

## ■ MISSILES

### *Air-to-Ground & Anti-Ship*

1. Switch to **ЗЕМЛЯ** submode by pressing the **[7]** key.
2. Select missile type using the **[D]** key. Weapon type will be displayed on HUD.
3. Acquire target either with weapon TV/IR seeker or by using the ground search radar (**[I]** key to turn on radar; **[O]** key to turn on weapon TV seeker).
4. Start Search in Wide Area mode on MFD. Switch to Search in Narrow Area mode (**[=]**).
5. Once target is acquired, switch to targeting cursor by pressing the **[=]** key.
6. Move targeting cursor onto the target using the keyboard commands **[.]**, **[;]**, **[,]**, **[/]**, or using the joystick coolie hat.
7. Lock on target using **[Tab]** key
8. Fly toward the target until the Launch Authorization cue (**ПП** or **LA**) appears on the HUD when the launch parameters are met.
9. Launch missile by pressing **[Spacebar]** or joystick trigger.

### *Anti-radar*

1. Switch to **ЗЕМЛЯ** submode by pressing the **[7]** key.
2. Select anti-radar missile type using the **[D]** key. Weapon type will be displayed on HUD.
3. Maneuver aircraft towards radar source as displayed on the Threat Warning Display and on MFD.
4. Lock on target using **[Tab]** key.
5. Fly toward the target until the Launch Authorization cue (**ПП** or **LA**) appears on the HUD when the launch parameters are met.
6. Launch missile by pressing **[Spacebar]** or joystick trigger.