> • Cross-Bleed Restart 	<p>With one ENG running, if Spooldown fails</p> <p>(a) Non-Running ENG OFF</p> <p>(b) FUEL SHUT OFF check</p> <p>(c) Running throttle 80%+</p> <p>(d) BACK UP IGNITION ON</p> <p>(e) ENG CRANK non-running eng</p> <p>(f) Non-Running ENG IDLE</p> <p>If no start occurs</p> <p>(g) Non-Running ENG ... OFF then IDLE</p> <p>If still no start</p> <p>(h) ENG MODE SEC</p> <p>(i) Non-Running ENG ... OFF then IDLE</p>
<ul style="list-style-type: none"> • Windmill Restart 	<p>(a) Airspeed >450 kts</p> <p>(b) Throttle IDLE or above</p> <p>(c) BACK UP IGNITION ON</p> <p>If no relight occurs</p> <p>(d) Throttle OFF then IDLE</p> <p>If still no relight</p> <p>(e) ENG MODE SEC</p> <p>(f) Throttle OFF then IDLE</p>
<ul style="list-style-type: none"> • Post Restart 	<p>(a) BACK UP IGNITION OFF</p> <p>(b) ENG MODE PRI</p>

2 SYSTEMS

2.1 AFCS

2.2 WING SWEEP

2.3 NAVIGATION

2.4 COMMUNICATION

2.5 DATALINK / IFF

2.6 RWR THREAT SYMBOLOGY

Systems

SHIPS

AB	Arleigh Burke
AK	Admiral Kuznetsov
GR	Grisha 5 (Albatros)
HP	Oliver Hazard Perry
J2	Type 054A Frigate, "Jiangkai II class"
KK	Krivak 3 (Rezky)
KV	Kirov (Pyotr Velikiy)
L1	Type 052B Destroyer, "Luyang I class"
L2	Type 052C Destroyer, "Luyang II class"
N	<i>Ship with Nav Radar</i>
NE	Neustrashimy
NZ	Nimitz (Vinson, Stennis)
SV	Slava (Moscow)
TC	Ticonderoga
TT	Tarantul 3 (Molniya)
TW	Tarawa
YU	Type 071 Amphibious Transport Dock, "Yuzhao class"

AIRCRAFT

14	F-14A/B
15	F-15C/E
16	F-16C
17	JF-17
18	F/A-18C
19	MiG-19

21	MiG-21bis
23	MiG-23MLD
24	Su-24M/MR
25	MiG-25PD
29	MiG-29A/G/S Su-27 Su-33 J-11A
30	Su-30
31	MiG-31
34	Su-34
37	AJS-37
39	Su-25TM
50	A-50
52	B-52
AN	AN-26B AN-30M
AP	AH-64D
B1	B-1B
BE	Tu-95 Tu-142M
BF	Tu-22M3
BJ	Tu-160
E2	E-2D
E3	E-3C
F4	F-4E
F5	F-5E
HX	Ka-27
IL	IL-76MD IL-78M
KC	KC-135

KJ	KJ-2000
M2	Mirage 2000-C Mirage 2000-5
S3	S-3B
SH	SH-60B
TO	Tornado
TR	C-130 C-17A
AIR DEFENSE	
2	S-75 TR SNR (SA-2) "Fan Song"
3	S-125 TR SNR-125 (SA-3) "Low Blow"
6	Kub SA-6
7	HQ-7 TR
8	OSA (SA-8)
10	S-300PS 30N6 TR (SA-10)
11	Buk (SA-11)
12	S-300V
15	Tor 9A331 (SA-15)
19	Tunguska 2C6M (SA-19)
A	Gepard M-163 Vulcan ZSU-23-4 Shilka
BB	S-300PS 64H6E SR (SA-10/Big Bird)
BF	Rapier Blindfire TR
CS	S-300PS 5N66M SR (SA-10/Clam Shell)
DE	Sborka (Dog Ear)
FF	S-125 P-19 SR (SA-3/Flat Face)
GR	Roland SR

HA	Hawk SR
HK	Hawk TR
HQ	HQ-7 SR
PT	Patriot
RO	Roland
RP	Rapier SR
S	1L13 55G6 EWR
SD	Buk TR (SA-11/Snow Drift)
SN	PRW-11 (Side Net)
MISSILES	
M	AIM-54 AIM-120 MICA-EM R-37 R-77 SD-10
ATC	
T	Airport ATC Radar

3 AWG-9 RADAR

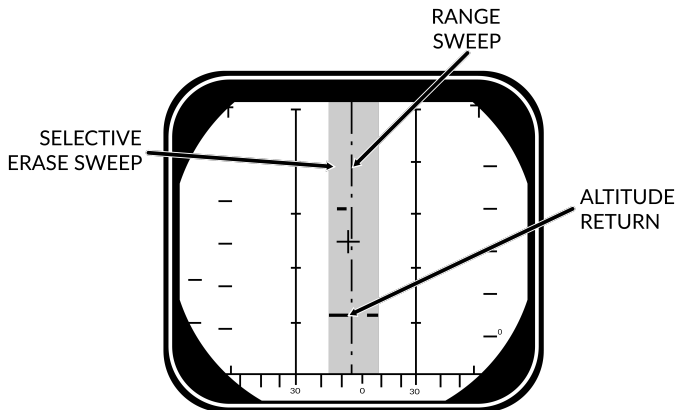
3.1 MAIN MODES - OVERVIEW

	Pulse		Pulse Doppler			
	Pulse Search	P-STT	PD Search	RWS	TWS	PD-STT
Range	60 nm	50 nm	110 nm	90 nm	90 nm	90 nm
AIM-7	BRSIT	CW	BRSIT		-	PD
AIM-54	BRSIT	ACT	BRSIT		Multi TGT	PD/ACT

3.2 MAIN MODES

- | | |
|--|--|
| <ul style="list-style-type: none"> Pulse | <ul style="list-style-type: none"> Basic Pulse w/o doppler filtering <ul style="list-style-type: none"> – Cannot be notched – Ground Clutter – Rudimentary Ground mapping Pulse Sub-Modes <ul style="list-style-type: none"> – Pulse Search – Pulse-STT |
| <ul style="list-style-type: none"> Pulse Doppler | <ul style="list-style-type: none"> Doppler filter → no ground returns <ul style="list-style-type: none"> – Susceptible to notching – No ground clutter – Greater range – Advanced sub modes – AIM-54 Guidance Pulse Doppler Sub-Modes <ul style="list-style-type: none"> – PD Search – RWS – TWS – PD-STT |

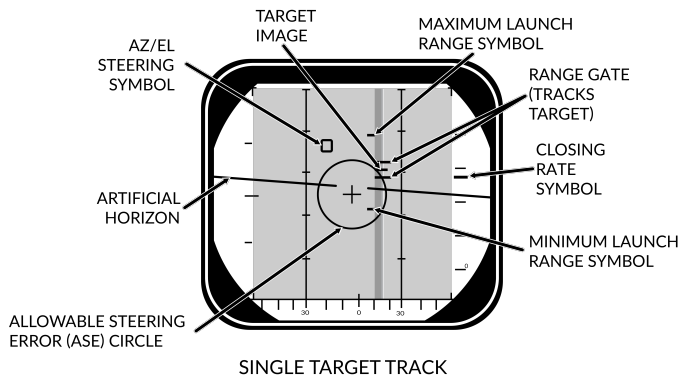
3.3 PULSE MODE - PULSE SEARCH



SEARCH ($\pm 10^\circ$ SCAN)

<ul style="list-style-type: none"> Pulse Search 	<p>Basic Mode, AWG-9 does not use pulse doppler filtering</p> <ul style="list-style-type: none"> Advantages <ul style="list-style-type: none"> – All aspect target detection – Cannot be notched – Rudimentary ground mapping Disadvantages <ul style="list-style-type: none"> – Cannot discern ground returns and targets – Lower range
<ul style="list-style-type: none"> DDD 	<ul style="list-style-type: none"> Range/Azimuth Visual representation of radar and erase sweeps
<ul style="list-style-type: none"> TID 	<ul style="list-style-type: none"> No Information from Pulse Cannot guide AIM-54

3.4 PULSE MODE - PSTT



- **Pulse STT**

Lock Target w/o doppler filtering

- **Advantages**

- Cannot be notched

- **Disadvantages**

- Susceptible to ground clutter

- **Lock Target**

- **Conditions**

- Pulse Search Mode selected
- RDR HCU Mode selected

- **Lock Target**

- Hold HCU Half-action
- Slew to desired Target
- HCU Full-Action to lock

- **Unlock Target**

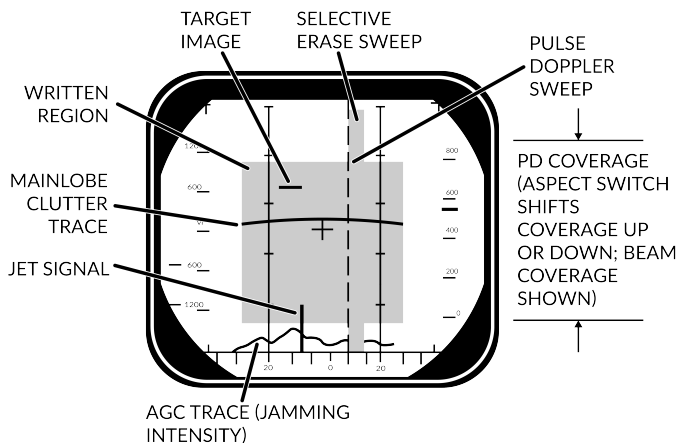
- HCU Half-action

- **DDD**

- **Track Indications**

- ANT TRK light
- RDROT light
- Tracking gates
- Closure rate
- Attack Symbology

3.5 PULSE DOPPLER MODE - PULSE DOPPLER SEARCH



SEARCH ($\pm 40^\circ$ SCAN)

<ul style="list-style-type: none"> Pulse Doppler Search 	<p>“Early Warning” Mode, Longest Range, cannot display range</p> <ul style="list-style-type: none"> Advantages <ul style="list-style-type: none"> – Longest Range – Doppler Filtering – “Look Down Shoot Down” Disadvantages <ul style="list-style-type: none"> – Can be notched – No range information
<ul style="list-style-type: none"> DDD 	<ul style="list-style-type: none"> Closure Rate/Azimuth Visual representation of radar and erase sweeps
<ul style="list-style-type: none"> Doppler Filters 	<ul style="list-style-type: none"> Main Lobe Clutter (MLC) Filter <ul style="list-style-type: none"> – Own GS ± 133 knots – Removes main ground return – Source of notching Zero Doppler Filter <ul style="list-style-type: none"> – Negative own GS ± 100 knots – Removes Radar reflection from ground directly beneath own AC

- **MLC Switch**

- **IN:** Enables MLC filter
- **AUTO:** Enables MLC filter if look-up angle less than 3 deg
- **OUT:** Disables MLC filter

- **Vc Switch**

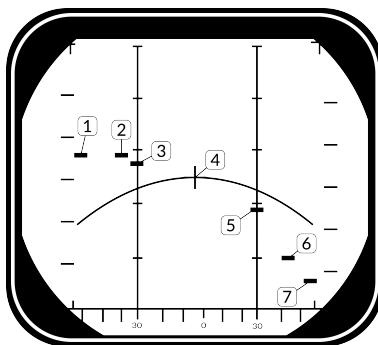
Changes closure rate DDD scale

- **X-4:** -800 to 4000 knots
- **NORM:** -200 to 1000 knots
- **VID:** -50 to 250 knots

- **ASPECT Switch**

Changes closure rate processing scale

- **NOSE:** -600 to 1800 knots
- **BEAM:** -1200 to 1200 knots
- **TAIL:** -1800 to 600 knots



	Look Angle	Line of Sight Rate	Target Heading
1	60 deg	1490	180 deg
2	45 deg	1500	120 deg
3	30 deg	1428	100 deg
4	0 deg	1200	90 deg
5	30 deg	672	80 deg
6	45 deg	210	60 deg
7	60 deg	-300	0 deg

3.6 PULSE DOPPLER MODE - RWS

<ul style="list-style-type: none"> • Range While Search 	<p>FM Ranging, used for getting good A/A picture before selecting TWS</p> <ul style="list-style-type: none"> • FM Ranging <ul style="list-style-type: none"> – Pulse Doppler with ranging – TID shows momentary tracks with ranges – Processing reduces max range • Advantages <ul style="list-style-type: none"> – Long Range – Doppler Filtering – “Look Down Shoot Down” – Signal Processing • Disadvantages <ul style="list-style-type: none"> – Can be notched
<ul style="list-style-type: none"> • DDD 	<ul style="list-style-type: none"> • Closure Rate/Azimuth • Visual representation of radar and erase sweeps
<ul style="list-style-type: none"> • TID 	<ul style="list-style-type: none"> • Momentary Tracks • Max concurrent tracks: 48 • Cannot lock targets from TID
<ul style="list-style-type: none"> • Filtering 	<p>Same as Pulse Doppler Search</p>

3.7 PULSE DOPPLER MODE - TWS

<ul style="list-style-type: none"> • Track While Scan 	<p>Builds Track Files, high situational awareness, multi-target AIM-54 launch</p> <ul style="list-style-type: none"> • Track Files <ul style="list-style-type: none"> – AWG-9 builds Trackfiles for contacts – Can launch multiple AIM-54 – Processing reduces max range – Can lock targets from TID • FM Ranging <ul style="list-style-type: none"> – Pulse Doppler with ranging – TID shows momentary tracks with ranges – Processing reduces max range • Advantages <ul style="list-style-type: none"> – Doppler Filtering – Multi-Target AIM-54 • Disadvantages <ul style="list-style-type: none"> – Lowest Range – Can be notched
<ul style="list-style-type: none"> • DDD 	<ul style="list-style-type: none"> • Closure Rate/Azimuth • Visual representation of radar and erase sweeps
<ul style="list-style-type: none"> • TID 	<ul style="list-style-type: none"> • Trackfiles • Max concurrent tracks: 24 • Max displayed tracks: 18
<ul style="list-style-type: none"> • Filtering 	<p>Same as Pulse Doppler Search</p>
<ul style="list-style-type: none"> • Scan Volume 	<p>Trackfiles require update every 2.5 s →</p> <ul style="list-style-type: none"> • 20 deg 4 bar (if selected) • 40 deg 2 bar (else)
<ul style="list-style-type: none"> • TID Mode Selector 	<ul style="list-style-type: none"> • GND STAB: Ground Stabilized, True North is up on TID • A/C STAB: Aircraft Stabilized • ATTAK: same as A/C STAB with superimposed attack steering symbology • TV: Displays TCS on TID, displays LANTIRN on TID if equipped

<ul style="list-style-type: none"> • TID Display Selector Buttons 	<ul style="list-style-type: none"> • RID DISABLE: Not simulated • ALT NUM: Enables display of track altitudes on left side of track symbols • SYM ELEM: Enables display of all supplementary symbology of tracks and waypoints • DATA LINK: Enables display of D/L contacts • JAM STROBE: Enables display of jam strobes • NON-ATTK: enables/disables display of targets not possible to engage (friendlies) • LAUNCH ZONE: Enables display of weapon launch zones • VEL VECTOR: Enables display of velocity vectors
<ul style="list-style-type: none"> • Track Hold & Collision Steering 	<ul style="list-style-type: none"> • TRACK HOLD <ul style="list-style-type: none"> – Normally: Tracks maintained for 14 s after last observation – Track Hold: maintained for 2 min after last observation • CLSN Button <ul style="list-style-type: none"> – begins collision steering to currently tracked target – enables Steering Centroid if in TWS – LD CLSN presents azimuth steering only – CLSN presents both azimuth and elevation steering
<ul style="list-style-type: none"> • TWS AUTO / MAN 	<ul style="list-style-type: none"> • TWS MAN: Manual azimuth/elevation control, target designation by RIO • TWS AUTO: Automatic prioritization of targets and azimuth elevation control

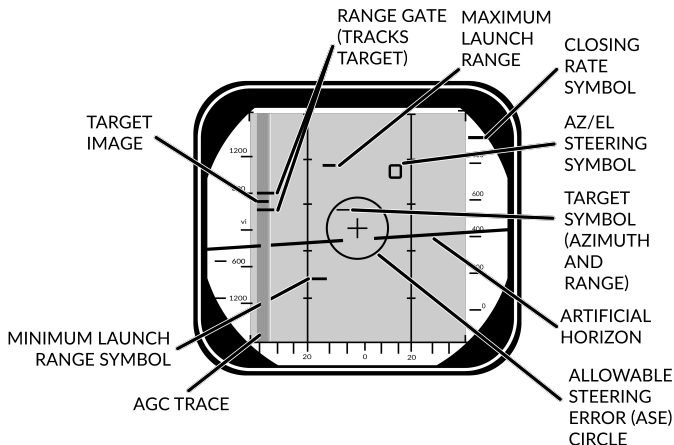
3.8 PULSE DOPPLER MODE - TWS MAN

• TWS MAN	<ul style="list-style-type: none"> • Target Selection: Manual • Scan Azimuth/Elevation: Manual
• Target Selection	<ul style="list-style-type: none"> • Conditions <ul style="list-style-type: none"> – TWS MAN Radar Mode selected – TID CURSOR TID Mode selected • Hook Target <ul style="list-style-type: none"> (a) Hold HCU Half-Action (b) Slew TID Cursor over desired Tgt (c) HCU Full-Action to select Tgt • TID Symbology <ul style="list-style-type: none"> – Range (RA) – Bearing (BR) – Altitude (AL) – Magnetic course (MC) • Lock Target <ul style="list-style-type: none"> (d) Press PD STT or Pulse STT buttons • Deselect Target <ul style="list-style-type: none"> (e) press HCU Half-Action
• AIM-54 Launch	<ul style="list-style-type: none"> • Automatically selects TWS AUTO • Prevents selection of TWS MAN

3.9 PULSE DOPPLER MODE - TWS AUTO

<ul style="list-style-type: none"> • TWS AUTO 	<ul style="list-style-type: none"> • Target Selection: prioritizes contacts based off range, aspect, closure • Scan Azimuth/Elevation: Geometric center of targets in scan volume
<ul style="list-style-type: none"> • Centroid / Steering Cues 	<ul style="list-style-type: none"> • Steering Centroid <ul style="list-style-type: none"> – facilitates steering cues – HUD, VDI, TID, DDD – Appears as X on TID – Takes Gimbal limits into account – Weights individual Tracks based on parameters • Illumination Centroid <ul style="list-style-type: none"> – Not Visible – Controls azimuth and elevation of scan pattern – Takes scan volume into account
<ul style="list-style-type: none"> • Pilot Steering Cues 	<ul style="list-style-type: none"> • Conditions <ul style="list-style-type: none"> – A-A HUD Mode selected – Master Arm ON (UP) – AIM-54 or AIM-7 selected – TWS-AUTO selected

3.10 PULSE DOPPLER MODE - PDSTT



SINGLE TARGET TRACK

- Pulse Doppler STT**

Lock Target with doppler filtering

- Advantages**

- Ground Clutter filtering

- Disadvantages**

- Susceptible to notching

- Lock Target**

- Conditions**

- Pulse Doppler Mode selected (PD Search, RWS, TWS)
- RDR HCU Mode selected

- Lock Target**

- Hold HCU Half-action
- Slew to desired Target
- HCU Full-Action to lock

- Unlock Target**

- HCU Half-action

- DDD**

- Track Indications**

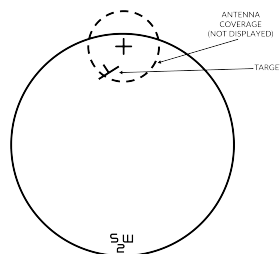
- ANT TRK light
- RDROT light
- Tracking gates
- Closure rate
- Attack Symbology

3.11 ACM MODES - OVERVIEW

	PLM	VSL	PAL	MRL
Range	5 nm	5 nm	15 nm	5 nm
Description	Boresight	Vertical	Horizontal	RIO
Weapons	Gun + All Missiles			

- PLM

- Pilot Lockon Mode
- Highest Priority ACM
- Search Pattern
 - Small Boresight
 - Range: 5 nm



- VSL

- Vertical Scan Lockon
- HI Search Pattern
 - Width: 5 deg
 - Vertical: +15 to +55 deg
 - Range: 5 nm
- LO Search Pattern
 - Width: 5 deg
 - Vertical: -15 to +25 deg
 - Range: 5 nm
- RIO/PILOT Controlled

- PAL





- Pilot Automatic Lockon
- Search Pattern
 - Width: +/- 20 deg
 - Vertical: 8-bar
 - Range: 15 nm

- MRL

- Manual Rapid Lockon
- RIO Controlled
- Search Pattern
 - HCU Controlled
 - Range: 5 nm







3.12 TID SYMBOLOGY

GENERAL

Center Dot		<ul style="list-style-type: none"> • Basic Component of Symbols <ul style="list-style-type: none"> – Marks coordinates of symbol
Own AC		<ul style="list-style-type: none"> • Symbol representing own aircraft <ul style="list-style-type: none"> – Ground Stabilized: Moves – Aircraft Stabilized: Stationary – Outside TID: line drawn from TID center towards symbol
TID Cursor		<ul style="list-style-type: none"> • Hook Cursor <ul style="list-style-type: none"> – Controlled by HCU in TID mode • Half-Action <ul style="list-style-type: none"> – Enables display of symbol – Enables HCU stick to move cursor • Full-Action <ul style="list-style-type: none"> – Hooks closest symbol – If no symbol near, cursor dropped at location
TWS Steering Centroid		<ul style="list-style-type: none"> • Steering centroid of TWS tracks <ul style="list-style-type: none"> – Selected by WCS for weapons engagement

ONBOARD SENSORS

Symbol Above Dot

Unknown		<ul style="list-style-type: none"> • Unknown Sensor Track • All Returns in RWS
Hostile		<ul style="list-style-type: none"> • Sensor Track designated Hostile by RIO
Friend		<ul style="list-style-type: none"> • Sensor Track designated Friendly by RIO
Angle-Track Radar Target		<ul style="list-style-type: none"> • Radar Angle Tracking <ul style="list-style-type: none"> – Jamming Target
Angle-Track Radar Target with Altitude Difference Ranging		<ul style="list-style-type: none"> • Radar Angle Tracking <ul style="list-style-type: none"> – Jamming Target – Alt. diff. ranging
TCS-Angle Tracked Target		<ul style="list-style-type: none"> • TCS Angle Tracking

TCS-Angle Tracked
Target with Altitude
Difference Ranging



- TCS Angle Tracking
 - Alt. diff. ranging

D/L TARGETS

Symbol Below Dot

Unknown



- D/L Track designated Unknown by Source

Hostile



- D/L Track designated Hostile by Source

Friendly



- D/L Track designated Friendly by Source

MANUAL REF POINTS

Home base



- Waypoint Representing
 - Home Base
 - Carrier
 - Airfield

Waypoint



- Nav Waypoint
- Supplanted by Number
 - 1, 2, or 3

Defended Point



- Waypoint to Defend

Fixed Point



- Generic Waypoint

Hostile Area



- Waypoint Indicating Hostile Area

Surface Target



- Waypoint Indicating Surface Target

IP



- Initial Point
 - Waypoint for A/G engagement

D/L REF POINTS

Home Base



- D/L Waypoint Representing Home Base

Waypoint



- D/L Generic Waypoint

Data Link Fixed
Point











- D/L Waypoint Representing Fixed Point



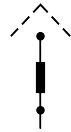
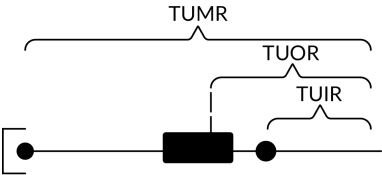



Surface Target



- D/L Waypoint Representing a Surface Target

POS SYMB MODIFIERS

Mandatory Attack		<ul style="list-style-type: none"> • Additional Symbology on TWS Track <ul style="list-style-type: none"> – Horizontal bar through center dot • Selected by RIO <ul style="list-style-type: none"> – Only 1 target can be designated – Guaranteed WCS priority number
Data Link Destroy		<ul style="list-style-type: none"> • Additional Symbology on D/L Track <ul style="list-style-type: none"> – Horizontal bar through center dot • Selected by Source <ul style="list-style-type: none"> – No effect on WCS prioritization
Do Not Attack		<ul style="list-style-type: none"> • Additional Symbology on TWS or D/L Track <ul style="list-style-type: none"> – Vertical bar through center dot • If Set by RIO <ul style="list-style-type: none"> – Removes WCS prioritization
Multiple Targets		<ul style="list-style-type: none"> • Additional Symbology on TWS or D/L Track <ul style="list-style-type: none"> – Horizontal bar on left side of symbol • Indicates Multiple Targets
Data Link Challenge		<ul style="list-style-type: none"> • Additional Symbology on D/L Track <ul style="list-style-type: none"> – Small V with center at center dot • Command to Visually Identify
Track Extrapolated		<ul style="list-style-type: none"> • Additional Symbology on TWS or D/L Track <ul style="list-style-type: none"> – Small X with center at center dot • No Update within 8 seconds <ul style="list-style-type: none"> – Track deleted after 14 seconds – Or after 2 min if track hold
Altitude Numerics		<ul style="list-style-type: none"> • Altitude to Nearest Ten Thousand <ul style="list-style-type: none"> – example: 35000-45000
Firing Order Numerics		<ul style="list-style-type: none"> • Indicates AIM-54 Prioritization <ul style="list-style-type: none"> – Numbers 1-6 – Only in TWS

Time-to-Impact (TTI)		<ul style="list-style-type: none"> • After AIM-54 Launch <ul style="list-style-type: none"> – Prioritization replaced with estimated TTI • Flashes after Pitbull
Velocity Vector		<ul style="list-style-type: none"> • Additional Symbolology from center Dot <ul style="list-style-type: none"> – Direction represents track heading – Length represents speed • Varies with Mode <ul style="list-style-type: none"> – Ground Stabilized: true heading and ground speed – Aircraft Stabilized: relative heading and velocity
Launch Zone Vectors		 <ul style="list-style-type: none"> • Additional Symbolology for AIM-54 <ul style="list-style-type: none"> – Selected manually by RIO – Or 60 seconds from max launch • TUMR <ul style="list-style-type: none"> – Time-Until-Minimum-Range – Max: 180 seconds, 1.5 inches • TUOR <ul style="list-style-type: none"> – Time-Until-Optimal-Range – Start of bar is 8 seconds from optimum • TUIR <ul style="list-style-type: none"> – Time-Until-In-Range
Jamming Strobe		<ul style="list-style-type: none"> • Line from own AC towards Jammer
Radar Antenna Scan Pattern Azimuth Limits		<ul style="list-style-type: none"> • Limits of Current Scan Azimuth • Single Line in STT
Data Link Jamming Strobe		<ul style="list-style-type: none"> • Line from D/L point towards Jammer

Data Link Pointer



- **Additional Symbolology on D/L Track**

- Circle
- Indicates operator concern

Data Link Priority Kill



- **Additional Symbolology on D/L Track**

- Square
- Indicates target must be destroyed
- No effect on WCS prioritization

ATTACK DISPLAY SYMB

Artificial Horizon



- **Represents Pitch and Roll**

Steering Guidance Symbol



- **Represents Steering Error**

- Should be placed as near as possible to center of ASE circle

Allowable Steering Error Circle



- **Indicates Allowable Steering Error for Missile Launch**

- **Size Varies with Geometry, Mode, Missile**

Breakaway Indication



- **Appears when Target Range Less than Minimum for Selected Weapon**

4 TCS/ALQ-100

TCS

TCS

5 LANTIRN

LANTIRN

6 A/G WEAPONS

6.1 M61 GUN

1. Pilot Conditions	(a) MASTER ARM ON (b) HUD A/G (c) WEAPON SELECTOR GUNS (d) Stations verify selected (e) Wing Sweep BOMB
2. Employment	(a) Dive 20-30 deg (b) Pipper on target (c) TRIGGER FIRE
• Note: TCS	• TCS slaved to radar impact point • Rio can select NAR or WIDE

6.2 ZUNI ROCKETS

1. RIO Conditions	(a) WPN TYP LAU-10 (b) Attack Mode Pilot Attack (c) Deliver Mode RPL-SGL <ul style="list-style-type: none"> • STP (Step) single bomb per press • RPL (Ripple) multiple bombs per press • SGL (Single) single bomb per press • PRS (Pairs) a pair of bombs per press (d) Mechanical Fuze NOSE (e) Electronic Fuze INST (f) Delivery Options set <ul style="list-style-type: none"> • INTERVAL 050 msec • QTY 04 (g) Stations Armed
2. Pilot Conditions	(a) MASTER ARM ON (b) HUD A/G (c) WEAPON SELECTOR OFF (d) Stations verify selected (e) Wing Sweep BOMB
3. Employment	(a) Dive 20-30 deg (b) Pipper on target (c) TRIGGER FIRE

6.3 UNGUIDED BOMB - CCIP

1. RIO Conditions	(a) WPN TYP MK-82 (b) Attack Mode Pilot Attack (c) Deliver Mode STP-PRS <ul style="list-style-type: none"> • STP (Step) single bomb per press • RPL (Ripple) multiple bombs per press • SGL (Single) single bomb per press • PRS (Pairs) a pair of bombs per press (d) Mechanical Fuze NOSE (e) Electronic Fuze INST (f) Delivery Options set <ul style="list-style-type: none"> • INTERVAL 010 msec • QTY 01 (g) Stations Armed
2. Pilot Conditions	(a) MASTER ARM ON (b) HUD A/G (c) WEAPON SELECTOR OFF (d) Stations verify selected (e) Wing Sweep BOMB
3. Employment	(a) Dive 40 deg (b) Pipper on target (c) STORE RELEASE Press and Hold

6.4 UNGUIDED BOMB - CCRP

1. RIO Conditions	(a) WPN TYP MK-82 (b) Attack Mode Target Attack (c) Deliver Mode STP-PRS <ul style="list-style-type: none"> • STP (Step) single bomb per press • RPL (Ripple) multiple bombs per press • SGL (Single) single bomb per press • PRS (Pairs) a pair of bombs per press (d) Mechanical Fuze NOSE (e) Electronic Fuze INST (f) Delivery Options set <ul style="list-style-type: none"> • INTERVAL 010 msec • QTY 01 (g) Stations Armed
2. Pilot Conditions	(a) MASTER ARM ON (b) HUD A/G (c) WEAPON SELECTOR OFF (d) Stations verify selected (e) Wing Sweep BOMB
3. Designation	(a) Slew Diamond VSL HI/LO (b) Designate PAL
4. Employment	(a) Flight Path Straight, Level (b) Vel Vector on Bomb Fall Line When Solution Cue meets Velocity Vector (c) STORE RELEASE Press and Hold

6.5 GBU-12 PAVEWAY II

1. LANTIRN PREP	<p>(a) Target Pod Power POD</p> <ul style="list-style-type: none"> • Warm up takes approx. 8 min • Automatically switches to STANDBY <p>(b) Laser Code as desired</p> <ul style="list-style-type: none"> • MUST BE SET ON THE GROUND • Default: 1688 <p>(c) LANTIRN Mode OPERATE</p> <ul style="list-style-type: none"> • STANDBY caution will flash for 30 s • Then switches to OPER <p>(d) VIDEO Switch FLIR</p> <p>(e) TID Mode TV</p>
2. RIO Conditions	<p>(a) WPN TYP GBU-12</p> <p>(b) Attack Mode Manual</p> <p>(c) Deliver Mode STP-SGL</p> <ul style="list-style-type: none"> • STP (Step) single bomb per press • RPL (Ripple) multiple bombs per press • SGL (Single) single bomb per press • PRS (Pairs) a pair of bombs per press <p>(d) Mechanical Fuze NOSE</p> <p>(e) Electronic Fuze INST</p> <p>(f) Delivery Options set (not necessary for STP-SGL)</p> <p>(g) Stations Armed</p>
3. Pilot Conditions	<p>(a) MASTER ARM ON</p> <p>(b) HUD A/G</p> <p>(c) WEAPON SELECTOR OFF</p> <p>(d) VDI Mode TV</p> <p>(e) Stations verify selected</p> <p>(f) Wing Sweep BOMB</p>
4. Slew LANTIRN	<ul style="list-style-type: none"> • Slave to WYPT Left-4-Way RIGHT • QSNO (Snowplow) S4 HAT Down • Toggle FOV LANTIRN Toggle FOV • Slew LANTIRN Stick • Area Track Left-4-Way UP • Point Track Left-4-Way Down • Undesignate LANTIRN Undesignate

4. **Designate**

- (a) **Designate** **Trigger Full-Action**
- Time-to-Go calculated
 - Slant Range calculated

Once Time-to-Release (TREL) is 0

- (b) **Auto-Lase** ... If selected: lases 10s to impact
- (c) **Manual Lase** **Trigger Full-Action**
- (d) **While Lasing** **L** blinks

5. **Employment**

Once Time-to-Release (TREL) is 0

- (a) **STORE RELEASE** **Press and Hold**
- (b) **Flight Path** Gentle right-hand turn
(to prevent masking)

6.6 **TALD DECOYS**1. **RIO Conditions**

- (a) **WPN TYP** **TALD**
- (b) **Deliver Mode** **STP-SGL**
- **STP (Step)** single bomb per press
 - **RPL (Ripple)** multiple bombs per press
 - **SGL (Single)** single bomb per press
 - **PRS (Pairs)** a pair of bombs per press
- (c) **Delivery Options** set
(not necessary for STP-SGL)
- (d) **Stations** **Armed**

2. **Pilot Conditions**

- (a) **MASTER ARM** **ON**
- (b) **HUD** **A/G**
- (c) **WEAPON SELECTOR** **OFF**
- (d) **HSD Mode** **TID**
- (e) **Stations** verify selected

3. **Employment**

- (a) **Flight Path** High / Fast
- (b) **RWR** Monitor to locate emitters
- (c) **STORE RELEASE** **Press and Hold**

6.7 **SELECTIVE ORNANCE JETTISON**

7 A/A WEAPONS

7.1 M61 GUN (MANUAL)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • Gun Rate HIGH • Gunsight Lead as required • WEAPON SELECTOR GUNS
2. Gun Mode	(a) Gun Mode MANUAL <ul style="list-style-type: none"> • Press CAGE/SEAM to select • No ranging • No lead information
3. Employment	(a) Pipper on target (b) Trigger FIRE

7.2 M61 GUN (RTGS/NO RADAR)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • Gun Rate HIGH • WEAPON SELECTOR GUNS
2. Gun Mode	(a) Gun Mode RTGS <ul style="list-style-type: none"> • Real-Time Gunsight Mode • Selected automatically with guns • No ranging • Diamond ranged for 2000 ft • Pipper ranged for 1000 ft
3. Employment	(a) Pipper on target (b) Trigger FIRE

7.3 M61 GUN (RTGS/RADAR)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • Gun Rate HIGH • WEAPON SELECTOR GUNS
2. Radar Lock	<p>(a) Gun Mode RTGS</p> <ul style="list-style-type: none"> • Real-Time Gunsight Mode • Selected automatically with guns <p>(b) Radar STT</p> <ul style="list-style-type: none"> • RIO STT lock • ACM Modes
3. Employment	<p>(a) Pipper on target</p> <p>(b) Trigger FIRE</p>

7.4 AIM-9 SIDEWINDER (SIL)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • SW COOL ON • WEAPON SELECTOR SW
2. IR Lock	<p>(a) MODE/STPas desired</p> <ul style="list-style-type: none"> • NORM <ul style="list-style-type: none"> – Uncage seeker with CAGE/SEAM – 4.5 sec search time – 40 deg track limit • BRSIT <ul style="list-style-type: none"> – Seeker slaved to ADL – 2.5 deg FOV <p>(b) CAGE/SEAM press to uncage (if using NORM)</p> <p>(c) Tone high pitched</p>
3. Employment	(a) Trigger FIRE

7.5 AIM-9 SIDEWINDER (RADAR)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • SW COOL ON • WEAPON SELECTOR SW
2. Radar/IR Lock	<p>(a) MODE/STP NORM</p> <ul style="list-style-type: none"> • NORM <ul style="list-style-type: none"> – Uncage seeker with CAGE/SEAM – 4.5 sec search time – 40 deg track limit • BRSIT <ul style="list-style-type: none"> – Seeker slaved to ADL – 2.5 deg FOV <p>(b) Radar STT</p> <ul style="list-style-type: none"> • RIO STT lock • ACM Modes <p>(c) CAGE/SEAM press to slave to radar</p> <p>(d) Tone high pitched</p>
3. Employment	<p>(a) Steering center T-shaped cue with ASE</p> <p>(b) Trigger FIRE</p>

7.6 AIM-7 SPARROW

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • MSL PREP ON • WEAPON SELECTOR SP
2. RIO Conditions	<p>(a) LIQUID COOLING ON (FWD)</p> <p>(b) MSL SPD GATE NOSE QTR</p> <ul style="list-style-type: none"> • NOSE QTR Standard Operation • All Others Not Simulated <p>(c) MSL OPTIONS NORM</p> <ul style="list-style-type: none"> • SP PD AIM-7 PD launch • NORM Normal • PH ACT AIM-54 active launch
3. Radar Lock	<p>(a) MODE/STP NORM</p> <ul style="list-style-type: none"> • NORM <ul style="list-style-type: none"> – Used for STT engagement – WCS can use CS or PD • BRSIT <ul style="list-style-type: none"> – Boresight flood mode – Tracks strongest return <p>(b) Radar STT</p> <ul style="list-style-type: none"> • RIO STT lock • ACM Modes
4. Employment	<p>(a) Target <20 deg from ADL</p> <p>(b) Steering center T-shaped cue with ASE</p> <p>(c) Trigger FIRE</p> <p>(d) Radar Maintain Lock</p>

7.7 AIM-54 PHOENIX (SINGLE)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • MSL PREP ON • WEAPON SELECTOR PH
2. RIO Conditions	<p>(a) LIQUID COOLING ON (FWD)</p> <p>(b) MSL SPD GATE NOSE QTR</p> <ul style="list-style-type: none"> • NOSE QTR Standard Operation • All Others Not Simulated <p>(c) MSL OPTIONS NORM</p> <ul style="list-style-type: none"> • SP PD AIM-7 PD launch • NORM Normal • PH ACT AIM-54 active launch
3. Radar Lock	<p>(a) MODE/STP NORM</p> <ul style="list-style-type: none"> • NORM <ul style="list-style-type: none"> – Used for STT engagement – WCS can use CS or PD • BRSIT <ul style="list-style-type: none"> – Boresight flood mode – Tracks strongest return <p>(b) Radar STT</p> <ul style="list-style-type: none"> • RIO STT lock • ACM Modes
4. Employment	<p>(a) Target <20 deg from ADL</p> <p>(b) Steering center T-shaped cue with ASE</p> <p>(c) Trigger Press and Hold (3-4 seconds)</p> <ul style="list-style-type: none"> • TID TTI appears <p>(d) Radar Maintain Lock</p>

7.8 AIM-54 PHOENIX (MULTI)

1. Conditions	<ul style="list-style-type: none"> • MASTER ARM ON • HUD A/A • MSL PREP ON • WEAPON SELECTOR PH
2. RIO Conditions	<p>(a) LIQUID COOLING ON (FWD)</p> <p>(b) MSL SPD GATE NOSE QTR</p> <ul style="list-style-type: none"> • NOSE QTR Standard Operation • All Others Not Simulated <p>(c) MSL OPTIONS NORM</p> <ul style="list-style-type: none"> • SP PD AIM-7 PD launch • NORM Normal • PH ACT AIM-54 active launch <p>(d) WCS Mode TWS MAN/AUTO</p>
3. Radar Track	<p>(a) MODE/STP NORM</p> <p>(b) Radar TWS</p> <ul style="list-style-type: none"> • WCS will automatically build trackfiles • Track priorities to the right of contact symbol • DO NOT STT LOCK
4. Employment	<p>(a) Trigger Press and Hold (3-4 seconds)</p> <ul style="list-style-type: none"> • TID TTI appears • WCS MODE ... switches to TWS AUTO <p>(b) Trigger Press and Hold (3-4 seconds)</p> <ul style="list-style-type: none"> • Fires on next highest priority • Repeat for remaining targets <p>(c) Radar Maintain Track (until active)</p>

