PRODUCT MANUAL

UK Carrier Strike Group V2

19 articles · Complete website edition

Includes all article text, tables and available illustrations. Videos and interactive resources are linked. Printed page numbers restart with each article. Use the clickable contents or PDF bookmarks to navigate.

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UK Carrier Strike Group V2

Welcome Aboard

Caution

- **Crash detection** must be turned **off** at all times.
- **Flight Assistance** settings must be at **Medium or Higher**
- Pausing the sim does not pause the movement of the carriers (moving carriers only)
- This product is fully compatible with any other Carrier product in the market.

Overview

A UK Carrier Strike Group is a collection of naval assets from the United Kingdom, led by a Queen Elizabeth-Class aircraft carrier, that are organized and deployed with the goal of conducting a wide range of military operations at sea, including power projection, strike warfare, and maritime security operations.

A Carrier Strike Group from the United Kingdom typically consists of a Queen Elizabeth-Class Aircraft Carrier, two Type 23 Frigates and two Type 45 Destroyers, along with a fleet of F-35Bs Fighters, Wildcats, Chinooks and Merlin helicopters.

Get Started

We've put together some helpful guides for you to get set up with our product quickly and easily.

Requirements

- Microsoft Flight Simulator - PC or Xbox. Latest version available.
- A valid product license from ORBX or the MS Marketplace
- Joystick Controller (Recommended) or Xbox controller
- CPU: Quad-core processor or better.
- GPU: At least 6GB of dedicated memory, Nvidia 1060 or better.
- RAM: 8GB Minimum.
- Hard Disk: At least 4GB Recommended.

Where to Buy?

- Miltech Simulations Webstore: https://store.miltechsimulations.com/products/supercarrier-pro-for-msfs
- ORBX
- Microsoft Flight Simulator in-game Marketplace

Installation - Miltech Simulations Webstore

Products distributed via Miltechsimulations.com are downloaded and updated via Contrail. Download the Contrail App here: https://cdn-eu.29palms.de/contrail/releases/ContrailSetup.exe

1. Download and Launch Contrail

2. Click on **"Accounts"** on the bottom left corner and "Connect" Miltech Simulations Account (log-in with your Miltech Simulations credentials)
3. Click on **"Downloads"**. Your products will download and install automatically.'

Installation - ORBX

1. Launch ORBX Central with Administrator Rights.
2. Verify ORBX Central has located your MSFS Community Folder Path
3. Search the product
4. Click “Install” and wait for the product to install successfully
5. Close ORBX and launch Microsoft Flight Simulator By default the product is installed on: (User)\AppData\Roaming\Microsoft Flight Simulator\Packages\Community\miltechsimulations-supercarrier-pro

Installation - MS Marketplace

1. Launch Microsoft Flight Simulator
2. Open the Marketplace
3. Search the product
4. Click “Install” and wait for the product to install successfully. The product is by default installed on: (User)\AppData\Roaming\Microsoft Flight Simulator\Packages\Official\miltechsimulations-supercarrier-pro

Removal

The product can be removed from ORBX Central or the MS Marketplace, by clicking on the uninstall button.

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UK Carrier Strike Group V2

Introduction

A UK Carrier Strike Group is a collection of naval assets from the United Kingdom, led by a Queen Elizabeth-Class aircraft carrier, that are organized and deployed with the goal of conducting a wide range of military operations at sea, including power projection, strike warfare, and maritime security operations.

A Carrier Strike Group from the United Kingdom typically consists of a Queen Elizabeth-Class Aircraft Carrier, two Type 23 Frigates and two Type 45 Destroyers, along with a fleet of F-35Bs Fighters, Wildcats, Chinooks and Merlin helicopters.

FEATURES:

- **UK STOVL Carriers:** Beautifully-modeled renditions of HMS Queen Elizabeth and HMS Prince of Wales, including a Detailed Hangar and Bridge interiors. High level of detail and sharp PBR Texturing all around.
- **Escort Ships:** Highly detailed, landable Escort ships, including British Type 23 Frigates and Type 45 Destroyers.
- **Moving and Static Ships:** A total of 12 moving locations and 12 static (anchored) locations are included. All locations are indentifiable by ICAO code, and aircraft will spawn on deck.
- **Ski Jump:** Hard-Deck Ski Jump Ramp for a realistic STOVL experience.
- **Miltech Simulations Carriers Toolbar App:** In-sim toolbar for full control of the carriers. Uses same app as Supercarrier Pro - one app for all the Miltech Carriers.
- **All Type 23 Frigates and Type 45 Destroyers** feature hard decks for helicopter flights.
- **Fully Accessible Hangar, Animated Elevators**
- **Custom Deck Crew,** animated.
- **Fully compatible** with any aircraft, default or third party.
- **Full compatibility** with Miltech Simulations Supercarrier Pro and CH47D
- **Navaids:** ILS and TACAN are available on static carriers
- **Carrier Comms:** UNICOM and ATIS are available on static carriers. Carrier ATC Voice channels available over Discord for all locations.
- **Full Multiplayer Support:** Both moving and static carriers are fully compatible over multiplayer.
- **New on V2:** Top Gun Expansion is no longer a requirement.

We hope you enjoy our product,

Miltech Simulations

UK Carrier Strike Group V2

Glossary

Acronym	Meaning
ILS	Instrumental Landing System
ICLS	Instrumental Carrier Landing System, similar to ILS
TACAN	Tactical Air Navigation System
JBD	Jet Blast Deflector
LSO	Landing Signal Officer
CATCC	Carrier Air Traffic Control Center
UNICOM	Universal Communications (Station)
Bolter	A bolter occurs when an aircraft attempting an arrested landing on the flight deck of an aircraft carrier touches down but fails to catch an arrestor cable and come to a stop.
STOVL	Short Take-off and Vertical Landing
MIL, Military Power	*Full military power* is simply 100% throttle w/o using afterburners

UK Carrier Strike Group V2

Disclaimer and Credits

Note
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Caution
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Caution
This product has been developed using the available resources. The scope is limited to “As realistic as practical”, and though some systems have been accurately developed, others have been greatly simplified. For that reason, the systems, performance, operations, and procedures shall be considered purely fictional and not representative (nor intends to represent accurately) the real counterpart.

Credits

- Programming and Development: Jayshrike, Miltech Simulations
- 3D Modeling & Texturing: Miltech Simulations, Brayan Lopez
- Sounds: Miltech Simulations
- Documentation: Miltech Simulations
- Distribution: Miltech Simulations, ORBX, Microsoft
- Marketing: Miltech Simulations, ORBX
- Testing: Miltech Simulations, ORBX

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Product Support

All support for this product will be handled initially by Miltech Simulations. Support is available via our support forum: https://miltechsimulations.talkyard.net/latest

Our support is also offered via email in a 1-to-1 manner, through our Email Address: contact@miltechsimulations.com

Emails are typically replied to in under 24hrs. Please check our FAQs before emailing:

For company/business inquiries, please contact hello@vantech.dev

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PDF Manual

A PDF Version of this manual is not available at this time.

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Miltech Universal Carrier Toolbar

UK Carrier Strike Group V2 uses the Miltech Universal Carrier Toolbar - which you may be familiar with if you have used Supercarrier Pro before.

The in-sim Toolbar provides a common platform for all Miltech Carriers to be located in the World (providing Bearing and Distance to nearest carriers), as well as a platform to manage carriers' elevators, animations; teleport to Carrier, Hangar and Approach; and sync with Multiplayer.

The app will automatically switch to the UK Carriers UI when in near proximity to one of these ships.

App Overview

UK Carriers UI Mode does not feature LRLS, FLOLS or LSO/Scoring, and as such it does not have a landing page.

Controls Tab

Settings Tab

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Controls Tab



Controls Tab

1. **Enable Modern Arrestors:** Though UK Carriers do not have arrestor cables, we have enabled the Modern Arrestors function to enable the use of other aircraft that would not normally operate on STOVL Carriers. Modern Arrestors enable arrestor cable functionality to any aircraft, regardless of whether the aircraft has a tailhook or not.
2. To enable modern arrestors, click the button in the Approach tab on approach. The arrestors will engage upon contact with the flight deck. Modern arrestors remain active until manually deactivated.
3. Modern arrestors can be toggled "always on" on the settings tab. The "enable modern arrestors" button on the Landing page will disappear if "Modern arrestors always on" is enabled on the settings tab.
4. **Elevators:** Moves selected elevator up/down. UK Carriers feature a total of two elevators.

5. **Quick Taxi:** With Quick Taxi, you can easily reposition the plane with the joystick. Move the stick up or down to move forward or backward. Move the stick left or right to rotate left or right. Particularly useful when moving inside the Hangar, when pushback is required, or with VTOL aircraft, such as the Osprey and Harrier.
6. **Align to Wind:** Only available on moving carriers. Aligns the carrier with the current wind direction. Doesn't work with multiplayer auto-sync. Align to Wind should be used when the aircraft is not on deck or in the hangar. If the aircraft happens to be on the deck or hangar, it's best to immediately teleport - otherwise the aircraft will fall in the water.
7. **Multiplayer Auto-sync:** Only available on moving carriers. Syncs the position of your local carrier with the multiplayer server. Required for multiplayer flight on moving carriers, as otherwise the location would be different across different players. More information on Multiplayer Operations
8. **Teleport (Experimental)**: Teleports aircraft to selected location - Runway, Parking, Hangar or Approach. Sets the state of the aircraft according to selected Teleport. Experimental feature. For more information, Teleporting

UK Carrier Strike Group V2

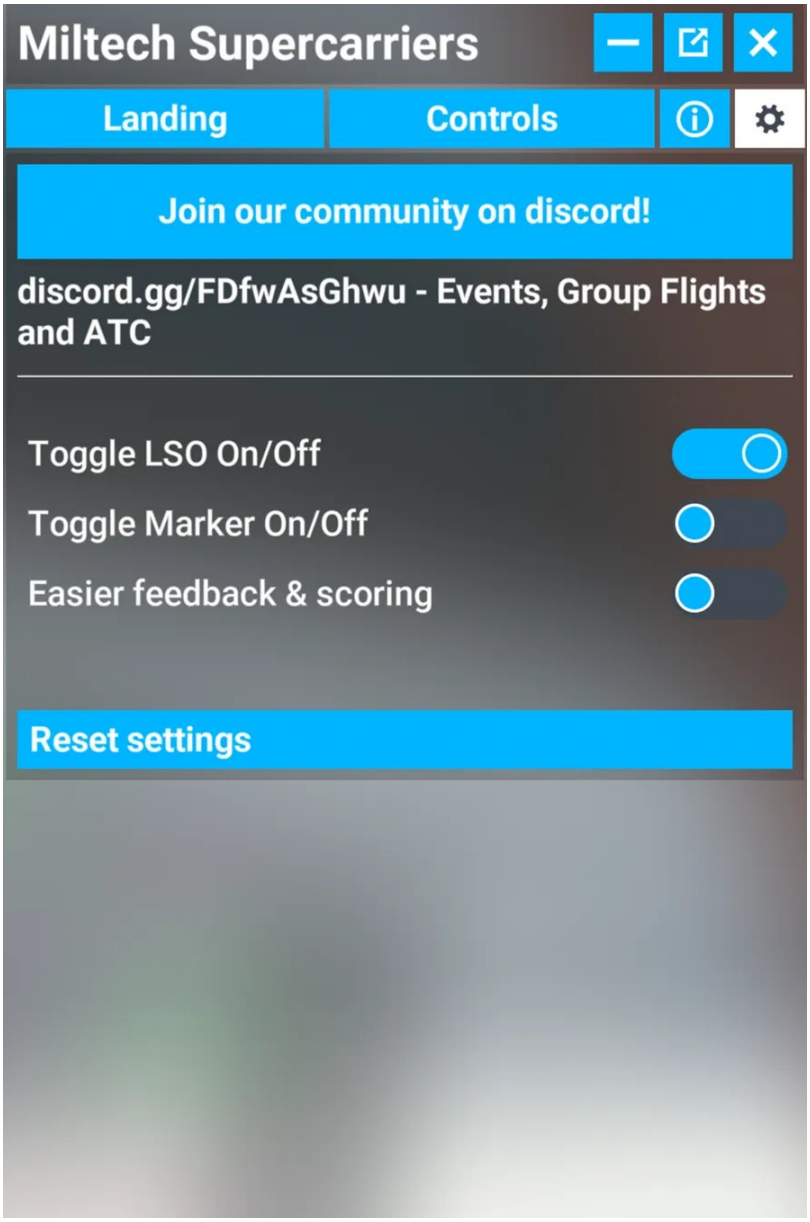
Teleporting

Teleporting can be used on moving ships to quickly spawn on the carrier's deck after starting a flight in the air. Teleport is currently possible to:

Teleport	Aircraft State
Hangar	Cold&Dark. Only available on moving ships. Quick Taxi is recommended to navigate around the hangar.
Parking	Cold&Dark.
Runway	Ready to Fly.
Approach	On approach, aligned with centreline and on glideslope. Aircraft configured for landing (eg. landing speed, flaps out, gear out, tailhook deployed)

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Settings Tab



Settings Tab

Note
NOTE: Some of the configurator options here do not apply to UK Carriers, but apply to other carrier types using the Miltech Universal Carrier Toolbar app.

1. **Discord:** Launches invite to the exclusive Discord server.
2. **Toggle LSO On/Off:** Does not apply to UK Carriers
3. **Toggle Marker On/Off:** Does not apply to UK Carriers
4. **Toggle Modern Arrestors always on:** Modern Arrestors will remain always on. No need to re-enable modern arrestors every time the sim is loaded.
5. **Easier Feedback and Scoring**: Does not apply to UK Carriers

6. **Reset Settings:** Resets all settings to default values.

UK Carrier Strike Group V2

Included Ships

- Queen-Elizabeth Class STOVL Aircraft Carrier
- Type 45 destroyer
- Type 23 frigate

UK Carrier Strike Group V2

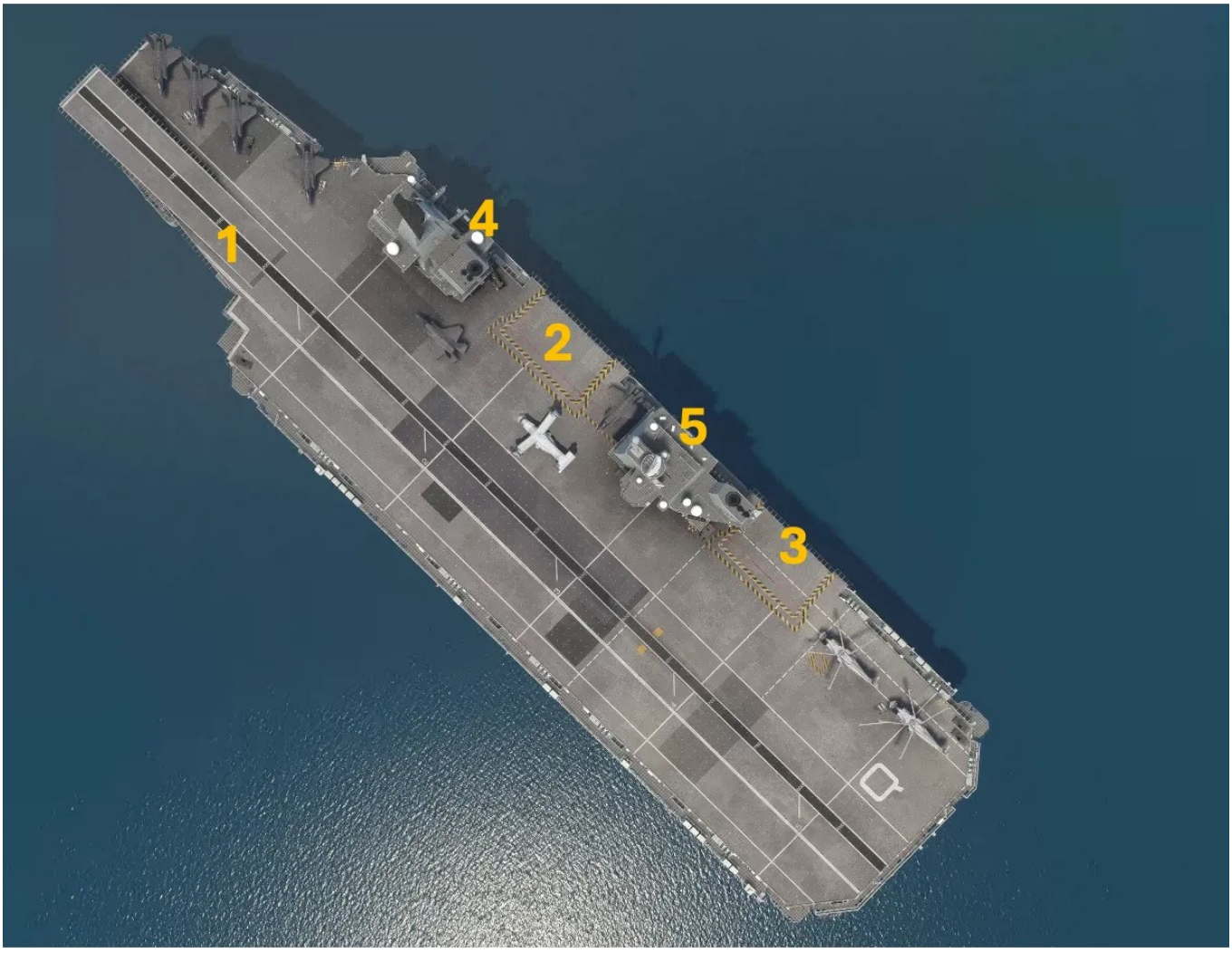
Queen-Elizabeth Class STOVL Aircraft Carrier

Description

The Queen Elizabeth-class aircraft carriers of the United Kingdom's Royal Navy consists of two vessels. The lead ship of her class, HMS Queen Elizabeth, and her sister ship, HMS Prince of Wales. They form the central components of the UK Carrier Strike Group.

Queen-Elizabeth Class Ships are capable of carrying up to 40 aircraft, including the advanced F-35B Lightning II stealth fighters and helicopters. Both ships are equipped with a ski-jump ramp to launch F-35B fighters and other STOVL Aircraft.

Layout



Queen Elizabeth Class Carrier

1. **Ski Jump**
2. **Elevator 1**

3. **Elevator 2**
4. **Bridge Front**
5. **Bridge Back**
6. **(Not Pictured) Aircraft Hangar**

Locations

Worldwide Locations

Flight Deck Equipment

Flight Deck Equipment

Approach and Landing Equipment and Operations

Instrument Approach & Communications Equipment

TACAN and ILS Frequencies

TACAN and ILS Frequencies

Launch Operations

Launch Operations

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Type 45 destroyer

Description

The Type 45 destroyer, also known as the Daring class, is a highly advanced air-defense destroyer in the United Kingdom's Royal Navy, designed to replace the older Type 42 destroyers and serve as a key component of the Royal Navy's Carrier Strike Group. With a displacement of around 8,500 tonnes and a length of 152.4 meters, it is one of the largest and most capable destroyers in the world. The ship features a stealthy design with reduced radar cross-section, powered by an Integrated Electric Propulsion (IEP), allowing it to reach speeds over 30 knots. The Type 45 supports helicopter operations, typically using a Merlin HM2 for various missions, including anti-submarine warfare. With a crew of around 190, the Type 45 has been deployed globally for air defense, maritime security, and NATO operations since its introduction in the mid-2000s, and it remains a critical asset in the Royal Navy's fleet, ensuring the protection of UK naval interests worldwide.

UK Carrier Strike Group V2

Type 23 frigate

Description

The Type 23 frigate, also known as the Duke class, is a versatile and multi-role warship serving in the United Kingdom's Royal Navy. Originally designed during the Cold War for anti-submarine warfare (ASW) to protect naval task groups from Soviet submarines, these frigates have evolved to perform a wide range of missions, including surface warfare, maritime security, and humanitarian operations. With a displacement of around 4,900 tonnes and a length of approximately 133 meters, the Type 23 features a stealthy design, advanced sensors, and a Combined Diesel-Electric and Gas (CODLAG) propulsion system, allowing for quiet operation during ASW missions and speeds exceeding 28 knots when needed. Each ship can operate a Merlin or Wildcat helicopter for extended operational capabilities. With a crew complement of about 185, the Type 23 has been the workhorse of the Royal Navy since its introduction in the late 1980s and has seen service in global operations ranging from anti-piracy missions to humanitarian assistance.

UK Carrier Strike Group V2

Worldwide Locations

Note
At this time, we are not offering custom locations on an individual case-by-case. However, you can create a ticket on the Support Discord with the desired locations and we will consider adding them in a future update.

Moving vs Static Locations

The pack features both moving and static carrier locations. For more information on the differences: Moving vs Static Locations

Location Frequencies (UNICOM, ILS, TACAN)

Instrument Approach & Communications Equipment

Locations Map

Open interactive resource ↗

Queen Elizabeth Carrier

Static Locations

- (R081) Portsmouth
- (R082) Halifax
- (R083) New York
- (R084) Cyprus
- (R085) Edinburgh
- (R086) Melbourne

Moving Locations

- (RM81) Falkland Islands
- (RM82) Irish Sea
- (RM83) Scotland
- (RM84) Vancouver Island
- (RM85) North Sea
- (RM86) Gulf of Aden

Prince of Wales Carrier

Static Locations

- (R091) Gibraltar
- (R092) Brunei
- (R093) East Africa
- (R094) British Virgin Islands
- (R095) Blackpool
- (R096) Northern Scotland

Moving Locations

- (RM91) Guyana
- (RM92) Eastern India
- (RM93) Baltic Sea
- (RM94) Mediterranean Sea
- (RM95) USA Pacific Coast
- (RM96) Celtic Sea

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Moving vs Static Locations

Equipment and Functions	Static	Moving
Functional Elevators, and Animated Crew		
Spawnable on Runway	, airport with ICAO Code	, airport with ICAO Code
Teleport to Runway/Parking/Approach*		
Searchable by ICAO Code		
Hangar is accessible and Teleportable		
Multiplayer Compatibility	, does not require syncing	, requires syncing
Align to Wind		
TACAN, ILS (ICLS), UNICOM		
Automated Carrier Landing System (ACLS)		

Note
*Teleporting is an experimental feature. For more information, Teleporting

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Flight Deck Equipment

Elevators

Elevators provide movement of aircraft, vehicles, and equipment from the hangar bay and the flight deck. Elevators are typically located near the Bridge of the carrier. In the case of the Queen Elizabeth Class, two elevators are available.

Elevators are operated through the Miltech Universal Carrier Toolbar under the Controls tab.

Hangar Bay

The hangar bay is located below the flight deck and spawns two-thirds of the total length of the carrier. It is used to store aircraft, supplies, ammunition, and cargo. It is accessible through the elevators.

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Instrument Approach & Communications Equipment

Caution
Navigraph and similar apps that replace stock navigation data seem to be incompatible with Carrier TACANs. These apps seem to exclude any TACANs and Navaids not in the database. We are currently investigating this issue.

Tactical Air Navigation System (TACAN)

Navigation system used by military aircraft. It provides the user with bearing and distance to a ship-borne station. A TACAN typically has a range of 200 miles. TACAN is only available on static ship locations.

Queen Elizabeth TACAN

All Static Locations: 72X

Prince of Wales TACAN

All Static Locations: 72X

Instrument Landing System (ILS/ICLS)

This operates much like a traditional ILS system, but it is only operational for US aircraft carriers. Precision radio navigation system that provides short-range guidance to aircraft to allow them to approach a runway at night or in bad weather. ILS is only available on static ship locations.

Queen Elizabeth ILS

All Static Locations: 108.95

Heading depends on location.

Prince of Wales ILS

All Static Locations: 108.95

Heading depends on location.

Automated Carrier Landing System (ACLS)

ACLS is not available at static or moving locations, as this is currently not supported by MSFS.

Carrier Air Traffic Control Center (CATCC) & Communications

Static carriers are equipped with a UNICOM frequency for AI and multiplayer traffic communications using the stock MSFS ATC. Moving carriers are not equipped with UNICOM frequencies.

Static carriers are also equipped with ATIS for weather reports.

Queen Elizabeth UNICOM

All Static Locations: 121.00

Prince of Wales UNICOM

All Static Locations: 121.00

UK Carrier Strike Group V2

Multiplayer Operations

Note
Miltech's UK Carrier Strike Group is fully compatible with Multiplayer. However, there are a few thigs you must consider when flying on multiplayer

Caution
Restarting a flight after Multiplayer Sync may freeze the simulator. Launch a new flight from the WorldMap every time you wish to restart a flight.

Static vs Moving

Static Carriers are inherently compatible with multiplayer as there are no "moving parts". This means that the carrier is static at that location on all systems on the network.

On the contrary, Moving carriers can be located at slightly different locations due to their moving nature. For that reason, moving carriers must be "synced for multiplayer" through the Miltech Universal Carrier Toolbar under the Controls tab.

- After syncing for multiplayer, the aircraft will spawn on the carrier deck automatically.
- Align to Wind cannot be used over multiplayer. All other functions are available.
- Multiplayer syncing resets every hour. A countdown is visible on the Supercarrier Toolbar. After the counter reaches 0, Multiplayer Sync will deactivate. To continue flying over multiplayer and synced with other players, click on "Multiplayer sync" again.
- It is recommended that if little time is left before the counter reaches zero, you wait until the syncing restarts so it doesn't interrupt your flight.

Limitations over Multiplayer

Unfortunately, Multiplayer on MSFS is still quite limited. We are engineering ways around these limitations, but these will only come at a future update. As of initial release, the limitations are the following:

- Multiplayer on moving carriers require syncing. Syncing restarts every hour.
- Animations do not sync over multiplayer. Eg. if an aircraft goes down on the elevator, you will not see the animation, only the aircraft.
- It is possible that you may see aircraft floating beyond the bounds of the aircraft carrier flight deck. This is due to inaccuracies in the aircraft position synced over Multiplayer.