

# 1 – IN A HURRY?





## 1. IN A HURRY?

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## IN A HURRY?

This chapter helps you get off the ground and into the air.

**Choose Activity Screen**, p. 11, explains the options available from that screen and where to go to find more information about each.

**The *Fighters Anthology* Interface**, p. 12, explains how to use menus, buttons, switches and dials.

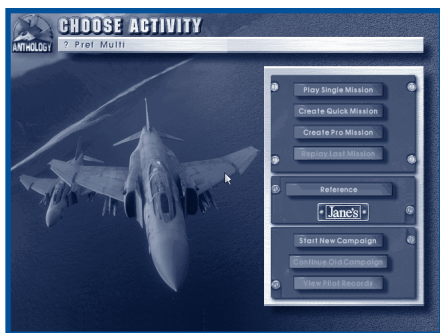
**Quick, Single Mission Options**, p. 14, can get you up in the air quickly.

**Quick Mission Tutorial**, p. 21, covers basic flight, including weapon and sensor use.



## CHOOSE ACTIVITY SCREEN

The *Choose Activity* screen acts as a main menu for the rest of the game. Choose an option by clicking its button.



### PLAY SINGLE MISSION

Choose from a menu of pre-designed missions. (See **Play Single Mission**, p. 14.)

### CREATE QUICK MISSION

Computer generates a custom mission based on general design parameters that you select. (See **Create Quick Mission**, p. 18.)

### CREATE PRO MISSION

Design a longer and more complex mission yourself, placing objects on a mission map and giving them way-points and assignments. (See **Creating Pro Missions**, p. 197.)

### REPLAY LAST MISSION

Try the mission you've just played again (unless you've quit to Windows since you last flew it).

### REFERENCE

View Jane's information on objects in the game and see what they look like before you encounter them in battle. (See **Specifications**, p. 241.)

### START NEW CAMPAIGN

Begin a new campaign. (See **Chapter 6: Campaigns**, for an explanation of campaign screens and background info on the campaigns.)

### CONTINUE OLD CAMPAIGN

Resume a campaign in progress. (**Campaigns**, p. 165.)

### VIEW PILOT RECORDS

Bring up the records of all campaign pilots you have saved. (See **Campaigns**, p. 165.)

# FIGHTERS ANTHOLOGY INTERFACE

## Menu Bars

All screens have pull-down menu bars along the top edge of the screen. On in-flight screens, this bar is hidden for greater realism, but can be called up (or hidden again) at any time by pressing **[Esc]**. To access menu bar options, move the cursor to a menu and hold down the left mouse button. When the options appear, drag the highlighted bar down to the option you want and release the mouse button. A check mark next to an item means that the feature is active; selecting it again deactivates the feature and removes the check mark.



**? menu.** This menu is available on every menu bar in the game. In the preparation screens, the ? menu contains a single option, EXIT TO WINDOWS (**[Alt F4]**). In the cockpit, the ? menu contains an additional END MISSION (**[Ctrl Q]**) option.

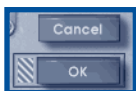
**PREF menu.** On the Choose Activity screen, this menu contains three options,

- GRAPHICS PREFS** Turn different graphic effects on and off.
- SCREEN RESOLUTION** Change the in-flight screen resolution.
- SOUND PREFS** Volume and toggle control for sound effects and music.

Please see your *Install Guide* for more information on these options.) For in-flight PREF menu options, see the *In-Flight* menu bar, **Appendix D**.

**MULTI menu.** This menu allows you to set up multi-player games. See **Multi-Player Games**, p. 31.

## Buttons



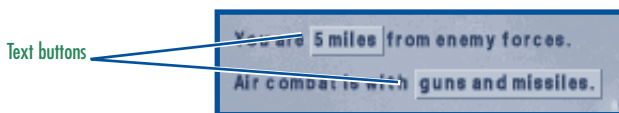
You use buttons to choose some items. Unless specified otherwise, “click” in this book always refers to left-clicking the mouse on an option.

Use the blue OK buttons to confirm any choices you’ve made and move to the next screen. The keyboard equivalent for these buttons is **[Enter]**.

The green CANCEL buttons allow you to return to the previous screen. The keyboard equivalent for these buttons is **[Esc]**.

## Text Buttons

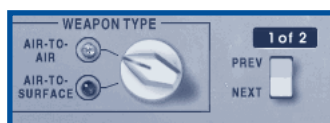
Clicking on a text button reveals a menu of available options, or cycles through available options inside the text box. On a menu, click on the option you want, then click OK.



If you are cycling through available options within the text box, keep clicking the box until the option that you want appears. (Your left mouse button cycles you through in one direction; your right mouse button goes in the other.) Shift-click brings up all available choices.

## Switches and Dials

Labels next to switches and dials indicate what each particular position does. Select a position by clicking on it with your mouse.



## Objects You Can Drag

Map objects on the *Mission Map* screen and weapons on the *Load Ordnance* screen can be moved from one part of the screen to another. Click-and-hold on the desired object to select it, and then drag the cursor to a new location.



## QUICK & SINGLE MISSION OPTIONS

### Play Single Mission



Choose this option to undertake a single, pre-designed mission — either one provided with the game, or one that you have custom-designed using the Pro Mission Creator. (See [Loading and Saving Missions](#), p. 197 for details on saving pro missions.)

To play a single mission:

1. From the *Choose Activity* screen, select **PLAY SINGLE MISSION**. The *Fly Single Mission* screen appears.
2. The page switch cycles through the available single missions. When you see a mission that you want to fly, click on the box to highlight that mission.
3. Click **OK** to select the mission.

### Fly All

When this option on the **AIRCRAFT** menu at the top of the page is *inactive* (i.e., there is no check mark next to it), you will choose from one of player aircraft on the *Select Aircraft* Screen. When the option is active, you can fly any aircraft in *Fighters Anthology*. You will choose these aircraft from the *Mission Map* Screen (see facing page).

**NOTE:** *You can only fly fixed wing aircraft, not helicopters, blimps, or drones.*

## Pre- and Post-Flight Screens

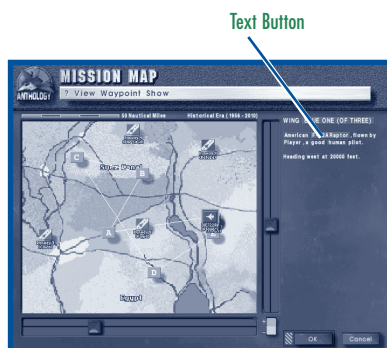
(Depending on how the mission was set up, you may not see all of these screens.)

### Mission Brief Screen

The *Mission Brief* screen provides the background and objectives for the mission. To switch clipboard pages, use **[Pg Up]** and **[Pg Dn]**, or right- and left-click on them.

## Mission Map Screen

The *Mission Map* screen shows you your waypoints, enemy aircraft and objects that are mission objectives. Not all of the objects you will encounter are on the map — some missions are designed with hidden objects.



If you activated the FLY ALL option on the *Fly Single Mission* screen, you can choose your aircraft from this screen. In the first line of the text to the right of the map, there is a text button listing a type of aircraft. Click on this button to open a panel which will allow you to choose the type of aircraft you will fly.

See *Defining Objects and Assigning Them Targets*, p. 206.

## Aircraft Selection Screen

If you did not select fly all on the *Fly Single Mission* screen, you will choose your airplane from the *Aircraft Selection* screen. The recommended one is highlighted.



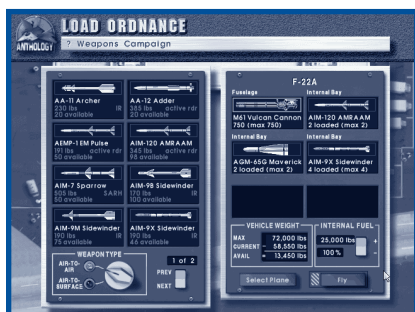
Suitability to the mission is your primary concern when choosing an aircraft, and knowledge of the available aircraft is invaluable. For example, it wouldn't be wise to undertake a strike mission in an X-29, which lacks strike capabilities. Likewise, don't rely on the B-2A Spirit to be a good interceptor — it is a long-range bomber and cannot carry air-to-air weapons.

For more information on aircraft in the game, choose REFERENCE from the *Choose Activity* screen or see **Jane's Specifications**, p. 242 (for campaign aircraft).

Click on the airplane you want to fly on the mission, and then click ARM PLANE or press **[Enter]**. To return to the *Mission Map* screen, click BRIEF MAP.

## Load Ordinance Screen

The *Load Ordinance* screen allows you to designate the type and number of weapons your aircraft will carry in the mission. All available weapons appear on the left panel; your aircraft's default weapons load appears on the right. Each black box on the right panel represents a hardpoint on your aircraft. If the word NOTHING appears inside a box, that hardpoint is empty and you can load weapons onto it.



You can change the type of weapons — Air-to-Air or Air-to-Surface — displayed on the left panel by clicking the red lights next to the dial in the lower left. The Air-to-Surface setting also displays FLIR pods, Pave Spike laser pods and external fuel tanks, if these can be loaded on your aircraft.

**NOTE:** *The Campaign Load Ordinance Screen shows stores remaining in campaign.*

Click FLY to begin the mission or SELECT PLANE to return to the *Aircraft Selection* screen.

## Loading and Unloading Weapons

To load weapons or external fuel tanks onto hardpoints, move the cursor over one, left-click-and-hold, then drag the weapon or tank to the hardpoint.

To unload all of the weapons from a hardpoint, move the cursor over the weapon icon, hold down the mouse button, and drag the icon back over to the weapon list. To unload weapons individually, right-click on the hardpoint. You can also select UNLOAD ALL from the WEAPONS menu to clear all ordnance from your aircraft.

Different weapons work best against different targets. The **Weapon Information Chart**, p. 128, lists all of the weapons and which targets they are most effective against, as well as their ranges and the systems which guide them.





## Aircraft Weight

The weight and guidance system for each weapon is listed directly under it on the left panel. Your aircraft has a maximum weight load that is listed on the right. If you need to adjust the fully loaded weight of your airplane, left-click on hardpoints to increase the number of individual missiles or bombs on that pylon, or right-click to decrease the number. Once you've loaded the ordnance you want on the mission, click FLY or press **[Enter]**.

**Note:** *Activating CHEAT on the WEAPONS menu bar lets you load any **type** of weapon onto your aircraft's hardpoints. To get unlimited **amounts** of weapons, activate the UNLIMITED AMMO option on the CHEAT menu of the In-Flight menu bar after you go into flight.*

**Loading and Unloading Gun Rounds.** To unload gun rounds, right-click on the gun icon. Left-click to reload.

**Adding and Removing Fuel.** The current takeoff weight (in the Vehicle Weight box) is the combined weight of your airplane, weapons and fuel. You may need to reduce your internal fuel to accommodate more weapons or eliminate weapons to increase your fuel for long-range missions. To remove fuel from your internal fuel tank, left-click on the negative (-) end of the internal fuel switch. To add fuel, left-click on the positive (+) end of the switch.

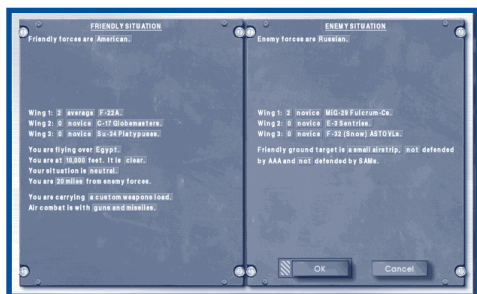
## Mission Debrief Screen

After you've flown any mission in *Fighters Anthology*, you see the *Mission Debrief* screen. The clipboard pages list your successes or failures, and pertinent statistics, such as your kill rate for various objects and your hit percentages. Right- and left-click on the clipboard or press **[Pg Dn]** and **[Pg Up]** to flip the clipboard pages.

## Replay Last Mission

REPLAY LAST MISSION allows you to do just that: repeat the last mission played. This option is only available if you haven't exited *Fighters Anthology* since your last quick mission.

## Create Quick Mission



With the Quick Mission Creator, you can set up your own air combat engagement quickly and painlessly. You specify general design parameters, such as the number and skill level of pilots you will face, and the Mission Creator fills in the details.

To create a quick mission:

1. Select **CREATE QUICK MISSION** from the *Choose Activity* screen. The Quick Mission Creator appears.
2. Shift-click on the text boxes to bring up menus and select various mission parameters for both friendly and hostile forces. Click to scroll. Parameters are explained on the facing page.
3. When you have set the mission parameters as you want them, click **OK**.
4. If you choose **CUSTOM WEAPONS LOAD** instead of **STANDARD WEAPONS LOAD** (see above screen) you will next see the *Load Ordnance* screen. Otherwise, you will begin the mission immediately.

## Saving and Re-Playing Quick Missions

When you create a quick mission, it is automatically saved so that you can fly it again. (Note that only the most recent quick mission is saved this way.) Choose **PLAY SINGLE MISSION** from the *Choose Activity* screen, and cycle through the list of missions until you see **QUICK** (or just choose **REPLAY LAST MISSION** if you haven't quit out of *Fighters Anthology*).

## Editing Quick Missions

You can load your most recent quick mission into the Pro Mission Creator and add objects to them, change waypoints, etc. From the **FILE** menu on the *Mission Creator* screen, choose **LOAD MISSION**. Cycle through the choices until you see **QUICK MISSION**, and select the box next to it.

## The Aircraft Menu

### FLY ALL

Allows you to fly any airplane in the game. You can choose a non-player airplane from the Mission Map screen before taking off if you select this option. See Mission Map screen, p. 15).

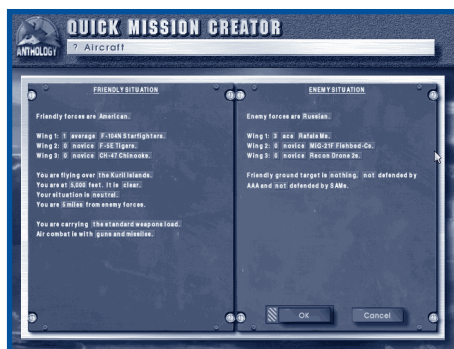
### ERA

Limits the aircraft and weapon selections to those available during the time period checked: 1956-1976/1956-1982/1956-1996/1956-FUTURE.

## Quick Mission Parameters

### Friendly Situation

This panel sets the conditions that you and the airplanes that fly with you will fight under. Click on text buttons to change settings:



### NATIONALITY

Select your nationality (does not limit your choice of aircraft.)

### WING SIZE

Select the number of aircraft for each wing (up to five). You fly the first aircraft in

the first wing. (Set wing size to 0 to not use a wing.)

### SKILL LEVEL

Select ACE, EXPERIENCED, AVERAGE or NOVICE skill level for each wing. The skill level indicates the range of piloting skills within that wing; the exact skill level per pilot is chosen randomly by the Quick Mission Generator.

### AIRCRAFT TYPE

Choose the type of aircraft each wing will fly during this mission. Note that if FLY ALL is not active on the AIRCRAFT menu, all pilots in Wing 1 must fly one of the 26 single-player aircraft.

### LOCATION

This determines the terrain you will fly over — CUBA, EGYPT, FALKLAND ISLANDS, FRANCE, GREECE, IRAQ, KURIL ISLANDS, NORTH VIETNAM, NORTH/SOUTH KOREA, PAKISTAN, PANAMA, PERSIAN GULF, TAIWAN, THE BALTICS, UKRAINE, and VLADIVOSTOK.

### ALTITUDE

Specify the starting altitude of the group (between 5,000 and 40,000 feet).

### WEATHER/TIME OF DAY

Set the weather or time of day: DAWN, CLEAR, CLOUDY, OVERCAST, FOGGY, SUNSET or NIGHT.

### SITUATION

Specify the battle situation for friendly forces. Friendly forces can hold the ADVANTAGE (behind the opponents, on their tail), be in a NEUTRAL situation (approaching each other head-on), or be at a DISADVANTAGE (opponents are behind you, on your tail).

### SEPARATION

Set the initial separation between friendly and hostile forces (between 1 and 50 nautical miles).

**WEAPONS LOAD**

Choose STANDARD to carry a default load and go straight into flight. Choose CUSTOM to select weapons in the *Load Ordnance* screen before flight.

**COMBAT SCOPE**

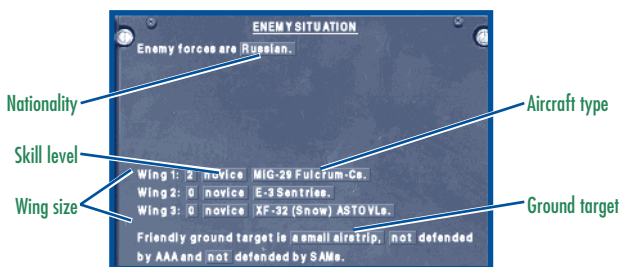
Select which weapons will be used: GUNS ONLY or GUNS AND MISSILES. Note that GUNS ONLY means no air-to-air missiles. Air-to-ground missiles are still allowed so you can attack a ground target if you've specified one.

**Enemy Situation**

On this panel you can specify the number and type of enemies and give yourself an enemy ground target.

**NATIONALITY**

Specify which country enemy forces come from. This is for designation purposes only and does not limit aircraft type.

**WING SIZE**

Add up to three enemy wings, each with up to 5 aircraft. Select 0 to disable a particular wing.

**SKILL LEVEL**

Choose from ACE, EXPERIENCED, AVERAGE or NOVICE skill levels for the specified group. As with the friendly forces, the skill level indicates the range of piloting skills within the given group. The exact skill level per pilot is chosen randomly by the Quick Mission Generator.

**AIRCRAFT TYPE**

Choose the type of aircraft used by the specified wing.

**GROUND TARGET**

Select a ground target for your forces (if you want one). Additionally, you can determine how heavily SAMs and AAA defend the target.

## QUICK MISSION TUTORIAL

Designed for new pilots, this section teaches you how to maneuver in flight with a sample Quick Mission. You'll learn how to use your radar and IR sensor system to detect both air and ground targets, and how to fire guided missiles:

- ◆ Steering the Aircraft
- ◆ Firing Air-to-Ground Missiles
- ◆ Communicating with Your Wingman
- ◆ Finding an Air Target with Radar
- ◆ Using the Radar
- ◆ Firing Air-to-Air Missiles
- ◆ Targeting a Ground Object with FLIR
- ◆ Firing Weapons

## Quick Mission Setup

The first thing you'll need to do is create the mission. Go to the *Activity Screen* and select **CREATE QUICK MISSION**, then choose the following parameters. When you're finished, click **OK** or press **[Enter]**.

PARAMETER	FRIENDLY SITUATION	ENEMY SITUATION
Nationality	AMERICAN	RUSSIAN
Wing size	2/0/0	2/0/0
Skill level	AVERAGE	NOVICE
Aircraft type	F-22As	MIG-29 FULCRUM Cs
Location	EGYPT	
Ground target		LARGE AIRSTRIP
Defended by AAA, SAMs?		NO
Altitude	10,000	
Weather/time of day	CLEAR	
Situation	NEUTRAL	
Separation (distance to target)	20 MILES	
Weapons load	CUSTOM	
Combat scope	GUNS AND MISSILES	

Clicking **OK** brings you to the *Load Ordnance* screen since you selected a custom weapons load. Choose the following weapons, then click **FLY** or press **[Enter]**.

AGM-65G MAVERICK (2)	Air-to-Ground, IR-guided missile
AIM-120 AMRAAM (2)	Air-to-Air, radar-guided missile
FUEL	No adjustment

## Cheats

As soon as you click **FLY**, activate some cheats to make your first flight a little easier. Left-click on the **CHEAT** menu and activate the following options by dragging the cursor down and highlighting them one by one.

- UNLIMITED AMMO** Restock your missile/bomb/ammo supply during flight.
- DAMAGE** From the sub-menu, choose **INVULNERABLE**.
- NO CRASHES** Keep flying even if you crash into the ground.
- IGNORE MID-AIR COLLISIONS** Turn off collisions with other aircraft.

From the **PREF** menu, choose:

- SHOW TARGET INFO?** Display target information below all visible aircraft or objects when they're in view.

## In the Air

This fly-through is divided into sub-sections, each of which deals with a specific aspect of flight — steering, firing missiles, using the radar, etc. The **DETAILS** box under each heading shows you where to locate extensive information on that particular action.

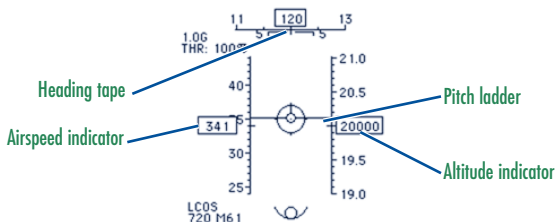
You can use **[Esc]** or **[Ctrl][P]** to pause the game at any time. This is useful because things happen quickly in the air, and you may not have extra time to stop and read while enemies are pursuing you.

## Maneuvering the Aircraft

**DETAILS: Pitch, Roll & Yaw** (p. 60)

You start the mission airborne. Try out some of the aircraft's controls. Use a joystick if you have one; otherwise, mimic the directions with **↑**, **↓**, **←** and **→** on the keyboard. You may want to refer to **Head-Up Display**, p. 77, for information on interpreting what you see on the screen.

Push the joystick forward and watch the numbers on the altitude indicator. Moving the nose up and down is called changing *pitch*, and changes your altitude. Increase pitch by climbing (pull the joystick toward you), decrease it by diving (push the joystick forward). The pitch line on your HUD and your Altitude indicator reflect altitude changes. (See **Head-Up Display**, p. 77.)



- ←, →** Push the joystick left (or right). This dips the left (or right) wing and causes the aircraft to *roll* about its nose-tail axis. Note that the horizon indicator tilts accordingly.
- ↓ + ←** Now, combine pitch and roll by pulling the joystick toward you and pushing it left (or right). This causes you to turn, or *bank*.

Bring the aircraft back to level flight. (You'll know you're flying level when the altitude indicator remains steady, and the horizon is in the middle of your view.)

- 1, 3** (Numpad keys) Move the rudder from side to side to induce *yaw*. Notice that the heading tape scrolls left (or right), but that your pitch remains constant. (Or, use **End** and **Pg Dn** if num lock is turned OFF.)
- F10** View the exterior of your aircraft. Move the joystick and watch how your craft responds.
- F1** Return to the normal front view. (Other function keys give different views, described in **View Controls**, p. 103.)

## Communicating with Your Wingman

Aircraft work in groups (usually pairs) for mutual support and protection. You are always the wingleader in the game, and your wingman remains in formation with you and follows your moves.

You can send commands to your wingman during flight. For this mission, you'll send only two.

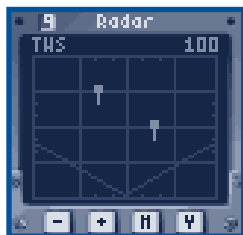
- [Alt][C]** Give your wingman a “medium” formation scope. This means that he'll stay in formation until you direct him to a target.
- [Alt][P]** Instruct your wingman to engage any enemy aircraft that may threaten you later.

(Other commands are listed in **Wingman Communication**, p. 159.)

## Using the Radar

**DETAILS:** *Radar Window* (p. 96) *Active Radar* (p. 109)

- [R]** Activate your radar. This should call up the Radar Window (if not, press **[Shift][9]** to open it). Any air contacts in the area appear as squares on the screen. (Ground targets require a different detection system.) Your position is at the bottom of the broad “V.”
- [<]** Increase the radar range to 100nm. Range appears in the upper right corner of the Radar Window. Press **[<]** a few times until this number reads 100. (Conversely, you can decrease radar range by pressing **[>]**).



Radar is used to detect and acquire air targets and to guide some missiles. We'll revisit radar later — for now, let's move on to ground targets.

## Approaching Ground Targets

**DETAILS:** *Radar Cross-Section Window* (p. 95)

For a successful ground engagement, it is essential that you approach undetected for as long as possible. Your Radar Cross-Section Window gives you an idea of how easily you can be picked up by enemy radar. The larger the globular shape in this window, the easier it is to pinpoint your aircraft.

- [Shift][O]** Display your Radar Cross-Section (RCS) Window.
- [O]** Open Bay Doors (B-2 Bomber). The size of the image in the RCS window should increase with the larger physical profile.



## Targeting a Ground Object with FLIR

**DETAILS: *Weapon Guidance Systems* (p. 117)**

FLIR is used to detect heat sources, and “hot” ground targets display as dots.



- [I] When you turn off your active radar and activate your FLIR infrared pod, information from the FLIR appears in the Radar Window, and IR appears at the top of the display.
- ◆ Bring the airfield into view. It should be directly in front of you. (If not, turn around.)
- [T] When dots appear on your Radar Window, acquire a target (click on a contact in the Radar Window, or press [T]). Vertical brackets around a contact identify the current target.
- [Shift] [4] Activate the Target Window. A picture of the targeted object appears in the window. Text above the picture describes the target type.
- [T] Cycle through ground targets until you see “Tower” in the Target Window. This will be your first ground target. (Normally, you attack air targets first. This mission covers ground targets first, however, since it's often hard to locate a ground target after an air battle.)

## Firing Air-to-Ground Missiles

**DETAILS: *Head-Up Display: Additional Weapons Mode Features* (p. 83)**

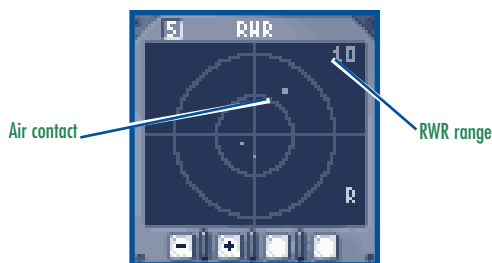
- [I], [J] Look for the current weapon indicator in the bottom left of your HUD. Cycle through weapons until you see AGM-65. This means the Maverick is now your currently selected weapon.
- ◆ Watch the range in the bottom of the Target Window. When you're within 10 nm of the target, you're within this weapon's range. A solid box appears around your target. (Range also appears in the bottom left of the HUD.)
- ◆ Look at the hit probability bottom left corner of the HUD. When it exceeds 70%, you're ready to fire the missile.
- [O] Open weapons bay doors.
- [Spacebar] (or joystick trigger) Release the missile and veer away — the Maverick's internal IR guidance system steers it toward the target.
- ◆ Attack other ground targets (such as runways and parked aircraft) if you need more practice.

## Finding an Air Target with Radar

**DETAILS:** *Head-Up Display* (p. 77), *Radar Warning Receiver (RWR) Window* (p. 94), *Finding the Enemy* (p. 107)

- [R] Turn off FLIR and activate radar.
- [Shift][5] Open your Radar Warning Receiver (RWR).

The RWR isn't an active sensor like your radar, but it pinpoints radar sources — aircraft or incoming missiles that are tracking you with radar. Your aircraft is in the center of this display, and threats display 360° around you. Because the RWR lets you see all around your aircraft, it is useful for finding targets, even if it isn't an active sensor device.



- [<] Increase the RWR's range to 50nm.
- ◆ Fly in a sweeping circle. (This is the easiest way to scan an area for enemy contacts.) When dots appear in your RWR Window, maneuver so that one is near the top center of the window. The contact should also now appear in your Radar Window.
- ◆ A small flag on the contact in the Radar Window indicates the contact's heading — if the flag is pointing down, the aircraft is flying toward you.
- [T] Target an aircraft once a contacts is visible in your Radar Window. Vertical brackets appear around the contact on the radar display and a target designator box marks the aircraft on your HUD.
- ◆ Maneuver so that the target is out of view. Note that "XX" appears on the perimeter of your viewscreen. This offscreen target marker indicates the direction you need to fly to bring the target back into view.
- ◆ Bring the targeted craft back into view.
- ◆ Check target range in the bottom of the Target Window. When you're within 13nm, you're within the effective range of your AIM-120s.



## Evading Missiles

**DETAILS:** *Combat Tactics*, p. 134

Keep a close watch on the lower right corner of your RWR Window for a flashing “I” or “R.”

- [Ins]** If you see a blinking “R,” a radar-guided missile is tracking you. Drop three or four chaff cartridges as you make a hard turn. (Chaff is metallic material that distorts radar reflections received by the enemy.)
- [Del]** If the “I” flashes, an infrared missile is tracking you. Release flares as you make a hard turn. (Flares are pyrotechnic devices that emit heat in order to attract heat-seeking IR missiles.)

## Firing Air-to-Air Missiles

**DETAILS:** *Using Weapons* (p. 121), *Head-Up Display: Additional Weapons Mode Features* (p. 83)

- [I], [I]** Cycle through weapons until AIM-120 (your long-range, air-to-air missile) is highlighted. Unlike the Maverick you fired earlier, the AIM-120 is radar-guided and requires active radar. Your radar should still be on (if not, press **[Shift][9]**), and you should still have a target selected. (If radar is active, no acronyms appear at the top of the Radar Window. If IR or HARM appears, press **[R]** to activate radar.)
- ◆ Now that your air-to-air missile is active, a floating diamond appears on the HUD. This symbol indicates that your missile seeker is trying to gain a lock. When the diamond centers itself over the Target Designator box, an intermittent lock tone sounds.
- ◆ Watch the hit probability reading in the HUD. When it exceeds 70%, you’re ready to fire the missile.
- [Spacebar]** (or joystick trigger) Release the missile, then veer away. The AIM’s internal radar guidance system will steer it toward the target. As long as you have your Target Window active, you’ll be able to tell whether the missile hits the target or not.
- ◆ Attack the other air target in the same manner.
- ◆ When you’ve eliminated all mission objectives, you’ve completed the mission. Choose END MISSION from the ? menu.



(INTENTIONALLY LEFT BLANK IN ORIGINAL MANUAL)

IN A HURRY

MULTI-PLAYER

GROUND

COCKPIT

COMBAT

CAMPAIGNS

PRO MISSIONS

TECHNOLOGY

SPECS