

HEAVY BOMBER CONTROL GUIDE

BOEING B-17G FLYING FORTRESS



ENGINE CONTROL:

Seated in pilot's seat, engines are referenced left to right:
1 – 2 (pilot) 3 – 4.

- Shift + 1** to control engine #1 independently
- Shift + 2** to control engine #2 independently
- Shift + 3** to control engine #3 independently
- Shift + 4** to control engine #4 independently
- Shift + E** to control all engines simultaneously



- Engine cannot be feathered, only shut down.
- Engine fires are unaffected by shutting down engines.

GROUND HANDLING:

Wheel brakes can be dual and individually controlled:

- Both Brakes: **Space Bar**
- Left Brake: **V** key
- Right Brake: **C** Key

NAVIGATION:

It is sometimes necessary to make final course & steering adjustments when you are in the bombsight. To do this without leaving the site, use your **J** and **L** keys. These keys control the rudder trim tabs and allow you to perform small course adjustments from within the bombsight.

- J** – shift left
- L** – shift right

DEFENSIVE GUNNERY:

Pulling your trigger from a gunner station will only fire that aircraft's guns. To fire all guns from all planes at your opponent do the following:

1 – Padlock your opponent by putting your gunsight on him and clicking the **TAB** key. A red square will surround that bandit's range icon indicating that they have been padlocked.

2 – When he gets within range, fire all guns at this opponent using your **N** Key, not your trigger. All guns from all planes will fire towards the enemy creating an interlocking cone of fire.

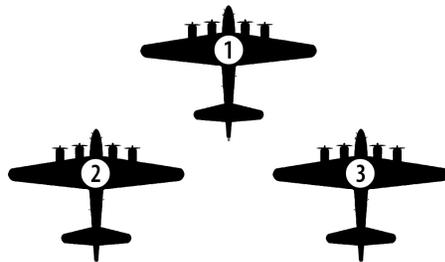
GUNNER POSITIONS:

2 – Ball Turret	1200 rounds
3 – Top Turret	800 rounds
4 – Tail Gunner	1000 rounds
5 – Chin Gun	1930 rounds
6 – Left Waist	600 rounds
7 – Right Waist	600 rounds

SWITCHING PLANES:

You can jump from plane to plane gunnery positions to target your opponent more effectively.

For example, you are in the chin gun position in the lead plane and want to jump to the chin gun in the plane to your left. While in the chin gun position, you would click "**Ctrl + 2**". See the plane reference diagram below.



BANDIT CALLS:

Pilots should calmly call out bandits using the clock direction system. Bandit calls should be in the following format:

- 1 – Number of aircraft
- 2 – Type of aircraft
- 3 – Posture (closing, circling, departing)
- 4 – Clock direction (relative to pilot's seat)
- 5 – High or Low

