
FAIRCHILD REPUBLIC A-10 THUNDERBOLT II USER MANUAL



Version 1.0 for X-Plane 9.70

INTRODUCTION

The Fairchild A-10 CAS (Close Air Support) aircraft is the production version of the YA-10A, which was the winner in the USAF A-X fly-off, where it beat the Northrop YA-9A.

Perhaps the most interesting aspect about the A-10 is that it is an aircraft that has been scheduled to be removed from active service three times. Every time a real war showed that the A-10 is just so perfect, that removing it from the USAF would mean a gaping hole that no other aircraft can fill. If you need to have tanks killed or any other smallish target removed from the equation, the A-10 is there to do the job.



This is not an authentic representation of the A-10 but it's based on the right numbers and pictures, where I could find them. There is a lot of guesswork in the FDM. It should also be noted that this aircraft is still very much under development and there are several aspects which need fixing/improving. During the whole development process, I mainly tried to keep this model friendly for your framerate. So it should perfectly work even on a small laptop.

Enjoy your flight!

Fabrice Kauffmann (callsign ScifiX)

CREDITS

A huge thank you to David Austin, Appster, Bargbill, Barry Leger and Jacques Brault. You are all fantastic creators and your military models really inspired me. Thanks for sharing your passion!



I don't forget Carlos Garcia, LeeJeep and Hypersonic Test Pilot for their kind words. I hope you will like this one!

Here are the credits; don't hesitate to drop me a line at fabrice.kauffmann@gmail.com if I forgot someone:

- 3D cockpit and gaugesScifiX
- Animated pilotXPFR
- FuselageLee Elliott
- Wings and animated surfaces.....ScifiX
- Textures and liveriesScifiX
- ACE II ejection seat and HOTASLee Elliott
- HD soundset.....FlyBoy2006
- FDM.....ScifiX
- DocumentationScifiX

TECHNICAL DATA

Close Air Support is the most dangerous mission a pilot can do. It requires you to get very close to the enemy to deliver your weapons. So the A-10 is built to survive. From the titanium bathtub that protects the pilot, to the armor plating that is in part 40 mm thick, this is a flying tank.



DIMENSIONS

- Wingspan: 17.53 m (57 ft 6 in)
- Length overall: 16.26 m (53 ft 4 in)
- Height overall: 4.47 m (14 ft 8 in)

WEIGHTS

- Manufacturer's empty weight: 9,183 kg (20,246 lb)
- Basic equipped weight, 'clean': 10,600 kg (23,370 lb)
- Operating weight empty: 10,710 kg (23,611 lb)
- Basic design weight, equipped: 13,925 kg (30,700 lb)
- Max T.O. weight: 500 kg (47,400 lb)

PERFORMANCE

- Never exceed speed: 450 knots (834 km/h; 518 mph)
- Rotation speed: 180 knots ('clean': 150 knots)
- Max combat speed at S/L, 'clean': 390 knots (722 km/h; 449 mph)

- Combat speed at 1525 m (5000 ft) with six Mk 82 bombs: 385 knots (713 km/h; 443 mph)
- Cruising speed at S/L: 300 knots (555 km/h; 345 mph)
- Cruising speed at 1525 (5000 ft): 342 knots (634 km/h; 394 mph)

POWERPLANT

- Two General Electric TF34-GE100 each rated at 9,065 lb st (40.32 kN)



HEAD-UP-DISPLAY

The HUD is only visible in 2D forward view, with a view angle of 45 degrees. In order to set the appropriate FOV, click once or two times on the RESET FOV button located on the upper left corner of the main console. This will toggle the field of view from 45 to 65 degrees.



MAIN CONSOLE

The design of the main console is typical from the 70s. It includes the standard instruments. I deliberately avoided using the weapon camera because it has a big impact on the framerate on low-end video cards. In place, I included a standard EFIS display. The Radar Warning System is in fact a stormscope... so don't expect to see many threats on it!



LEGEND

1. Landing and taxi lights
2. Wheel steering lock
3. Bombs and missiles switches
4. Gun switch
5. Flares
6. Chaff
7. HSI source selector: NAV1, NAV2 or GPS
8. Heading bug
9. Course selector
10. HUD on/off and FOV selection
11. EFIS mode and submode
12. EFIS zoom
13. Fuel dump

LEFT CONSOLE

In X-Plane 9.70, use CTRL-O to switch to 3D view.



LEGEND

1. Landing gear handle
2. Fuel tank selector
3. Engines starters
4. Yaw damper and rudder reset
5. Autopilot (heading, wing leveler and altitude)
6. Auto-brake toggle
7. Transponder
8. COM1
9. ADF1
10. COM2

RIGHT CONSOLE

In X-Plane 9.70, use CTRL-O to switch to 3D view.



LEGEND

1. GPS
2. Fuel dump
3. Canopy toggle
4. External lights
5. Generator and APU generator
6. Avionic and battery toggles
7. Pitot heat and anti-ice
8. NAV1
9. CDU
10. NAV2
11. Oxygen
12. Cabin pressure



END OF DOCUMENT