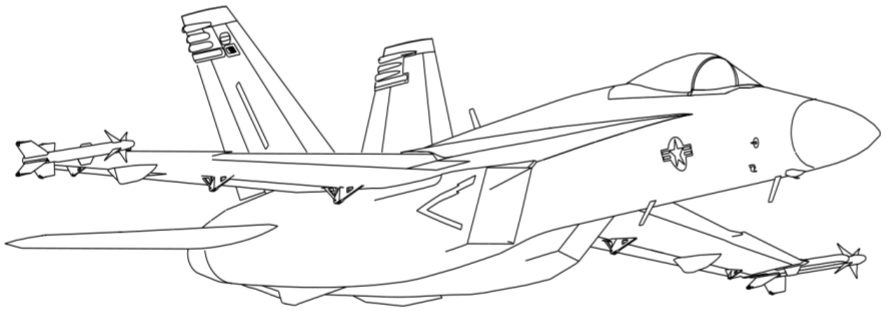
NATOPS FLIGHT MANUAL
NAVY MODEL
F/A-18F AIRCRAFT

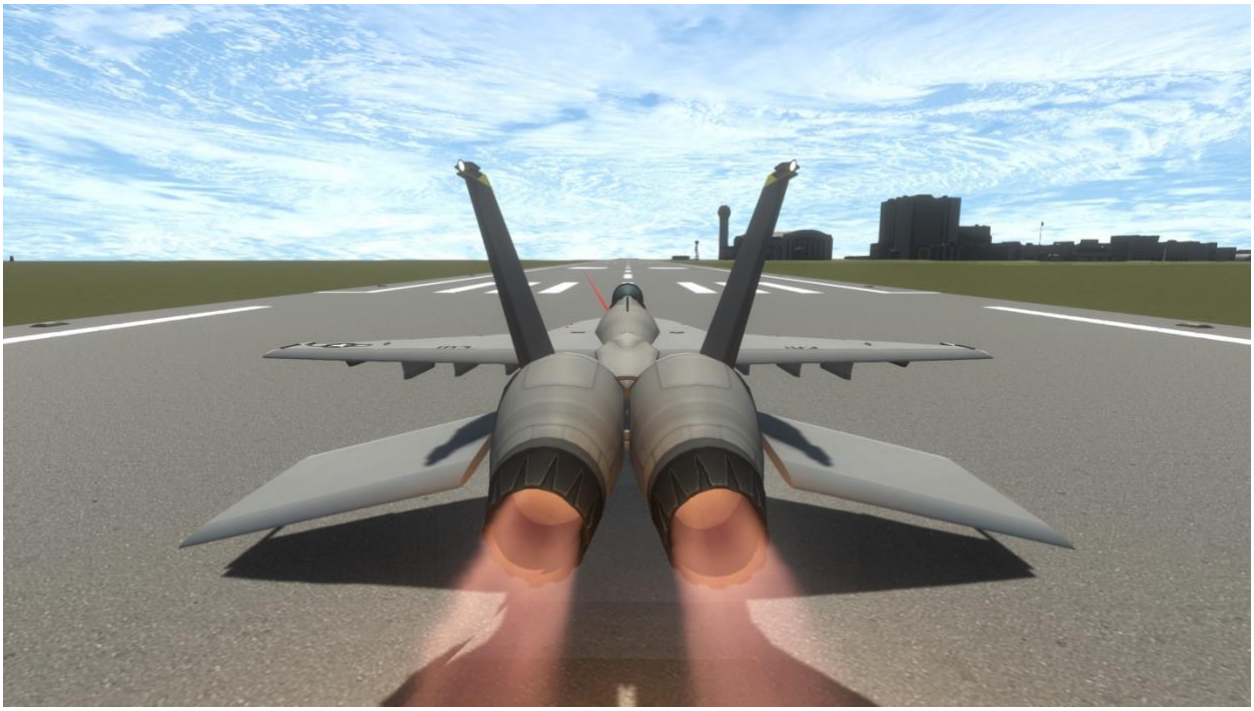


EFN520-1-1-001

ISSUED BY AUTHORITY OF THE CHIEF OF NAVAL OPERATIONS AND
UNDER THE DIRECTION OF THE COMMANDER
NAVAL AIR SYSTEMS COMMAND.

THE AIRCRAFT

Operating Crew: 2 (Pilot, Weapon Systems Officer)
Passenger Capacity: 0
Weight: 11,630kg – 16,070kg
Max Thrust: 94.93kN
Battery Capacity: 850
Fuel Capacity: 3,389kg - 6,420kg



The F/A-18F is constructed using 136 of the finest scrap parts the Kerbal Navy could find in KASA's trash. The F/A-18F is capable of carrier operations with an arrestor wire tail hook located on the rear of the fuselage. The F/A-18F comes equipped with two ''J-404 ''Panther'' Afterburning Turbofan'' engines, this allows the F/A-18F speeds well over Mach 1. The F/A-18F also comes with six under the wing hardpoints for mounting missiles, bombs, and drop tanks. One hardpoint directly under the fuselage for mounting a drop tank, and a hardpoint on each wingtip for mounting AIM-9 Sidewinder Air to Air Missiles. Intake air is provided via two large rectangular intakes at the bottom of the fuselage, one for each engine. Fuel is stored in the wings of this aircraft. DO NOT FILL THE REAR TANKS or the aircraft will tip to the rear.

NORMAL PROCEDURES

Normal Ground Take-Off:

Unlock the wings with Action Group 7
Unfold the Wings by right clicking the Hinge and setting the target angle to 13
Lock the wings again with Action Group 7
Turn SAS on
Turn exterior lights on as needed (Action Group 0 for Slime Light)
Start Engines
Set flaps to take off position by pressing Action Group 1 twice.
Throttle up to full.
Engage Military Power with Action Group 3
Keep aircraft straight on the runway watch for speed to raise over 85m/s
Raise the nose at a 15-degree angle.
When you have positive climb raise the gear(G)
Raise flaps to Climb with Action Group 2
At 160-200m/s disable Military Power with Action Group 3
At desired altitude raise the flaps to Normal with Action Group 2

Normal Ground Landing:

Enter the pattern parallel to the runway
Reduce speed to 200m/s
As you pass the end of the runway, lower gear(G)
Lower flaps to Landing with Action Group 1 three times
When the end of the runway is about 45 degrees off your shoulder start base turn
Speed should be 90m/s-115m/s on final approach.
Control Speed with Pitch and Angle of Attach with Throttle
After touchdown apply brakes until stopped(B)
Unlock and fold the wings
Lock the wings(Action Group 7)
Taxi to parking
Apply parking brake
Turn off engines and intakes with Action Group 9
Extend Ladder with Action Group 8

Heavy Ground Take-Off:

Unlock the wings with Action Group 7
Unfold the Wings by right clicking the Hinge and setting the target angle to 13
Lock the wings again with Action Group 7
Turn SAS on
Turn exterior lights on as needed (Action Group 0 for Slime Light)
Start Engines
Set flaps to take off position by pressing Action Group 1 twice.
Throttle up to full.
Engage Military Power with Action Group 3
Keep aircraft straight on the runway watch for speed to raise over 130m/s
Raise the nose at a 15-degree angle.
When you have positive climb raise the gear(G)
Raise flaps to Climb with Action Group 2
At 160-200m/s reduce throttle to 25%
At desired altitude raise the flaps to Normal with Action Group 2
At desired altitude disable Military Power with Action Group 3

Heavy Ground Landing:

Enter the pattern parallel to the runway
Reduce speed to 200m/s
As you pass the end of the runway, lower gear(G)
Lower flaps to Landing with Action Group 1 three times
When the end of the runway is about 45 degrees off your shoulder start base turn
Speed should be 135m/s-150m/s on final approach.
Control Speed with Pitch and Angle of Attach with Throttle
After touchdown apply brakes until stopped(B)
Unlock and fold the wings
Lock the wings(Action Group 7)
Taxi to parking
Apply parking brake
Turn off engines and intakes with Action Group 9
Extend Ladder with Action Group 8

Normal Carrier Take-Off:

Start up engines with Action Group 9
Disengage brake with B
Taxi to free catapult
Attach to catapult
Unlock the wings with Action Group 7
Unfold the Wings by right clicking the Hinge and setting the target angle to 13
Lock the wings again with Action Group 7
Turn SAS on
Turn exterior lights on as needed (Action Group 0 for Slime Light)
Set flaps to take off position by pressing Action Group 1 twice.
Throttle up to full.
Engage Military Power with Action Group 3
Launch by tapping B
Raise the nose
When you have positive climb raise the gear(G)
Raise flaps to Climb with Action Group 2
If launching from Cat 1-2 Do a clearing turn to the right
If launching from Cat 3-4 Do a clearing turn to the left
At 160-200m/s disable Military Power with Action Group 3
At desired altitude raise the flaps to Normal with Action Group 2

Normal Carrier Landing:

Enter the pattern parallel to the deck
Reduce speed to 200m/s
As you pass the end of the stern, lower gear(G) and Hook(R)
Lower flaps to Landing with Action Group 1 three times
When the stern is about 45 degrees off your shoulder start base turn
Speed should be 90m/s-115m/s on final approach.
Control Speed with Pitch and Angle of Attach with Throttle
As you touch down engage full power in case of bolter
If bolter go around and reenter the pattern
If caught wire decrease throttle and unhook with R
Unlock and fold the wings
Lock the wings(Action Group 7)
Taxi to parking
Apply parking brake
Turn off engines and intakes with Action Group 9
Extend Ladder with Action Group 8

Heavy Carrier Take-Off:

Start up engines with Action Group 9
Disengage brake with B
Taxi to free catapult
Attach to catapult
Unlock the wings with Action Group 7
Unfold the Wings by right clicking the Hinge and setting the target angle to 13
Lock the wings again with Action Group 7
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FLIGHT CHARACTERISTICS

Normal

Max Altitude: 17000m

Max Maneuvering Speed: 250m/s

Max Speed: 500m/s

Min Speed: 85m/s

Heavy

Max Altitude: 17000m

Max Maneuvering Speed: 250m/s

Max Speed: 500m/s

Min Speed: 130m/s

RESERVED FOR SNACKS

WEAPON SYSTEMS

The F/A-18F comes equipped with a nose mounted 20mm cannon with 1,300 rounds. Missiles can be added to the 6 additional hardpoints, and two AIM-9 Sidewinders can be attached with the wing tip hardpoints. The F/A-18F also has Flares and Chaffs (Action Group 6). All weapons are controlled through the BD Weapon manager. See the BDArmory Continued documentation for more.

PERFORMANCE DATA

IT FLYS