

# Jane's

## COMBAT SIMULATIONS

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## EXPERT FLIGHT MANUAL

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### CHAPTER SUMMARIES

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# SUMMARIES

For ease of use, this book is divided into seven chapters, each with its own tab marker. At the beginning of each chapter, you'll find a detailed table of contents. Page references include both the chapter and the page number — 2.25, for example, refers to Chapter 2, page 25.

## Shaded Text

Text in a gray box denotes additional information. Although useful, this information is not required to play the game.

## Chapter Dividers

Each chapter divider indicates a major chapter with one or more sections.

## 0. Introduction

**How to Use** (this section) tells you how to find the information you need in this book through a detailed table of contents that follows.

## 1. Interface

**General Instructions** (p. 1.1). There are some elements of the interface that remain the same throughout the pre-game screens and menus. These are explained in a general overview.

**Main Menu** (p. 1.2). The Main Menu is the first screen you see after the introduction; through it you can access all the different elements of game-play. This section is a quick introduction to its use.

**Training** (p. 1.3). *Jane's F-15* has a variety of training missions that cover the basics of flying this fighter, from takeoff to full combat situations.

*Training* covers how to select a pre-existing mission and learn the skills you'll need to know once you're in the cockpit of the Strike Eagle.

**Campaigns** (p. 1.4). The typical procedure of how to prepare for a mission is thoroughly explained in the Campaigns section from selecting pilots to fly with you, to assigning targets and determining the appropriate loadouts.

**Instant Action** (p. 1.16). When you just want to jump into combat, the fastest way is to fly an Instant Action mission. The customizable options are outlined and explained in this section.

## Interface (cont.)

**Single Mission (p. 1.20).** Single Missions are stand-alone and pre-designed. They are similar to Campaign Missions in that you have the opportunity to adjust your loadouts, choose your wingmen, and so forth.

**Reference (p. 1.22).** This details how to use *Jane's F-15's* object viewer, which features graphics and specifications on the major objects in the game. These specifications come directly from Jane's Information Group.

## 2. Cockpit

**Front Seat vs. Back Seat (p. 2.1).** This section points out the basic features of both cockpits, with references to the sections of this chapter that more fully describe them.

**Master Modes (p. 2.3).** Master modes focus the F-15E's weapons systems and avionics for specific tasks. This section explains how and when to select each of the four master modes.

**Head-Up Display (HUD) (p. 2.5).** The HUD consists of computer-generated symbology projected onto a sheet of glass in front of the pilot, minimizing his need to look down at his instruments. This section explains the symbology used on this display.

**Multi-Purpose Displays (MPD) (p. 2.24).** MPDs (and MPCDs) organize weapons, sensor and systems information into a series of "pages" that appear in video displays mounted in the cockpit. Elements of the displays and systems are controlled by pushbuttons surrounding the MPDs. This section explains how to select pages, and for each page describes the symbology and pushbuttons that apply.

**Up Front Controls (UFC) (p. 2.64).** The UFC sits in the middle of the pilot's cockpit and displays information in a series of menus and submenus. The features of these menus, and how to select and control them using UFC pushbuttons and the keypad, are explained here.

**Additional Cockpit Features (p. 2.73).** This section describes the indicator lights, standby instruments and other switches and dials that appear in the cockpit.

### 3. Flight

**Flight Physics (p. 3.1).** This section covers the basic aerodynamic forces at work behind flight (lift, drag and thrust) and explains angle-of-attack, altitude and airspeed.

**G-Forces (p. 3.5) and Flight Envelope (p. 3.5).**

These sections discuss G-forces incurred during flight, as well as the structural, airspeed and altitude limits of the F-15E.

**Flight Controls (p. 3.7).** This section describes pitch, roll and yaw, outlines the major control surfaces of the F-15E, and explains how to maneuver your aircraft.

**Flight Characteristics (p. 3.9).** This section discusses how to maximize turn performance and gives an overview of how the F-15E's flight control systems assist you in flying the aircraft.

**Flight Disruptions (p. 3.11).** This section covers the causes and recovery procedures for departures, stalls and spins.

**Taking Off and Landing (p. 3.16).** This section is a step-by-step guide that takes you onto the runway, into the air, and back onto the ground — processes you'll need to master as a pilot.

**Navigating (p. 3.21).** This section describes the art of traveling from one sequence point to another and covers the F-15E's navigational capabilities, the TACAN system and autopilot modes.

**Refueling (p. 3.29).** The final section covers the process of refueling your aircraft in mid-air, one of the most challenging tasks you can face under combat conditions.

## 4. Combat

**Loadouts (p. 4.3).** Provides a chart of the weapons that can be loaded on your aircraft and lists questions to consider when planning your loadout.

**Getting In (p. 4.11).** Discusses all the skills you need to take out air opposition on your ingress to target: detecting aircraft beyond visual range, acquiring and targeting them, and engaging with missiles and guns.

**Taking Care of Business (p. 4.51).** Explains air-to-ground engagement — how to find and target stationary and moving ground targets, how to select weapons and weapon release features, and how to release unguided and guided weapons.

**Getting Out (p. 4.70).** Gives information on Air Combat Theory and Basic Fighter Maneuvers that can be used on your egress from target.

## 5. Mission Builder

**Main Screen (p. 5.2).** A brief introduction of the Mission Builder buttons, and the page numbers where the explanations can be found.

**Sample Mission Creation/Designing a Mission (pp. 5.6/5.1).** Some concepts to help you get started in the mission design process are outlined at the beginning of the Mission Builder section.

**Introduction to Mission Builder/Common Instructions (pp. 5.8/5.12).** This is a brief overview of the basic concepts and common functionality found in the Mission Builder.

**Mission Features (p. 5.12).** Each tool used in the creation of a custom mission is described, in order of appearance on the Button Panel.

## 6. Multiplayer

**Multiplayer Connections (p. 6.1).** The step-by-step instructions for connecting with other players are explained here. You can choose among using a direct serial cable (p. 6.2), modem (p. 6.4), Local Area Network (p. 6.5) or the Internet (p. 6.6).

**Game Session Screen (p. 6.8).** This is an explanation of the screen used to create or join a multiplayer game.

**Game Setup (p. 6.10).** The last steps of entering a multiplayer game are described.

## 7. Appendices

**A. Campaigns (p. A.1).** Information on the events that led to each military action.

**B. Acronyms (p. B.4).** This section gives the full name of objects and actions usually referred to by acronyms (capital letter abbreviations).

**C. Glossary (p. C.9).** Here some definitions are given for common military terms.

**D. Fuel Flow (p. D.13).** The specifics of fuel consumption under certain conditions is explained here.

**E. Bibliography (p. E.14).** This section provides a list of the books which were most helpful in the creation of the game.

**F. Credits (p. F.16).** This is a list of those people who either created the game or were otherwise indispensable during the creation process.