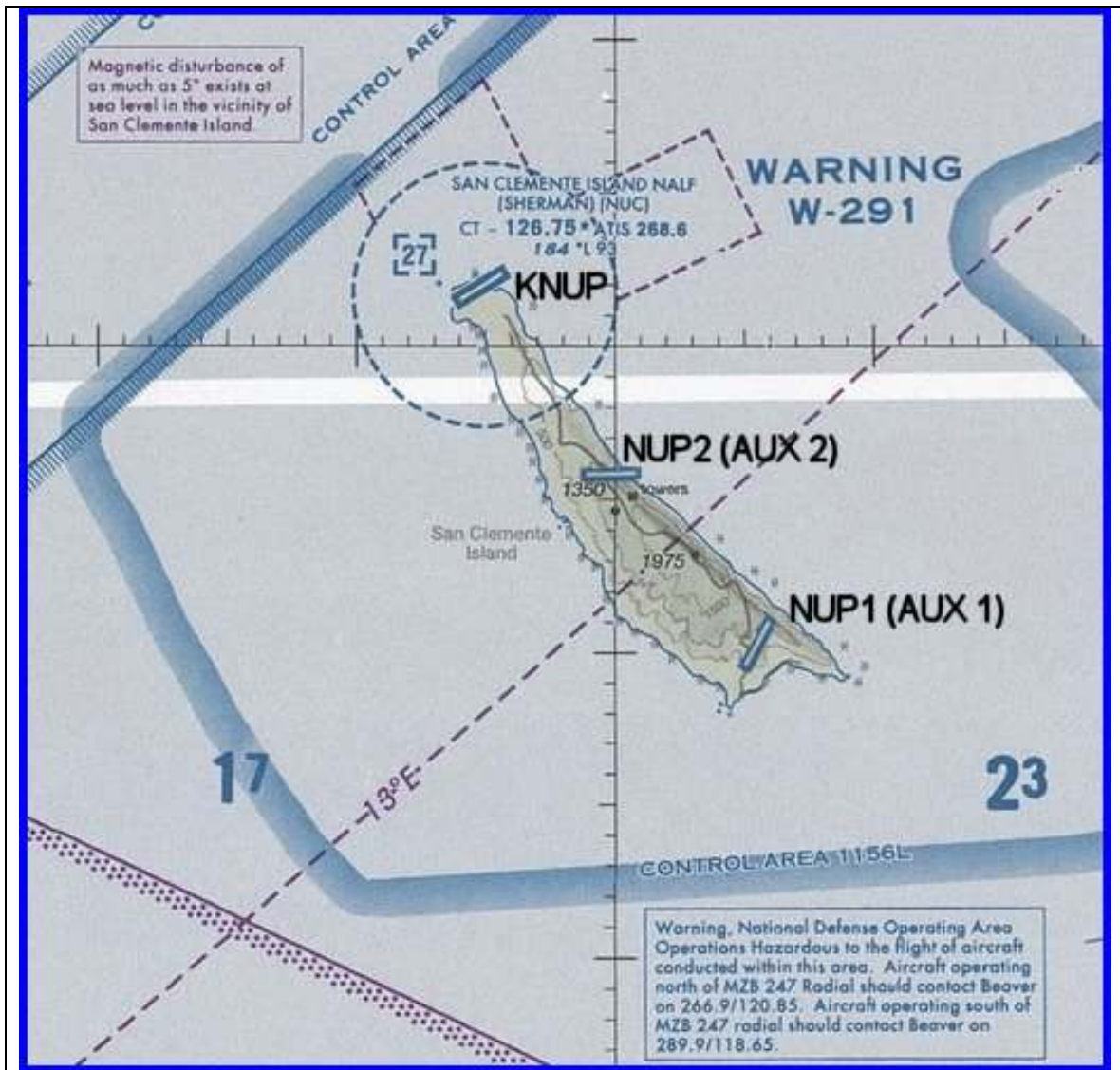


Sea, Land and Air Combat Exercises – San Clemente Island

The U.S. Navy has jurisdiction over a vast area on and surrounding San Clemente Island. It is used, among other things, for joint exercises. This package contains three scenarios that will challenge your skills on the sea, land and in the air.



Setup and Installation

1. Install the “KNUC_Ver2” scenery into FSX. Download here:
http://www.navyair.com/Zips/KNUC_Ver2.zip
2. Place into your FSX “Aircraft” folder the following vehicles:

M1A1 tank and LCAC amphibious cushion landing craft
3. Copy the “effects” and “sound” files to the same FSX folders.
4. Set up each of the three exercises individually before starting each one, following the instructions for each exercise.



Phase One – Amphibious Landing

Your mission is to transport, using Landing Craft Air Cushion (LCAC) vehicle, a M1A1 tank to a beach on the SE part of San Clemente Island.

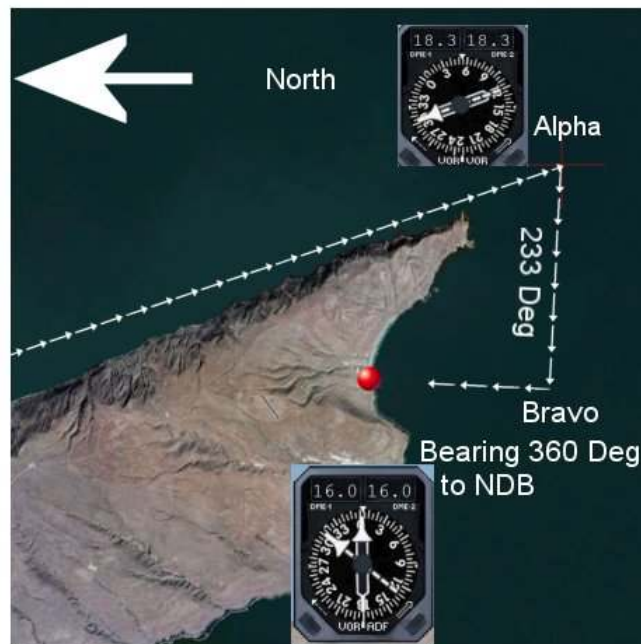


Setup: Turn “OFF” crash detection in FSX under Realism Settings.

Load Flight: “LCAC_start”

Tune Radios: VOR - 117.6 MHz “NUC”; NDB – 352.0 KHz “PT1”

Proceed to point ALPHA heading 120 Deg to the 120 Deg radial/18.3 DME of the NUC VOR/DME (117.6 MHz), and then make a right turn to heading 233 Degrees. Watch the RMI ADF pointer and turn north when it bears 360 Deg (point BRAVO).



Proceed inbound towards the beach. You will pick up buoys that have been placed by a covert SEAL team – keep the red buoys to your right and green to the left. Your destination is a NDB antenna hundred yards or so inland from the beach. Lower your ramps and offload the M1A1 tank – mission accomplished!

Note: You must lower the “landing gear” of the LCAC to travel across dry land.

Phase Two – Tank Attack

Setup: Turn “OFF” crash detection in FSX under Realism Settings.

Load Flight: “M1A1_start”

Proceed from the NDB antenna to a rock pile and then navigate to “PT2” NDB. There you will find an ammo cache and supplies. After loading them proceed to attack the observation tower and follow that up with destroying the airfield facilities.

The main tank gun is fired by pressing the “L” key.



Afterwards, relax and wait for your extraction.

Phase Three – Extraction of Attack Force Personnel

Setup: Turn “ON” crash detection in FSX under Realism Settings.

Load Flight: “DC3_start”

Tune Radios: VOR - 117.6 MHz “NUC”; NDB – 352.0 KHz “PT1”

Takeoff from KNUC and proceed eastbound, land at AUX 1 (NUP1), pickup the tank crews, takeoff, drop them off at AUX 2 (NUP2), then takeoff and land at KNUC. You are done!

