

Radar Bore Site

1. Switch to **БББ - СТР** submode by pressing the **[4]** key.
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. Select either the Electro-Optical System (EOS) using the **[O]** key or the Radar using the **[I]** key.
4. Adjust EOS/Radar bore site circle using the keyboard commands **[.]**, **[;]**, **[,]**, or **[/]**, or using the joystick coolie hat.
5. With enemy aircraft inside the circle, lock on target using the **[Tab]** key.
6. Wait for Launch Authorization (**ПР** or **ЛА**) to appear on the HUD when launch parameters are met.
7. Fire missile using the **[Spacebar]** or joystick trigger.

Helmet Mode

1. Switch to **БББ - ШЛЕМ** submode by pressing the **[5]** key.
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. Select either the Electro-Optical System (EOS) using the **[O]** key or the Radar using the **[I]** key.
4. Move the Helmet Mounted Targeting Device circle onto an enemy aircraft using the keyboard commands **[.]**, **[;]**, **[,]**, or **[/]**, or using the joystick coolie hat.
5. With enemy aircraft inside the circle, lock on target using the **[Tab]** key.
6. Wait for Launch Authorization cue (**ПР**) to appear on the HUD when launch parameters are met.
7. Fire missile using the **[Spacebar]** or joystick trigger.

Longitudinal Missile Aiming

1. Switch to **БББ - СТР** submode by pressing the **[6]** key.
2. Select desired missile using the **[D]** key. Weapon type will be displayed on HUD.
3. Maneuver to place enemy aircraft within the weapon sensor circle displayed on the HUD.
4. With enemy aircraft inside the circle, lock on target using the **[Tab]** key.
5. Wait for Launch Authorization (**ПР** or **ЛА**) to appear on the HUD when launch parameters are met.
6. Fire missile using the **[Spacebar]** or joystick trigger.

Cannon

The GSh-301 cannon may be used to engage air targets with or without the target being in autotrack (locked up).

1. Lock up target using either of the Close Air Combat submodes.
2. Enable cannon by pressing the **[C]** key. Number of cannon rounds remaining will appear on left side of HUD.
3. Maneuver you aircraft to place the aiming crosshairs on the target.
4. Wait for Launch Authorization (**ПР** or **ЛА**) to appear on the HUD when firing parameters are met.
5. Fire the cannon using the **[Spacebar]** or joystick trigger. Short bursts should be used as ammo is limited.