Miltech Simulations CH47D

# Firefighting Operations

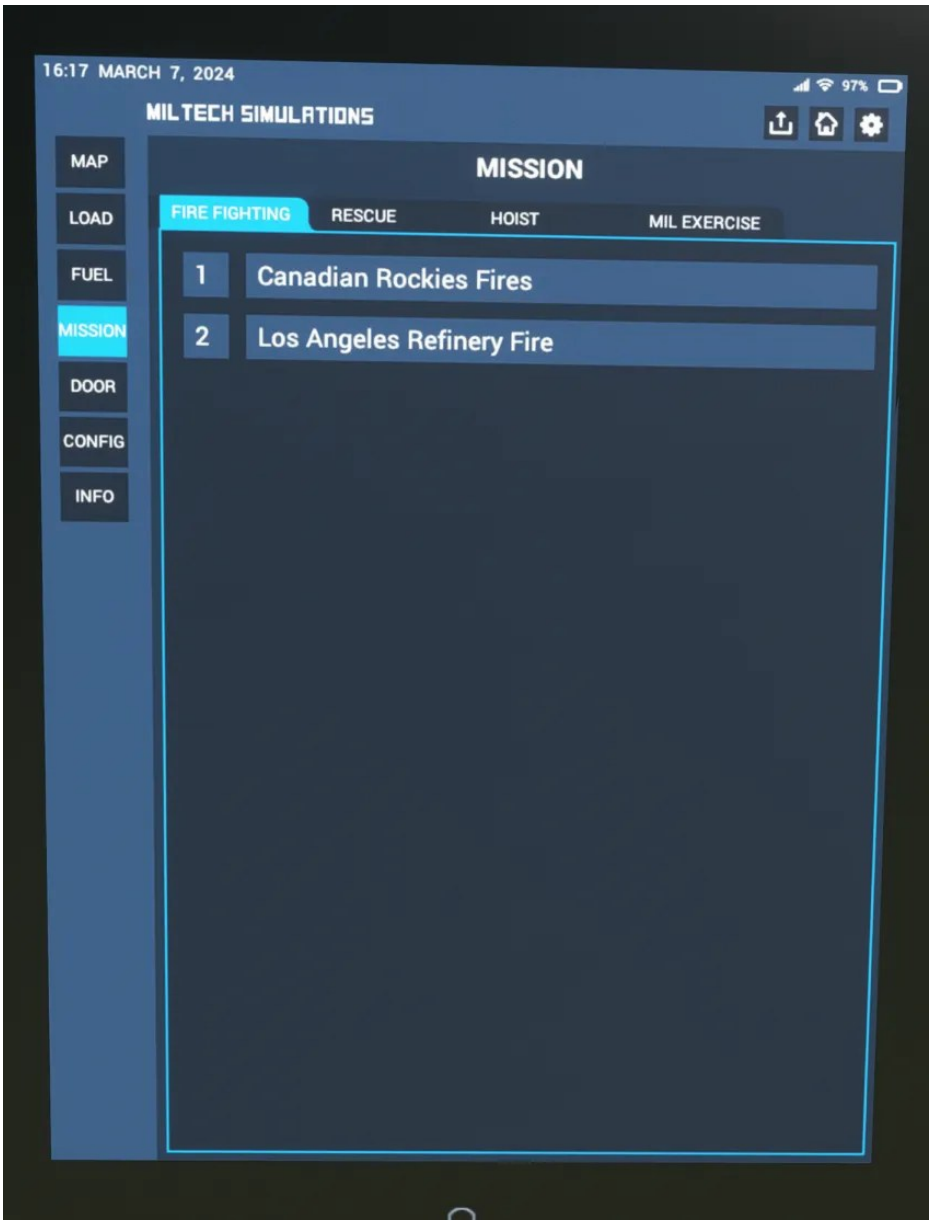
Caution

- Firefighting Operations are only accessible through Missions.
- **Crash detection must be OFF** for Missions to load correctly, as Crashes may interfere with our loading scripts.
- **Beware of sling load limitations** - must fly at maximum 120kts and avoid violent maneuvers when carrying external loads.

Firefighting is only available on missions. To start a firefighting mission:

## Accessing Firefighting Missions

1. Launch a flight with the CH47D at any airport in the world.
2. Turn on the EFB screen by pressing the ▣ **HOME** Button
3. Navigate to the **MISSION** page




*Mission Page*

4. Select any mission from the list.
5. Wait a few minutes for the mission to load completely. The aircraft will be automatically relocated to the start location and all required mission objects will be loaded.

As the mission is started, you'll get a brief with mission details.

1. **Load the Water Bucket:**
2. Navigate to the EFB **LOAD** page
3. Select "External Loads"
4. Select Bucket
5. **Select the correct Sling Mode on the overhead panel.** Sling mode for the Bucket is "Mid" 5.

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*Overhead Panel - CARGO HOOK Panel. Note HOOK MODE SEL is set to MID*

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6. **The object will spawn near the aircraft - usually at 9 o'clock.** Takeoff and establish a hover.
7. Use the Tablet Radar to slowly approach the object:

1. Sustain a controlled hover. Altitude must be **at or slightly above the target altitude as indicated on the tablet.**
2. Approach the object slowly.
3. **Object (Red Dot) must be within the area marked by the green circle.** Keep altitude as close to the target as possible.
4. Sustain hover for a few seconds while the cargo is loaded.
5. Upon confirmation that cargo has been successfully loaded, apply collective and increase altitude.
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*Tablet Radar - Note the horizontal radar (Left side), with RED Dot representing the position of the object. Height radar on the left, with the target set at 40ft.*

8. **Fly to the mission location** as per the Mission Brief.
9. Be careful or not doing any high-G maneuver, and control your speed. The bucket rope may break under violent flying conditions.
10. Upon arriving at the mission area, find the nearest body of water to fill your water bucket.
11. Slow down and come to a hover over the water.
12. Lower your altitude to 20ft for 3 seconds.
13. The bucket will automatically fill. No internal cockpit confirmation is available at this time.
14. **Fly to the location of the fires**

1. Approach the fires at an altitude of **no more than 350ft** above ground and speed of 20kts maximum.
2. Fly directly above the fires. The water will automatically deploy and extinguish the fire.
3. Repeat until all fire is fully extinguished.

Note
Water can be manually deployed using:
FS2020: TOGGLE WATER RUDDER
FS2024: TOGGLE PRIMER 4