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Razbam - A6 Intruder

[RAZ-005]

AUD\$29.70

Available Options:

Delivery Option: Filesize: 163.02 MB

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Compatibility: FSX, FS2004

0



The Grumman A2F (A-6) Intruder was the result of a February 1957 Navy request for proposals for a replacement for the Douglas AD Skyraider in both the Navy and the Marine Corps. The request was accompanied by Type Specification 149, which asked for a two-seat aircraft capable of performing in all-weather conditions. An ability to take off and land in short distances was required, as was a top speed of at least 500 knots and a mission radius of at least 300 nautical miles.

Since supersonic performance was not called for, the aircraft was powered by a pair of non-afterburning Pratt & Whitney J52 turbojets mounted on the lower corners of the central part of the fuselage, fed by large intakes mounted on the lower sides of the forward fuselage. Since the aircraft was strictly subsonic, complex variable-geometry intakes were not required, and the intakes were simple D-shaped inlets with a small, fixed splitter plate to separate out the fuselage boundary layer air. The first example (BuNo 147864), powered by a pair of YJ52-P-6 engines, was rolled out at Bethpage on April 14, 1960. It carried no radar, and was equipped with only enough electronic equipment to allow for safe flight.

The fourth aircraft (BuNo 147867) was the first airplane to be fitted with the full set of avionics. It began flying in December of 1960. As expected for such a complex system, the DIANE system had lots of teething troubles and was initially quite unreliable. Initial assignment to the fleet was delayed by almost a year while the problems with the DIANE system were identified and fixed. While the problems with the DIANE system were being worked on, carrier trials began aboard the USS Enterprise in December of 1962. Initial deliveries to the training squadron VA-42 at NAS Oceana in Virginia began in February of 1963. On September 18, 1962, the A2F-1 was redesignated A-6A. Most A-6As were fitted with a non-retractable refuelling probe, mounted immediately in front of the cockpit. A total of 488 A-6As (including the prototypes) were built before production switched over to the A-6E version in December of 1970. 19 A-6As were converted to A-6Bs, 12 were converted to A-6Cs, 90 became KA-6D tankers, and 13 were converted to EA-6As. About half of the A-6As (240 in all) were later upgraded to A-6E format.

RAZBAM Grumman A-6 Intruder for Microsoft Flight Simulator series:

Flight Simulator 2004: A Century of Flight:

- 7 different models with 3 different schemes and loadouts
- High detailed and fully functional & clickable Virtual Cockpit, model is designed to be used from the virtual cockpit, 2d cockpit is very basic.
- Custom gauge set
- Custom sound set by Sky Song Sound Works

Flight Simulator X

- 7 different models with 3 different schemes and loadouts
- 6 different mission intended models, used specifically for missions.
- High detailed and fully functional & clickable Virtual Cockpit, model is designed to be flown directly from the Virtual Cockpit, NO 2d cockpit is provided.
- Custom gauge set
- Custom sound set by Sky Song Sound Works
- 6 Thrilling missions, using our special code that allows aircraft to drop ordnance, this means your aircraft takes off fully loaded, drop the ordnance over the target, and then land completely empty. You can actually see the ordnance leave the aircraft. No more make believe, your aircraft will land with the stores completely empty.

Missions included:

A-6A Bombing practice

Welcome to Edwards AFB!

This is a Bombing Practice Mission. There are several static & moving targets. Use this mission to practice & then refine your bombing technique.

A-6A Intruder check ride

You are a proud member of VA-52 that has recently been transferred to Widbey NAS to transition into the new A-6A Intruder. This is true check ride so all FAA regulations must be obeyed. Altitude tolerances are 100ft. You must overfly each assigned waypoint, navigate back to Whidbey & grease your landing with a touchdown speed of less than 300fpm.

A-6B Intruder Air Refueling

You are BINGO fuel. Thankfully there is a KA-6 tanker 10nm ahead of you. Rendezvous with the tanker and top off your tanks. You actually get fuel!

A-6A Intruder Bombing Qual

We have finally arrived in Hawaii & now its time to see if you can do what the Intruder was designed for, make war.

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You will have 4 objectives.

1. Make a level bomb run on a factory.
2. Make a dive bomb attack on a moving destroyer.
3. Perform a loft bombing attack on a refinery.
4. Return & land safely.

A-6E TRAM Free Guns

Our carrier group is steaming in the Persian Gulf. This is a free guns mission, perfect for practicing your bombing technique or just wreaking wanton destruction.

A-6A Intruder Free Guns

Welcome to Da Nang! This is a free guns mission. Perfect for practicing your bombing technique or just wreaking wanton destruction.

RAZBAM Grumman A-6 Intruder Third Wire Strike Fighter series

- 4 High detailed models with high detailed cockpits
- High detailed pilots models
- Accurate textures with decals
- Custom sounds

For FS9 and FSX

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Friday 08 March, 2013

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