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APPENDIX A: ACRONYMS

AA

Anti-Aircraft

Weapons used to down aircraft.

AAA

Anti-Aircraft Artillery

Also “Triple-A” or “flak;” heavy version of the AA gun, often mounted on an armored vehicle.

AAM

Air-to-Air Missile

AB

AfterBurner capability; AirBase

ACM

Air Combat Maneuvering

AGL

Above Ground Level

Measure of a plane’s altitude above the terrain it is flying over. In other words, a plane may be flying at 1,500 ft ASL, but be only 500 ft off the ground.

AGM

Air-to-Ground Missile

AIM

Air-Intercept Missile



ALARM

Air-Launched Anti-Radiation Missile

Missile with active infrared transmitter in nose that homes in on targets emitting heat energy.

AMRAAM

Advanced Medium-Range Air-to-Air Missile

Missile with active radar transmitter in Air-to-Air Missile nose that tracks target, allowing “fire and forget” tactics.

AoA

Angle of Attack

Aerodynamic angle formed between the chord of an airfoil and the direction of the relative wind.

AoT

Angle off Tail

Angle between the flight path of an attacker and its target.

ASE

Aircraft Survivability Equipment

An aircraft’s defensive systems (i.e., RWR, jammers, chaff and flares).

ASL

Above Sea Level

Aircraft’s altitude above sea level (in feet).



ASTOVL Advanced Short Take-Off and Vertical Landing

X-32 fighter development program.

ATF Advanced Tactical Fighter

Group of fighter prototypes that employ state-of-the-art design, materials, avionics and weaponry to enhance combat performance. Term comes from the original name for the F-22 program.

ATGM Anti-Tank Guided Missiles

Missiles used against armored ground vehicles; guided by lasers, wires or infrared signals (such as Hellfire and TOW-2).

AWACS Airborne Warning And Control System

Aircraft fitted with long range radar that provide tactical and target information to air and ground control units. Usually big, slow and extremely high priority, both to defend and to attack.



BARCAP

Barrier Combat Air Patrol

Fighters form a “barrier” to prevent enemy aircraft from entering a designated airspace or approaching a friendly target. Generally set up along most probable corridor of approach, often involves fighter relays.

B/N

Bombardier/Navigator

US Navy term for co-pilot operator that handles navigation and targeting operations on bombing missions.

BVR

Beyond Visual Range

CAP

Combat Air Patrol

Cruising at medium-to-high altitude over a certain area in search of enemy planes.

CAS

Close Air Support

Dropping bombs in support of ground troops — also known as an air strike.



CM

Countermeasures

Used by airborne vehicles in defense against air-to-air or SAM weapons (e.g., chaff, flares and jammers).

ECM

Electronic Countermeasures

Countermeasures that use the electromagnetic spectrum to confuse or defeat enemy radar and sensor systems.

EFM

Enhanced Fighter Maneuverability

Aircraft designed with the aim of increasing turn and AoA performance during combat.

FBW

Fly By Wire

Computer-aided flight control — flight computer corrects pilot control input according to the flight condition data (altitude, airspeed) it receives, and uses this to adjust flight surfaces.

FLIR

Forward-Looking InfraRed

Sensor that “reads” the heat signatures of nearby objects.



GIB

Guy In Back

Slang term for WSO, RIO and B/N.

HARM

High-speed, Anti-Radiation Missile

Missile whose seeker head homes in on radar-emitting sources.

HUD

Heads-Up Display

Glass mounted at the front of the cockpit. The pilot looks forward through the glass, and important combat and flight information is reflected onto the HUD and superimposed over his view of the outside world.

HVM

High-Velocity Missile

IFF

Identification Friend or Foe

A coded message sent to a target's IFF transponder. If correct coded reply is received, the IFF interrogator reports "friendly."



ILS

Instrument Landing System

A radio device at airfields that assists pilots in low-visibility landings.

IR

Infrared

Range of the electromagnetic spectrum where a signal's intensity is directly related to its heat signature.

LGB

Laser-Guided Bomb

MIGCAP

MiG Close Air Patrol

Patrol of an area in search of enemy aircraft, no specified objective to protect.

PGM

Precision Guided Munition

"Smart bomb" (a guided bomb).

PNVS

Pilot's Night Vision Sensor

Device that aids night vision by translating heat emissions into pictures.



RIO

Radar Intercept Officer

US Navy term for back-seat weapons and targeting systems operator.

RAM

Radar Absorbent Material

Material containing thousands of absorbent pockets that convert radar beams into heat or small electromagnetic fields, reducing overall radar cross-section.

RCS

Radar Cross Section

RWS

Range While Search

Radar mode that uses continuous wave emissions to provide contact range and bearing at extremely long range.

RWR

Radar Warning Receiver

Aircraft device that warns the pilot if he is being tracked by an enemy missile guidance system or air intercept radar.



SAM

Surface-to-Air Missile

SARH

Semi-Active Radar Homing

Radar-guided missile that relies on aircraft radar guidance.

SSM

Surface-to-Surface Missile

TWS

Track While Scan

Radar mode that uses pulse-Doppler radar to target a contact, providing detailed tracking information at short range.

VSI

Vertical Speed Indicator

STOVL

Short TakeOff and Vertical Landing

Group of aircraft that redirects thrust using vanes, nozzles or lift fans for yaw and/or pitch maneuverability.

WSO

Weapons Systems Officer

US Navy term for back-seat weapons and targeting systems operators.



APPENDIX B: GLOSSARY OF TERMS

NOTE: Definitions for acronym terms appear in the [Appendix A: Acronyms](#)

Airfoil. Curved wing or blade surface designed to produce lift when air passes over it.

Airframe. Basic construction of the aircraft (doors, landing gear, seats, cabin, etc.).

Angels. Altitude in thousands of feet. “Angels ten” indicates 10,000 feet of altitude.

Angle of attack (AoA). Aerodynamic angle formed between the chord of an airfoil and the direction of the relative wind.

Angle off tail (AoT). Angle formed between the flight path of an attacking aircraft and a target.

Aspect angle. Angle from which a target is viewed. 45R means a view of the target’s right wing from a 45° angle.

Bandit. Confirmed enemy aircraft.

Bogey. Unidentified aircraft.

Canard. Small fixed or variable wings in front of an airplane's main wings. Canard means “duck” in French — the name comes from the pre-WWI plane that first featured these wings and was nicknamed “The Duck.”

Center of gravity. Single, imaginary point where the resultant force of all weight forces occurs (also known as center of lift).

Chaff. Strips of metal film released to confuse and reflect signals from radar-guided weapons.

Chord. Imaginary line that passes through the leading and trailing edges of an airfoil.

Composites. Plastic or resin materials reinforced with other fibrous materials to create a strong, lightweight material that bends only in one direction.



Corner speed. Point at which maximum lift occurs with the least amount of airspeed.

Drag. Force that counteracts an object in motion through the air, such as air resistance.

Flight envelope. Graphical guide showing the aircraft's limits in airspeed, altitude and G-load, and the aircraft's current position within those limits.

Flare. Cartridge-shaped source of heat energy used to divert infrared-homing missiles.

Jammer. Electronic countermeasure that emits microwaves to distort/confuse enemy radarscopes.

Knot. Measure of speed equal to one nautical mile per hour.
(See [nautical mile](#).)

Lag pursuit. Refers to pointing an aircraft's nose just behind an enemy's flight path during a turn.



Lead pursuit. Refers to pointing an aircraft's nose just ahead of an enemy's flight path during a turn.

Leading. Refers to aiming just ahead of an enemy's flight path.

Mach. Speed of sound at sea level (760 ft/s) that is measured in multiples (Mach 1, Mach 2, etc.).

Nautical mile. Aeronautical measurement of distance equal to 6,076ft.

Ordnance. Expendable armament, such as missiles and ammunition.

Point of impact. Point along the leading edge on an airfoil where the air separates and flows over the top and bottom of the airfoil.

Radar signature. Indication of an aircraft's visibility to radar, also called its radar cross section (RCS). Radar waves reflect off of vertical surfaces and sharp corners and create signatures on the detecting radarscope.



Relative wind. Force created as an airfoil moves through the air. It equals the airfoil's forward velocity, but acts in the opposite direction. This is a method of looking at an airfoil moving through the air from a different frame of reference in which the airfoil is stationary and a wind equal to the actual forward velocity of the blade is passing over it.

Resultant force. Sum of all forces acting on an object. On a plane, the resultant force is the total effect of lift vs. gravity and thrust vs. drag. The resultant force determines what direction the aircraft moves.

Stall. "Loss of lift" condition that occurs when the angle of attack is too steep for the airfoil to provide any lift. During a stall, the normally streamlined flow of air over the blade is disrupted.

Thrust. Horizontal, directional force that overcomes drag and powers the aircraft in the desired direction (usually forward, although some aircraft can direct thrust at an angle).



Turbofan/turbojet. Jet engine that produces thrust by passing external air into the engine, moving it through several stages and igniting a fuel-air mixture.

Turn rate. Number of degrees per second a particular aircraft can turn. The higher the rate, the faster the turn.

Turn radius. Radial distance required to complete a turn. The smaller the radius, the shorter the turn.

Vectored thrust. Thrust that is redirected using angled nozzles or vanes, or lift fans. Some aircraft (such as the F-22) can vector in the pitch axis; the XF-31 can vector in both the yaw/pitch axes.

Weapon envelope. Effective area of attack for a weapon. Enemies within this envelope are vulnerable to gun or missile fire.

Zero-zero. Ejection seat that can save a crew member's life down to zero airspeed and zero altitude (full crash impact), as long as the aircraft is not inverted.



APPENDIX C: PRE-FLIGHT MENU BARS

? Menu

Choose Activity Screen

Mission Brief Screen

Mission Map Screen

Aircraft Selection Screen

Load Ordnance Screen

Mission Creator Screen (Pro Missions)

Jane's All the World's Aircraft Screen

Other Vehicle Info Screen

? Menu

This menu appears on all screens. On pre-flight screens, it has one option — EXIT TO DOS. On the *In-Flight* menu bar, it has two — END MISSION and EXIT TO DOS.

Screens will not be listed if the ? menu is the only menu available.

Choose Activity Screen

Pref Menu

GRAPHICS. Toggle graphics effects. See [Install Guide](#).

SOUND. Adjust the volume of music and sound effects.

See [Install Guide](#).

CONFIGURE VIDEO HARDWARE. Change video card setup.

See [Install Guide](#).

CONFIGURE SOUND HARDWARE. Change sound card setup.

See [Install Guide](#).

Multi-Player Menu

SERIAL. Set up a serial (or null-modem) connection and game.

See [Direct Serial Play](#).

MODEM. Set up a modem connection and game.

See [Network Play](#).

NETWORK. Set up a network connection and game.

See [Modem Play](#).

Mission Brief Screen

In single missions, only the [? menu](#) appears. In campaign missions, the CAMPAIGN menu also appears.

Campaign Menu

REPLAY THIS MISSION. Return to the *Mission Brief* screen.

EXIT CAMPAIGN. Return to the *Choose Activity* screen.

Mission Map Screen

View Menu

SCROLL LEFT. Move mission map left.

SCROLL RIGHT. Move mission map right.

SCROLL UP. Move mission map up.

SCROLL DOWN. Move mission map down.

CENTER MAP AT CURSOR. Center mission map on mouse cursor.

CENTER MAP AT SELECTION. Scroll map on selected icon.

ZOOM IN. Magnify mission map.

ZOOM OUT. Decrease magnification of mission map.

SMART ZOOM. When active, the selected icon remains in the center of the map as you zoom.



Waypoint Menu

ADD. Add a waypoint for the selected icon.

DELETE. Delete the selected waypoint.

CREATE LOOP. Create a loop between waypoints. Choose the end waypoint and click a waypoint previous to it.

See [Creating Loops](#).

DELETE LOOP. Delete selected loop. Click the end waypoint in the loop and then choose this option.

SELECT PREV WAYPOINT. Highlight the previous waypoint in reverse alphabetical order.

SELECT NEXT WAYPOINT. Highlight the next waypoint in alphabetical order.



Show Menu

PLANES. Hide/display bombers, fighters and helicopters.

SAM SITES. Hide/display SAM sites.

AAA SITES. Hide/display AAA sites.

SHIPS. Hide/display airports and aircraft carriers.

AIRPORTS. Hide/display ships (other than aircraft carriers).

VEHICLES. Hide/display all vehicles (tanks and unarmored).

OTHER. Hide/display structures and miscellaneous objects.

MISSION ITEMS ONLY. Display only mission objectives, targets, home airbases, etc.

SAM THREAT RANGES. Dark red circles indicate the range of SAM and AAA sites.

DISTANCE GRID. Put a distance grid over the mission map. Each square on the grid is 25nm on a side.



In campaign missions, the **CAMPAIGN** menu also appears.

Campaign Menu

REPLAY THIS MISSION. Return to the *Mission Brief* screen.

EXIT CAMPAIGN. Return to the *Choose Activity* screen.



Aircraft Selection Screen

In single missions, only the [? menu](#) appears. In campaign missions, the CHEAT and **CAMPAIGN** menus also appear.

Cheat Menu

ALLOW FLYING ANY PLANE. Allows you unlimited aircraft for the campaign. (While this is active, you will be ineligible for medals and promotions.)

Campaign Menu

REPLAY THIS MISSION. Return to the *Mission Brief* screen.

EXIT CAMPAIGN. Return to the *Choose Activity* screen.

Load Ordnance Screen

In single missions, only the [? menu](#) and WEAPONS menu appear. In campaign missions, the CAMPAIGN menu also appears.

Weapons Menu

UNLOAD ALL. Unload all weapons from all of your hardpoints.

CHEAT (LOAD ANYTHING ANYWHERE). Load unlimited amounts of weapons on hardpoints. (During a campaign, you will not receive medals or promotions while this is active.)

Campaign

REPLAY THIS MISSION. Return to the *Mission Brief* screen.

EXIT CAMPAIGN. Return to the *Choose Activity* screen.

Mission Creator Screen (Pro Missions)

File Menu

NEW MISSION. Clear map and create a new mission.

LOAD MISSION. Make changes to a mission you've already saved.

SAVE MISSION. Save the mission you're working on.

View Menu

SCROLL LEFT. Move mission map left.

SCROLL RIGHT. Move mission map right.

SCROLL UP. Move mission map up.

SCROLL DOWN. Move mission map down.

CENTER MAP AT CURSOR. Center mission map on mouse cursor.

CENTER MAP AT SELECTION. Scroll map on selected icon.

ZOOM IN. Magnify mission map.

ZOOM OUT. Decrease magnification of mission map.

SMART ZOOM. When active, the selected icon remains in the center of the map as you zoom.



World Menu

SET MAP. Choose mission theater: EGYPT/VLADIVOSTOK/FRANCE.

SET WEATHER. Set visibility conditions for the mission: CLEAR/CLOUD
COVER/FOG/SUNRISE/SUNSET/NIGHT

SET FRIENDLY & ENEMY SIDES. Assign allied and enemy nations.

SET SCREENS. Choose screens (*Mission Brief, Mission Map, Aircraft Selection, Load Ordnance*) player sees before takeoff.

FRIENDLY PILOT SKILL. Set default skill level for friendly aircraft and other vehicles.

ENEMY PILOT SKILL. Set default skill level for enemy aircraft and vehicles.

FRIENDLY SAM SKILL. Set default skill level for friendly SAM and AAA sites.

ENEMY SAM SKILL. Set default skill level for enemy SAM and AAA sites.



Object Menu

ADD. Add an object to the mission map.

DUPLICATE. Duplicate the selected object.

DELETE. Delete the selected icon.

ADD TO WING. Add the selected object to a wing or create a new wing for the selected object.

REMOVE FROM WING. Remove the selected object from a wing.

MAKE WINGLEADER. Make the selected object leader of the wing.



Waypoint Menu

ADD. Add a waypoint for the selected icon.

DELETE. Delete the selected waypoint.

CREATE LOOP. Create a loop between waypoints. Choose the end waypoint and click a waypoint previous to it.

See [Creating Loops](#).

DELETE LOOP. Delete selected loop. Click the end waypoint in the loop and then choose this option.

SELECT PREV WAYPOINT. Highlight the previous waypoint in reverse alphabetical order.

SELECT NEXT WAYPOINT. Highlight the next waypoint in alphabetical order.



Show Menu

PLANES. Hide/display bombers, fighters and helicopters.

SAM SITES. Hide/display SAM sites.

AAA SITES. Hide/display AAA sites.

SHIPS. Hide/display airports and aircraft carriers.

AIRPORTS. Hide/display ships (other than aircraft carriers).

VEHICLES. Hide/display all vehicles (tanks and unarmored).

OTHER. Hide/display structures and miscellaneous objects.

MISSION ITEMS ONLY. Display only mission objectives, targets, home airbases, etc.

SAM THREAT RANGES. Dark red circles indicate the range of SAM and AAA sites.

DISTANCE GRID. Put a distance grid over the mission map. Each square on the grid is 25nm on a side.



Jane's All the World's Aircraft Screen

Reference Menu

PHOTO ALBUM. Show photographs of the selected aircraft.

COCKPIT. Show photo of the selected aircraft's cockpit.

ENGINE. Show photo of the selected aircraft's engine.

FUSELAGE. Show drawing of the selected aircraft's fuselage.

PARTS LIST. Show a drawing of the selected aircraft with significant features called out.

PRODUCTION. Play video about the selected aircraft's production history.

SURFACES. Play video of the selected aircraft's control surfaces.

MANEUVERS. Play video of the selected aircraft which demonstrates maneuvers it can perform.

DESCRIPTION. Show Jane's information on the selected aircraft.

3D VIEW. Show 3-D model of the selected aircraft.



Media Menu

NEXT PHOTO. Flip through photos.

PREV PHOTO. Flip backwards through photos.

PLAY VIDEO. Start video (if button next to production, surfaces or maneuvers is on).



Other Vehicle Info Screen

Vehicles Menu

FIGHTERS. Displays info for all fighters.

BOMBERS. Displays info for all bombers, transports and Early Warning Aircraft.

HELICOPTERS. Displays info all for helicopters and blimps.

SAMS. Displays info all for SAMS.

AAA. Displays info all for AAAs.

TANKS. Displays info for all tanks.

SHIPS. Displays info on ships, hovercraft and carriers.

OTHER VEHICLES. Displays info for unarmored vehicles.

STRUCTURES. Displays info for buildings, airstrips, etc.

WEAPONS. Displays info for fighters.

APPENDIX D: IN-FLIGHT MENU BAR

Press Esc during flight to display/hide the *In-Flight* menu bar.

[Control Menu](#)

[Pref Menu](#)

[View Menu](#)

[Window Menu](#)

[Cheat Menu](#)

[Multi-Player Menu](#)

[Position Menu](#)

Control Menu

STICK. Choose flight stick: KEYBOARD, JOYSTICK, THRUSTMASTER FCS, CH FLIGHTMASTER PRO OR JANE'S COMBAT STICK.

RUDDER. Choose rudder control: KEYBOARD OR RUDDER PEDALS.

THROTTLE. Choose throttle control: KEYBOARD OR THROTTLE STICK.

Pref Menu

GRAPHICS ... Toggle graphic effects. See [Install Guide](#).

SOUND ... Adjust volume of music and sound effects.
See [Install Guide](#).

TIME. Choose a time compression: 1x, 2x, 4x, 8x or SLOW MOTION
(half of normal speed)

ACCELERATED TIME. Accelerates any time compression by 33%.

HUD PITCH LADDER? When active, displays pitch ladder on the
HUD.

DIM HUD. Reduces the brightness of the HUD.

BRIGHTEN HUD. Increases the brightness of the HUD.

VIEW TRANSITIONS? When active, you see “transitions” when shifting views. If inactive, views “snap” when changed.

AUTHENTIC RADAR CRT AND SEEKER. When active, displays “authentic” radar CRT in Radar Window.
See [Standard vs. Authentic Radar CRT](#).



COCKPIT? When active, displays the cockpit.

REAR VIEW WINDOWS? When active, rear view windows in the cockpit let you “check six” without shifting your head. (Cockpit must be displayed.)

LARGE WINDOWS? When inactive, windows are smaller than normal.

IR/LASER ADVANCED TARGETING? When this is active, and your IR sensor is on, brackets appear on your viewscreen around all IR targets. You can then target IR targets and radar targets simultaneously. See [IR/Laser Advanced Targeting](#).

RADIO SILENCE? When active, you hear limited wingman or RIO chatter. They reserve their messages for the most important situations, such as missile launches.



View Menu

The **VIEW** menu allows you to choose different views.
See [View Controls](#) for details on views.

Window Menu

The **WINDOW** menu allows you to select different Instrument Display Windows. See [Instrument Display Windows](#).

Cheat Menu

INVULNERABLE? When active, makes you invincible to enemy fire and crashes.

UNLIMITED AMMO? When active, provides you with unlimited ammo. Note that the types of weapons you're carrying remain the same.

UNLIMITED FUEL? When active, provides you with unlimited fuel.

EASY AIMING? When active, near misses become hits.

NO CRASHES? When active, your aircraft will survive crashes.

NO SPINS? When active, your airplane will not enter a spin.

PULL EXTRA G'S? When active, you can pull a few extra G's over your normal limit.

IGNORE WEAPON WEIGHTS? When active, your airplane will perform as if it were carrying no weapons.

NO SUN WHITEOUT? When active, no glare appears on canopy.



NO REDOUT OR BLACKOUT? When active, you do not suffer redouts or blackouts from excessive positive and negative G-loads.

IGNORE MID-AIR COLLISIONS? When active, you can't crash into another airplane. (If you want to win medals or promotions in a campaign, this is the only cheat you can have active.)

SHOW TARGET INFO? When active, each target's identity (i.e., F-22, MiG-29, *Viceroy*) appears below it in forward view. If the target is an airplane, its current maneuver appears as well. This information is orange unless the object is targeting you, in which case it is red. In multi-player games, each player's callsign also appears below his aircraft.

AIR COMBAT GUNS ONLY? When active, all air-to-air missiles are removed from all aircraft.



Multiplayer Menu

REDUCE BULLET ACCURACY. Requires greater aiming accuracy of all pilots.

REDUCE BULLET DAMAGE. Bullets inflict less damage per hit.

REDUCE MISSILE ACCURACY. Missiles hit less often.

REDUCE MISSILE DAMAGE. Missiles inflict less damage per hit.

REDUCE ENGINE THRUST Lowers engine thrust and reduces climbing ability.

REDUCE RADAR LOOK-DOWN. Reduces the effective of player's radar.

Position Menu

This menu allows you to change where you are located, either READY FOR TAKEOFF, 10,000 FT, 40,000 FT, or FINAL APPROACH. This menu can only be used when you go into free flight from the *Player Aircraft Reference* screen.

APPENDIX E: OBJECT LIST

The objects listed in this section can be added to the mission map in the Pro Mission Creator.

For statistical information on these objects, or to see what they look like, choose **PLAYER AIRCRAFT REFERENCE** (for the B-2, F-117, F-22, Rafale, X-29, X-31 and X-32) or **OTHER VEHICLE INFO** from the *Choose Activity* screen.

All fighters, bombers and helicopters can be flown by players in multi-player missions.

Only objects marked with ** can be flown by players in single-player missions.

AAA

(**Show menu: AAA site**)

ZIF-31 Type 76

ZSU-23-4 Shika

ZSU-57-2 Sparka

Aircraft Carrier

(**Show menu: Airport**)

Clemenceau Class

Eisenhower

WASP

Airports

(**Show menu: Airport**)

Airports (1-6)

Small Airport



Bomber

(SHOW menu: Plane)

A-6E Intruder

AC-130U Spectre**

An-74 'Coaler'

Attack Drone 1

Attack Drone 2

Aurora Spy Plane

B-2 Spirit**

B-52G Stratofortress

C-130H Hercules

C-17 Globemaster

C-5B Galaxy

Decoy Drones (1 and 2)

E-2C Hawkeye

E-3 Sentry

E-8A JSTARS

EA-6B Prowler

F-117A Night Hawk**

Il-96

KC-135A Stratotanker

Recon Drone 'Gnat'

Recon Drone 'Raptor'

Su-24 'Fencer-D'

Tu-160 'Blackjack-A'

Tu-26 'Backfire-C'

Tu-95 'Bear-H'



Fighter

(SHOW menu: Plane)

A-10 Thunderbolt

A-7E Corsair II

AV-8B Harrier II**

Eurofighter 2000

F-104N Starfighter

F-14B Tomcat**

F-15C Eagle

F-15J Eagle

F-16 Falcon

F-22A**

F-4 Phantom II

F-4G Wild Weasel

Phantom

F-5E Tiger II

F/A-18C Hornet

F/A-18D Hornet**

Fighter Support-X

J7-E 'Fishbed'

MiG-21 'Fishbed'

MiG-27 'Flogger-J'

MiG-29 'Fulcrum'

MiG-31 'Foxhound'

Mirage 2000

Mirage F1

Mirage III

Q-5 Fantan

Rafale C**

Rafale M

Sea Harrier FRS.2

Su-27 'Flanker-B'

Su-33 'Flanker-D'**

Su-34 'Platypus'

Su-37 'Flounder-A'

Super Entendant

X-29 FSW**

X-31 EFM**

X-32 ASTOVL**

Yak-141 Freestyle**



Helicopter

(SHOW menu: Plane)

Anti-Stealth Blimp

Gazelle

HAC Tiger

(Eurocopter Tigre)

Ka-50 'Hokum-A'

RAH-66 Comanche

SH-60 Seahawk

Super Frelon

Miscellaneous

(SHOW menu: Other)

Cat Officer

Containers (1-3)

Crates 1-4

Crater

Destroyed Vehicle

Downed Pilot

Pilot

Soldier(s)

Other Vehicle

(SHOW menu: Vehicle)

Fuel Truck

HMMWV (Humvee)

Long Track Radar

Mule A

Mule B

Mule C

Stealth Radar 1

Stealth Radar 2

Straight Flush Radar

Truck



SAM

(SHOW menu: SAM)

2S6 Tunguska

Crotale SAM

M48 Chaparral

SA-13 'Gopher'

SA-14 'Gremlin'

SA-15 'Gauntlet'

SA-16 'Gimlet'

SA-3 'Goa'

SA-6 'Gainful'

SA-7 'Grail'

SA-9 'Gaskin'

Ship

(SHOW menu: Ship)

Cargo Ship

Iowa Class

Jianghu II Class

Kiev Class

Kirov Class

Knox Class

Krivak III

LCAC

Olekma Class

Oscar Class

Plymouth Hovercraft

Pomornik

Sacramento Class

Sarancha

Sea Shadow

Sovremenny

Ticonderoga Class

Type 69 A

Tank

(SHOW menu: Vehicle)

BMP-2

BTR-80

M-1975

M-113 A2

M-1 A1 Abrams

M-2 Bradley

T-72

T-80

T-90



Structure

(Show menu: Other)

Apartments (various)

Barracks (1 and 2)

Bridge End

Bridge Middle

Bunker

City Blocks (1-7) Command HQ
(1 and 2)

Communications Center

Control Towers (various)

Crane

Crop Fields (1 and 2)

Dock

Dock House (1 and 2)

Hangers (1 and 2)

Hardened C&C Bunker

Hardened Shelters (1-8)

House (1 and 2)

Microwave Dish

Microwave Tower

Missile Silo

Parking Lot

Passive Radar (1 and 2)

Reactor (various)

Roads (various)

Runway Flags (various)

SA-3 Site

Shelter

Storage

Tall King Radar

Tents (various)

Windmill



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