

## ■ BOMBING

### *Unguided*

1. Switch to **ЗЕМЛЯ** submode by pressing the [7] key.
2. Select unguided bomb type using the [D] key. Weapon type will be displayed on HUD.
3. Acquire target either visually or by using the ground search radar.
4. Fly toward the target until the CCIP 'pipper' (circle with dot) is on the target and the release authorization cue (**ПР** or **ЛА**) appears on the HUD when the release parameters are met.
5. Release bomb by pressing [Spacebar] or joystick trigger.

### *Guided*

1. Switch to **ЗЕМЛЯ** submode by pressing the [7] key.
2. Select guided bomb 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 ([1] 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 [V] , or using the joystick coolie hat.
7. Lock on target using [Tab] key.
8. Fly toward the target until the Release Authorization cue (**ПР** or **ЛА**) appears on the HUD when the release parameters are met.
9. Release bomb by pressing [Spacebar] or joystick trigger.

## ■ STRAFING

1. Switch to **ЗЕМЛЯ** submode by pressing the [7] key.
2. Select cannon using the [C] key or choose rocket type by using the [D] key. Weapon type will be displayed on HUD.
3. Maneuver to place aiming circle on target.
4. Continue to close to target until the Release Authorization cue (**ПР** or **ЛА**) appears on the HUD when the release parameters are met.
5. Fire cannon or rockets by pressing [Spacebar] or joystick trigger.

*continues...*