

DCS F-5E Tiger II

Crew Checklists

Normal Operations

Do not use for real flight
DCS World only

Preparation

Cockpit Preparation

Battery		BATT
Generator L and R		PWR
Fuel Pump Switches L and R		ON
UHF Radio		MAIN
ATC Frequency		as desired
Request Compressed Air	\ F8 F5, F1	
Request ATC Approval for Engine Start	\ F1 F1	
Canopy		as desired

Engine Start-Up

Engine Start-Up

External Lights		as required
Request External Air Supply	\ F8 F5 F3	
Left START Button (when engine speed is 10%)		PRESS
Left Engine Throttle	RALT + HOME	Idle
Left Engine Instruments		Check
Aux Intake Door Position BARBER POLE		Check
Request External Air Supply	\ F8 F5 F3	
Right START Button (when engine speed is 10%)		PRESS
Right Engine Throttle	RALT + HOME	Idle
Right Engine Instruments		Check
Aux Intake Door Position OPEN		Check
Disconnect External Air Supply	\ F8 F5 F2	

Systems Startup

Radar Mode Selector		STBY
Speed Brakes		Retract
Flaps		AUTO
Pitch and Yaw Dampers		YAW and PITCH
Pitch Trim		Takeoff Position
Standby Attitude Indicator		-3 Degree
Oxygen Supply Switch		ON
Pitot Anti Ice		as required
Engine Anti Ice		as required
RWR		POWER/as required
TACAN		T/R
TACAN Frequency		as required
HUD Panel		as required
ADI Course Knob		as required

Taxi/Take Off		
Before Taxi		
Request Approval for Taxi	\ F5 F1 F1	
LANDING & TAXI LIGHTS		ON
Start Rolling		65% to 70%
Ground Steering	S	NWS
Before Take Off		
Canopy		CLOSED
Request Take Off Clearance	\ F1 F1	
Altimeter		Set as required
NOSE STRUT		EXTEND
After Take Off		
LDG GEAR		UP
Auto Balance		LEFT LOW

Fight		
Fence In		
External Lights		Off
HUD Panel		Check/as required
Pylons		ON/as required
BOMBS ARM		as required
EXTERNAL STORES		as required
Fence Out		
BOMBS ARM		SAFE
EXTERNAL STORES		SAFE
Master Exterior Lights Switch		Pinky FWD
External Lights		as required

Return/Landing		
Prepare Landing		
LANDING & TAXI LIGHTS		ON
GEAR		DOWN
FLAPS		as required
ILS		as required
After Touch Down		
Drag Chute	P	Jettison
Flaps		UP
Radar Mode Selector		OFF
Pitot Anti Ice		OFF
Engine Anti Ice		OFF
Canopy		Open