



AWACS Tactical Simulator 2.x Tutorial

Version: 2.0.

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Remember: you have updated info and full free manual at:
<http://awacstacsim.com>

Note: there are some elements not realistic in the game (Su-27 in a carrier when it's the Su-33 the right one, or weapons not very accurate for some planes in some cases; we're working in it for future versions).

1.- Main Screen.

Screen 1



Screen 2



This is the main window of the simulator. Here you control the Flight Groups, give them orders, and develop your strategies.

Remember: blue indicates friendly. Red indicates foe. Green indicates neutral.

1.- AWACS Radar. Whenever one or more own AWACS airplanes (E-2 Hawkeye, E-3 Sentry, A-50 Mainstay) are in flight, this radar is active. With the radar active and, depending on where the AWACS airplanes are, we can search that part of the sky for incoming enemy airgroups.

2.- Flight Groups: this button gives you access to the Flight Group control screen. From there you can see how many flight groups you have, what are their status, and, if ready to take off, give them that order or, if you prefer, cancel the flight.

3.- Statistics: this button shows you the air to air and air to ground combats, and how they finished. You can control exactly what happened with your flight groups. You'll be able to export this data soon if you want to analyze it in an excel sheet.

4.- Options. There are different parameters you can change in this screen, we'll talk about it later. Including changing between standard and NATO-NTDS maps (Naval Tactical Display System). The second image above is NTDS screen view, being the first one the standard screen.

5.- Game Speed. From this bar you can change the speed of the game. From 1x, 5x, 10x, 20x, 30x. You cannot pause the game (unless you enter to a secondary screen, from there the game pauses). You can also change the speed of the game in options menu.

6.- Info screen one. This screen gives you info coming from different flight groups, always with their number identification first.

7.- Info screen two. This is a support screen for info screen one.

8.- Lock Scroll. When this button is on, every time you tap on the screen, the entire map will center on that point. It's useful when adding waypoints.

9.-Plot Flight Plan. This button is used to create a flight plan. What is this? A flight plan is a series of points that planes follow point by point. No plane can fly with a flight plan. These points are numbered from 1 to a maximum of 25 and they are grouped with names. Alpha is the first group, Bravo the second one, Charlie the third one, etc (A, B, C...). When a flight plan is finished you can change the position of every waypoint by taping it and dragging it to the place you wish.

It is imperative to create at least one group of waypoints before starting to create flight groups, as we'll see in base screen.

Remember: when a flight group button is active, all the objects on the screen are deactivated. This is for your convenience so you can touch the screen without activating those objects.

You can see a video showing how to work with waypoints.

10.- Delete Flight Plan. If you have too many flight plans in the screen you'll end confusing yourself. You can use always the same flight plans or create new ones. But, if you wish, you can delete a flight plan. Just activate this button and touch any waypoint of the flight plan and that flight plan will be deleted.

11.- Add Waypoint. If you have a flight plan and you need to add a new waypoint, just activate this button. Then tap at the waypoint where you can add a new waypoint, and that waypoint will be created. All the numbers of that flight group will be recalculated.

12.- Add Attack Waypoint. Some of the flight plans can be used to attack enemy targets. One of the waypoints will be used to inform to the pilot that that this is the target you want destroyed. So, activate this button, and then tap, first, on the target you want, and then on the waypoint you want to transform into an attack point. The waypoint will move until the target and will change into a red triangle. Now this waypoint is no longer a waypoint, is an attack point. If you want to deselect the attack point and change it again into a waypoint, just tap in the attack point while this button is active. The red triangle will disappear and the old waypoint will be again there.

13.- Create Waypoint Loop: when a flight group is flying towards a waypoint, it will then follow the next waypoint. You can change that behavior, and make that flight group fly between two waypoints (for example, if you want a flight group to escort an area, what we call a CAP mission (Control Air Patrol). Activate the button, and then the waypoint you want to modify it into a Waypoint loop. When a flight group arrives to that waypoint, it will fly back to the previous waypoint. Then it will fly to the loop waypoint again. This flight will be done until fuel is limited or being without weapons. Or until you deactivate the waypoint loop by tapping again the waypoint when this button is pressed.

14.- Flight Group Switch. When you click down this button, you'll be able to touch your flight groups without touching other objects.

15.- Window button. This button allows you to show or hide the waypoints window frame so you see what's behind it. Screen 1 shows the simulator with all windows invisible.

16.- Objects. This is an "object" on the main screen. These objects are:

A- Bases: bases can be air bases or carriers. In this case this is a carrier. Carriers only carries naval airplanes. Bases are critical; without them you can't create flight groups. If you lose all your bases/carriers, you'll lose (there are other ways of losing, but this is one of them).

B- Targets: targets are any object on the map that can be destroyed. Remember: you cannot destroy enemy cities, but the enemy can destroy their cities and your own cities. Some targets are SAMs (Surface to Air Missiles). Remember that factories build enemy planes. Their destruction is key for your success. But don't forget your main mission (you can read about it in options menu, see below).

C.- Cities: cities must be defended always. You cannot attack cities, but the enemy can usually attack them. It is important to avoid this situation because cities are full of civilian and must be defended at all costs.

17.- Flight Group: this is a friendly air group. What are the numbers above it?

-> **0-4/F-18:** it is flight group zero and it contains 4 airplanes. Those airplanes are F-18 (F/A-18) aircraft. You can touch a flight group to give them orders (see below),

-> **98:** this is the fuel. When 20% or less fuel is in the airplane, it will automatically return to its base.

-> **Dot green/blue.** The green dot informs you that the air group is in perfect condition. Yellow dot indicates some airplanes with problems. Red dot indicates just one airplane in service. The blue dot indicates it is friend.

When you tap on a flight group, a new control window will appear. This is the flight control window:



- **Green button.** The green button on the left side lets you see the type of aircraft for that flight group and how many weapons are carrying, and what kind of weapons. For example if you have five F/A-18 with 4 AIM-9 per plane, you'll have $5 * 4 = 20$ AIM9 Sidewinder missiles in that group. There is a button called "RTB) (Return to Base). If you tap on this button, the flight group will return immediately to their airbase.

- **350:** this is the speed of the air group in knots. Remember: a knot is a nautical mile per hour. You can increase and decrease its speed by using the up and down buttons.

- **20000:** this is the flight level. When a flight group is flying high it can be save before, but also can detect enemies before. You can also change the flight level.

- **Radar button:** this button activates and deactivates the radar (if the planes carries a radar). Sometimes you'll want to be not seen, and with radar off a group of planes are less visible because of the zero level noise that the radiation produces in the sky.

- **Disengage button:** when a flight is in pursuit or fighting against another flight, you can tap this button to order that flight group to leave combat (if they can).

- **Target priority:** when dealing with enemy planes, you can here select which is the target priority: ALL for any airplane detected, F for Fighters, B for Bombers, and T for Transports. Remember for example that enemy transport planes carry weapons to the enemy bases.

- **X:** you can close this window with the X button. You can also tap again on the same flight group or any other group to close the window.

- **04/F-18:** it's the same information that you can find above every flight group.

18.- Waypoint. This is standard waypoint. Waypoints are composed of two elements: a number that identifies its position, and a name to recognize all the waypoints that conform a flight plan. All the waypoints in a flight group have the same color too.

19.- Scramble waypoint. Bases and carriers have a button that allows launching a pair of fighter groups for self-defense. These two groups have only one waypoint, and a star indicates that waypoint. When an scramble is on their way you can't launch another one until the first one comes back or is destroyed.

20.- Scramble Flight Groups. This two flight groups are from an scramble, so they have the 25 identification number. They are following the scramble waypoints.

21.- Enemy object. This is an enemy object. In this case this is an enemy carrier (the russian carrier Kuznetsov). You can't know its configuration, weapons and planes (if you're playing in real mode).

22.- Attack waypoint. We have talked about attack waypoints before (point 12). This attack waypoint is telling the flight groups that are ready for air to ground attacks to target this object. We'll see how to configure an attack flight group soon.

23.- SAM object. This is a friendly SAM (Surface to Air Missile) site. Remember: they will fire at any enemy plane near (and try to avoid the enemy SAMs of course).

24- Window zoom. You can zoom in and out the main window to see more detail of the battlefield. The button on the right side lets you zoom to the default size.

25.- Missile. You can see 25 in the standard map. Flight groups shoot air to air and air to ground missiles. In NTDS maps you'll see an "M".

Not in window: factories. Factories build new planes for your bases. You'll be out of planes soon if you lose your factories. Be careful.

Not in window: Transport airplanes. Airplanes from outside the window will appear carrying weapons for your bases. You'll be out of weapons soon if your transport planes are shot down. Be careful.

2.- Base Screen 1.



This is the main base screen. You arrive to this screen when you tap on a base or a carrier. Every time a mission starts all the planes are randomized. You'll get more or less airplanes depending on the size of the base.

You can see up at the right side the flight plans you have created. Remember: you need at least one flight plan to create flight groups (except if you use button 3: scramble).

Steps to create a flight group:

Note: you can watch the video (main menu in game).

A.- First, you need to tap on a plane. Remember: you need the best plane for the right mission. If you want to attack a target, a good plane is the A-10. Or the F-16 fighter/bomber. But never the F-15 fighter. Every plane will show you the weapons at your disposal.

B.- When you tap on the plane, a new window will open:

3.- Base Screen 2.



C.- Choose the weapons you can add to the plane by tapping over the weapons. There are limits related to the weight of course. Tap over the plane to choose the number of planes that will contain the flight group. You can't select more planes than the number of planes of the type in the airbase.

D.- Choose the mission with the button below. AWACS only have AWACS Missions.

-> Fighter Sweep: for a group of planes controlling the airspace to avoid other planes.

-> Stand off: when choosing air to ground missiles like the Maverick you need to choose this option. This will make the air group to launch the missiles against the target.

-> Standard bomb: this is the option when using standard bombs like the MK-82 or the MK-84. These weapons are not laser guided.

-> Precision bomb: this is the same option as before but for guided laser bombs, like the GBU12 or the GBU10.

- > Transport / Ferry: to transport planes and/or weapons from one base to another.

You have more info about these weapons and planes in the free manual.

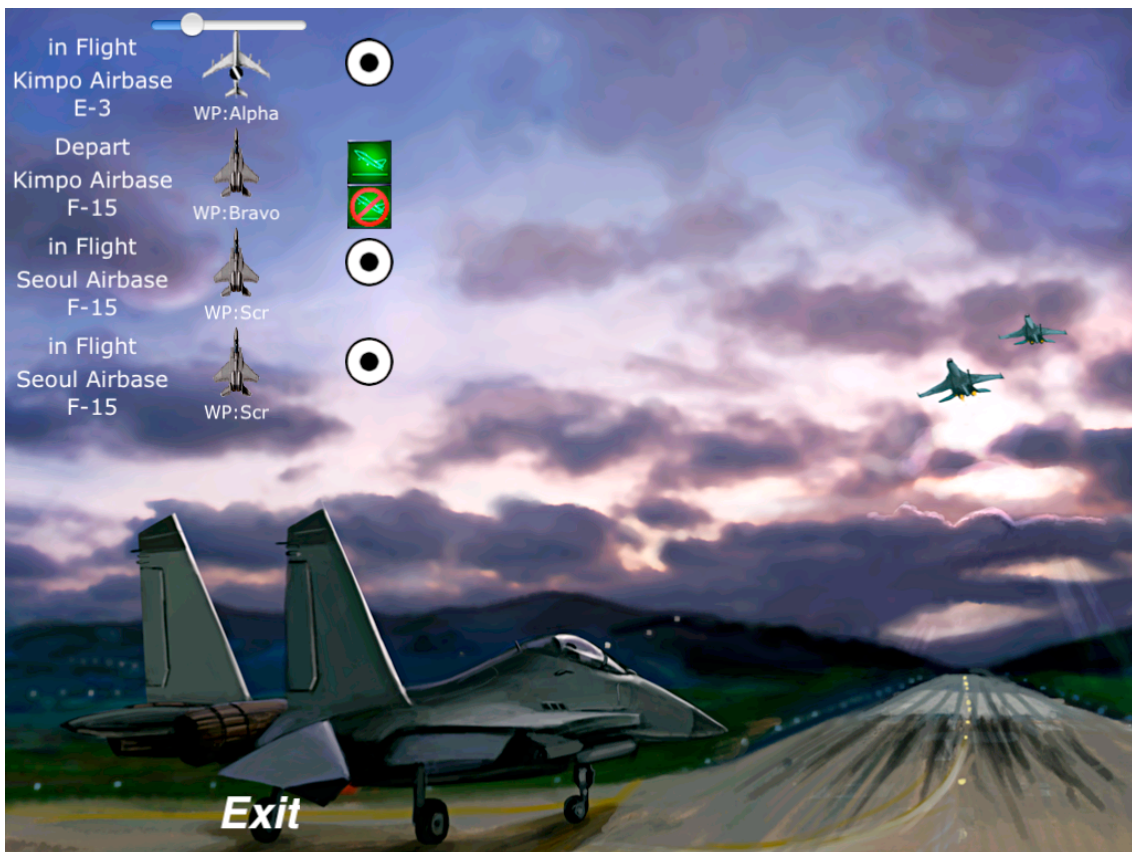
E.- Tap on Accept. You will return to the previous screen and see your plane with a star blinking.

F.- Now you must enter in assign mode. Tap on button 1 (Assign Flight to Waypoint) and tap on the plane (or planes) that's blinking (you can have some). The plane will move to the waypoints section.

G.- Finally, tap on the waypoint you want to assign to the flight group. This will tell the flight group to fly that flight plan.

Now the flight group is ready for depart. But, you must give them the order to take off. You can have some flight groups ready to depart when you need them if you want. To make them depart, tap on button 2 of base screen 1 "Flight Groups" or, if you are in the main window, tap on "Flight Groups" (button 2 in main screen). There you can give the order to take off or cancel the flight. If you cancel the flight, the flight group will be added to the airbase and their weapons too. The flight will start its way along the waypoints and will attack a target if a waypoint is changed to an attack point (see waypoints for more info).

Flight Groups Screen



An E-3 is in flight with Flight Plan Alpha. An F-15 is ready for depart (when you give the order) and two more F-15s from an scramble are in flight. 4.- Options Screen

4.- Options screen.



1.- Constructor button. You can choose what planes will be build by the factories. All planes will generate planes of all types.

A.- Fighters: fighters planes will be the primary type.

B.- Bombers: bombers planes will be the primary type.

C.- Transports: transports planes will be the primary type.

2.- Maps: you can select standard maps (Main screen 1) or NTDS Maps (Main screen 2). NTDS -> Naval Tactical Display System.

3.- Easy game: on or off. With easy game on, it will be easier to win because AI will not be has hard as with off mode and you'll be able to see the enemy airbases and their flight groups and composition.

- 4.- Easy radar: on or off. With easy radar on, you can always watch enemy flight groups. You don't need to illuminate a flight group with the built-in radar of a fighter or the AWACS.
- 5.- Speed: Real Time, 5x, 10x, 15x, 20x, 30x. This changes the speed of the game.
- 6.- Save: you can save (when in a game) or load (from main menu) a mission. You can have as many as 10 missions saved (more to come if necessary).
- 7.- Mission Status: this window will show you your mission progress related to the briefing, that is, the things you need to do in order to win.
- 8.- God Mode: on or off. If on, all your airplanes won't be destroyed.
- 9.- Zoom & Slow off: not active at this moment.
- 10.- Briefing: will open a pdf document with all the info necessary to win the mission. Read it carefully because it's key for the victory.

Below you can see one mission status of a basic mission:

Status mission screen



We want your feedback!

You can send your feedback to:
awacstacsim@gmail.com or
<http://awacstacsim.com>

