

Track name:  **ACTIVE** **PASSIVE** Speed:  Range:  SOLUTION:

Turns tracked (0 1 2 3 4 5 6 7 8 9) +  +  +  +  +  =  MAX SOL. :

Turns lost     START OVER  OTH-T  Link  ASCM  M. Spd  C. Spd FCS generating platform:  A/C  SHIP

RF cross-fix:  YES  NO ES Gen:  1<sup>st</sup>  2<sup>nd</sup>  3<sup>rd</sup>  4<sup>th</sup>  5<sup>th</sup>  6<sup>th</sup> Contact OTH:  YES  NO

Combat System:  1<sup>st</sup>  2<sup>nd</sup>  3<sup>rd</sup>  4<sup>th</sup>  5<sup>th</sup>  6<sup>th</sup>  Cmbt A/C Link:  None  NRT  RT OTH-T:  YES  NO

ASCM:  Seeker Gen:  1<sup>st</sup>  2<sup>nd</sup>  3<sup>rd</sup>  4<sup>th</sup> LRM:  NO  YES  SCOUT MODE Speed:

1 Tac Turn Flight Distance

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