

Refuel a fighter flight

An accepted order is the start. Check that fuel actually arrives.

GAME v0.8.16.0 / ENGLISH

☐ 01 Check the fighters

In ACTIVE OPS, find the fighter by callsign and read F, its fuel percentage. Check the other fighters in its flight too: the order can include them.

☐ 02 Check the tanker

Use a tanker that is already flying. Check its callsign, type, task and position. Read F for its own flight fuel and AF for fuel it can give to other aircraft. Use TRACK or ANCHOR to set its working area if needed.

☐ 03 Give the REFUEL order

Right-click the fighter that needs more fuel and choose REFUEL. Check the intended tanker's name and type, then click that tanker.

☐ 04 Confirm the assignment

Read REFUEL ASSIGNED in ASMA, the message window. Check the fighters and tanker named in it. If REFUEL FAILED appears, read the reason before trying again.

☐ 05 Follow the approach

Watch the fighters fly to the tanker. Give them time to reach the fuel-transfer position. A joining call or two nearby symbols is not proof that fuel has moved.

☐ 06 Confirm fuel transfer

With the game running, compare each fighter's F in ACTIVE OPS over time. It should increase while fuel is arriving. The rounded percentage may take a moment to change.

☐ 07 Check each fighter's next task

After it leaves the tanker, read its fuel, task and destination. Read the whole REFUEL COMPLETE message. Use RTB to return and land if needed; do not assume every fighter resumes the same job.

KEEP IN MIND

TANKER DRY: check the fighter's fuel and return plan immediately. It does not mean the tanker's own flight fuel is empty.

Before selecting a tanker, Escape leaves the unfinished selection. It does not undo an accepted order.

If the right-click menu is disabled: AC Control > ENABLE RIGHT CLICK MENU.

Missing ACTIVE OPS row? Click the highlighted IDENT and TASK badges again to clear both filters.

FULL GUIDE

Scan the QR code or open the link for the full guide.

airdefendergame.com/pages/training-manual-refuelling/

