THE RF-4C RECON PHANTOM GUIDE

The RF-4C Recon system consists of several cameras, which point ahead, point down and point to each side of the aircraft.
You do not directly see what each camera is recording, but what you do see is an image inside a large round optical viewfinder to the left of the RWR screen.

Optical Viewfinder

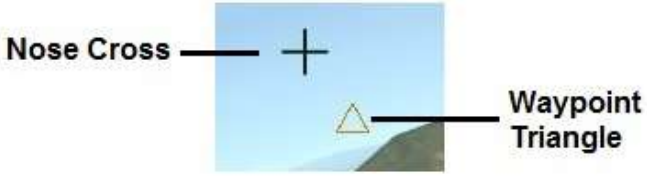
The image comes via a periscope system that points through a small window in the nose of the aircraft.

Photo Recon requires you to fly at precise altitudes with precise timing and precise target framing.

ALTITUDE
Most Recon Missions are initially flown at 8,000 to 10,000 ft. You can choose to go lower and use the AG HUD.

TIMING
Cycle the Visual Targeting Command "Y" to lock onto your Friendly Strike Package. Their Speed and altitude will show in the right-hand Information Block.
By monitoring this information, you can precisely time yourself to arrive at the target just as the balloon goes up. Pay attention to their radio call "Five minutes to target".

If you are too early you LOITER. If you are behind time, cut corners and SPEED UP.



FRAMING
Put your Nose Cross on the Objective Waypoint Triangle and the target will be directly ahead of you.
Nose the aircraft up and down to find the target in your viewfinder.

Lean into the viewfinder (i.e. ZOOM IN) to see more detail. If you miss the framing, switch to AG HUD and get down to low level.

TAKE A SCREENSHOT

Get safely back to base. If the Recon Interpreters don't get your film, the mission is a failure.

No more lens cap jokes, thank you.

Anything the Viewfinder sees is capable of being photographed by the camera array.

Now you don't actually have a switch to activate the camera, but you can use the Print Screen function at the appropriate time to get a Screen Shot like this.

Looks like the Strike Package got the target

Unlike the real RF-4C, the YAP version has the RADAR and the RECSCOPE sharing the same display.
Our traditional excuse being "this is a limitation of SF2".

To switch between RADAR and Recscope, you cycle the RADAR Mode key

As an apology, we have put the RWR adjacent to the shared scope. In reality it is the RADAR and Recscope that should be adjacent to each other.
But keep that under your hat.

This is the standard cockpit view optimised for Recon and landing.
If you want to see the instruments, then Tilt Down or Zoom Out

And here's a mad idea.
If you want to get an even closer look at the target...

Lean into the viewfinder.

In other words ZOOM IN

You don't have a HUD glass, but in Caged Mode you can get a Nose Cross that shows you where your nose is pointed.

In a mission, lining up the Nose Cross with the Objective Waypoint Marker will give you the best chance of overflying the target.

The Nose Cross is supplemented by the Flight Path Marker when landing in Caged Mode.

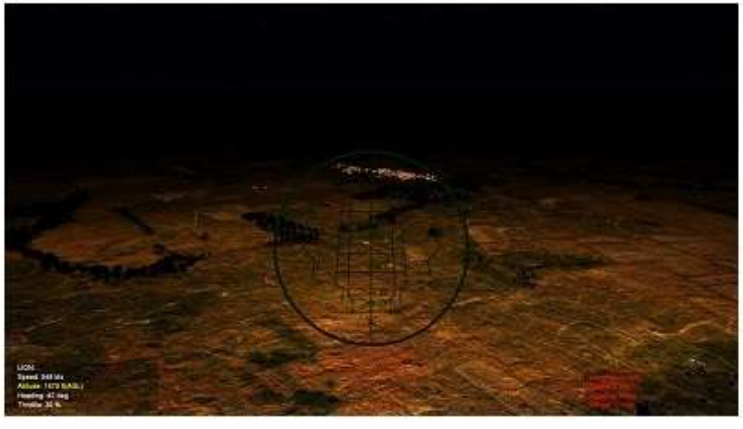
This is the AG Mode HUD, which is totally inauthentic, but fun to use for in-your-face low altitude shots. Best used with the Cockpit Graphic removed.

The reticle lines show the areas covered by the camera array. So anything within the circle is being photographed.

Night missions eh? Can't see a freakin' thing. Which is why we give you Flares. No not those trendy trousers, the MK74Flare_USAF.

When you get near the target, start pumping them out.

They fall behind the aircraft, so are only of any use when you are below 5000 ft and using the AG HUD



Some missions require vertical views, taken 90 degrees straight down. For these missions, the MK_RF4C_Recscope would be automatically replaced by the MK_RF4C_Vertscope in the Loading Screen.

The standard flight profile for the Vertscope would be straight and level at 14,000ft, or just below cloud level