

Evacuation (V2.7)

Flight created on 15.11.2022 (22.10.2023 V2.5 English)
(Amended 28.01.2025, spelling mistake corrected.)

Estimated flight time 1h15min.

Difficulty easy-difficult (depending on flight mode).

Mission: Deliver building materials to a village.

Prerequisite: **For this flight the seaplane " Beriev Be-200" is absolutely necessary.**

Download this aircraft here:

<https://www.rikoooo.com/downloads/viewdownload/51/897>

If the download link does not work, contact me: p3d@andi20.ch

Introduction

You are in Tunisia at Carthage Airport (DTTA).

A load of construction materials has to be delivered to the nearby village.

You probably remember the village, because about a year ago you took a relief delivery there for the boss.

At the beginning you select the flight mode:

1) With help (Easy).

- The mission compass shows the current target.
- The co-pilot helps with altitude, speed, flaps, landing gear, etc.

2) Without help (Normal)

- The mission compass is disabled.
- The co-pilot helps only a little.

3) Without help and autopilot is defective (Heavy)

- The boss has once again bought a used machine. Unfortunately the autopilot doesn't work, so you have to fly everything "by hand".

Start

Follow the instructions from the co-pilot and air traffic control.

Take off, climb to 3000 feet and follow the GPS.

Turn on the GPS so you can follow the route without the autopilot.



On the road

After landing at the village, you have to evacuate the fishermen because of a volcanic eruption on Fisher Island.

Exactly, you already know Fisher Island from the earlier mission "Medicine Delivery".

The flight

As we all know, an ash cloud doesn't really do the engines any good, so one, or even both engines may fail.

The mission has different courses, but you will be able to bring the fishermen to the village in any case.

- 1) Problem-free flight: no engine failure.
(Well done, you kept strictly to 200 feet altitude near the island).
- 2) Engine failure on approach to fishing island. You will have to take off and fly back with only one engine.
- 3) Engine failure after takeoff from Fisher Island.
- 4) Shortly before the finish, on the approach to the village, the second engine may also fail.
So landing in glide, without instruments, without flaps, landing gear you have to crank out manually....
- 5) At the fishing island you can also decide if you want to take the fish supplies with you (the plane is overloaded).

Loading the fish supplies is optional, the mission will be

considered accomplished even without this load.

By the way, the plane can overload itself and take off with a failed engine!

Since a "water runway" is virtually infinite, the machine will eventually take off.

I hope you enjoyed this flight, if so please give feedback to p3d@andi20.ch . Also send error messages (spelling mistakes, wrong information, etc.) to p3d@andi20.ch, I appreciate any feedback.