PRODUCT MANUAL

USS Bush, ARG & Lexington

4 articles · Complete website edition

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Miltech Simulations Carriers

- Amphibious Ready Group for MSFS
- USS George W. Bush for MSFS
- USS Lexington for MSFS

USS G.Bush, Amp. Ready Group, USS Lexington

Amphibious Ready Group for MSFS

Caution
It is **required** to deactivate Crash Detection to use this Addon.

An Amphibious Ready Group of the United States Navy consists of a naval element - group of Warships, and a landing force - fleet of aircraft. Together, these elements and supporting units are trained, organized and equipped to perform amphibious operations, such as offensive coastal landings, but have been used in the past for humanitarian, MedVac and transport missions.

Amphibious Ready Groups consist of one Landing Helicopter Assault (LHA), a Landing Platform Dock (LPD) and supporting vessels, such as LSDs and Frigates. These typically carry MV-22B Ospreys, F-35Bs, AV8Bs and attack/transport helicopters.

Worldwide, there are normally at least three ARGs deployed at all times, typically one in the Mediterranean Sea, and two in the Western Pacific. Under a slightly different configuration, which may include cruisers, destroyers and submarines, the Amphibious Ready Group then becomes an Expeditionary Strike Group.

Ships and Hard Decks

This product includes both STATIC AND MOVING SHIPS.

All STATIC locations of the USS America are spawnable, and feature both a “Runway” (Ready to Fly) as well as a “Parking” (Cold and Dark Start) position. All other ships feature Hard Decks, which can be landed on, but are not spawnable. All ships are easily identifiable on the World Map with POIs.

Included Ships

- USS America Landing Helicopter Assault Ship (Spawnable)
- USS San Antonio Landing Platform Dock Ship (Hard Deck)
- USNS Mercy Hospital Ship (Hard Deck)
- USS Lewis B. Puller Expeditionary Mobile Base (Hard Deck)
- USS Virginia Nuclear Submarine

Static Ships

All 16 Locations are centered around USS America Carrier, and are identified by ICAO Codes:

- AG01 San Diego (Former Home Port for USS America)
- AG02 Sasebo (Current Home Post for USS America)
- AG03 Gulf of Aden
- AG04 Persian Gulf
- AG05 Key West
- AG06 Okinawa

- AG07 Caribbean Sea
- AG08 New River
- AG09 South Mediterranean Sea
- AG10 Philippines
- AG11 Pascagoula (Sea Trials)
- AG12 Portsmouth
- AG13 Northern Mediterranean
- AG14 Gulf of Bengal
- AG15 Hawaii
- AG16 Gibraltar Strait

Moving Ships

All 6 locations are identified with a POI on the map. The aircraft will spawn in the air, close to the carrier.

- Norfolk
- Oahu
- Pacific Coast
- Phillipine Sea
- Arabic Sea
- Mediterranean

Nav\&Comm Frequencies

- LHA Unicom Frequency: 121.00.
- TACAN frequency (USS America, static ships only): 22X (108.50)

Notes and FAQs

- When taxiing the Osprey on the deck, use the "Assisted Taxiing" tool, available in the InGame Panel.
- Pause does not work on the deck of a moving ship. Do not pause the Sim while on the deck.

Note
Disclaimer: Although this product resembles its real-world counterparts in many aspects, the product does not accurately represent (nor intends to accurately represent) the real ships design, features, systems or missions. It is for entertainment and educational purposes only, and shall not be used for real aircraft training or any other professional application.This product is not endorsed, supported by, related to, certified by or in any way connected to the US Air Force, Navy, Marine Corps or any manufacturer or operator. The product has been exclusively inspired by readily available information. This product falls into Fair Use of all applicable copyrighted and trademarked materials, as a transformative work inspired by the real ships.

USS G.Bush, Amp. Ready Group, USS Lexington

USS George W. Bush for MSFS

Warning
Effective September 15th, 2023, USS George W. Bush for MSFS will **no longer be supported** and effectively becomes a discontinued product. This was the very first attempt to make a commercial MSFS Aircraft Carrier module, months before the Top Gun expansion was released, and hence is heavily limited on its capabilities. For that reason, we will no longer process requests of custom locations for the USS George W. Bush. USS George Bush will no longer be available at ORBX, and the price will lower on the MS Marketplace to the lowest possible price on the platform (as products cannot be easily removed from the market).

Caution
It is **required** to deactivate Crash Detection to use this Addon.

USS George H.W. Bush is the tenth and final Nimitz-class supercarrier of the United States Navy. The carrier entered operations in 2009 and it currently operates from its homeport in Naval Station Norfolk, Virginia.

Locations

Out of the box, the product includes 7 static, spawnable locations. This means that the carriers do not move, and flights can be started from the carrier deck. The carrier will be visible as an airport on the WorldMap. We have created custom ICAOs for the different locations:

- UGB1: Port of Origin (Norfolk)
- UGB2: South of Key West
- UGB3: Sea of Japan
- UGB4: Persian Gulf
- UGB5: South Mediterranean Sea
- UGB6: Gulf of Aden
- UGB7: South China Sea

Limitations

- Carriers are all static objects. We have no plans to make them move since this is not possible with MSFS's SDK. Airports have fixed coordinates.
- The carriers have uncontrolled ATC. There is an ATC frequency for each, but these work as an uncontrolled airport (UNICOM). AI traffic does not visit this airport anyways.
- PAPI/VASI/OLS are not functional.
- Crash Detection must be off at all times, otherwise, you might have issues using the product.
- Catapults are not natively supported. Arrestors are only natively supported with aircraft that feature a native tailhook.
- No animated crew.

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USS G.Bush, Amp. Ready Group, USS Lexington

USS Lexington for MSFS

Caution
It is **required** to deactivate Crash Detection to use this Addon.

USS Lexington, nicknamed "Lady Lex", was the name ship of her class of two aircraft carriers built for the United States Navy during the 1920s. Originally designed as a battlecruiser, she was converted into one of the Navy's first aircraft carriers during construction to comply with the terms of the Washington Naval Treaty of 1922. The ship entered service in 1928 and was assigned to the Pacific Fleet for her entire career. Lexington participated in World War II, sinking during the Battle of the Coral Sea. We have created an accurate representation of USS Lexington functional with any aircraft on MSFS.

Locations

Out of the box, the product includes 9 static, spawnable locations. This means that the carriers do not move (MSFS limitation), and flights can be started from the carrier. The carrier will be visible as a starred scenery on your MSFS map. We have created custom ICAOs for the different locations:

- CV201: Pearl Harbor
- CV202: South East from Oahu
- CV203: Wake Island
- CV204: Coral Sea
- CV205: Midway Atoll
- CV206: San Diego
- CV207: Panama Canal
- CV208: English Channel
- CV209: North Sea

Limitations

- Our product currently has a few limitations to take into consideration due to the current state of MSFS's SDK.
- Carriers are all static objects.
- Airports have fixed coordinates.
- The product does not have animations. This means that the aircraft elevators do not move.
- The carriers have uncontrolled ATC. There is an ATC frequency for each, but these work as an uncontrolled airport (UNICOM). AI traffic does not visit this airport anyways.
- Carrier operations are basic. Do not expect carrier personnel to interact with the aircraft.

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