

Raketenhammer

USER MANUAL



By BeastHunter

The Raketenhammer is the next generation of tank, designed to level anything in its path, whether it be a building, enemy position, or even another tank. Here you will learn how to use this deadly machine and use it to its fullest potential in combat.

Let's start with the driver.



Here is the driver's viewport and gauges. The gauges tell you your speed, throttle, fuel, and how far you are leaning in either direction.



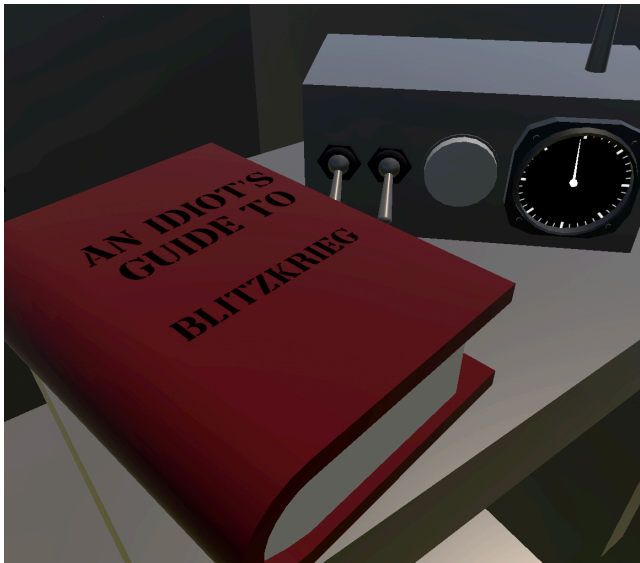
These are the control levers. The one on the left controls yaw. The one on the right controls the throttle, which has VTOL as the input.

In order from left to right, here are the functions of the switches:

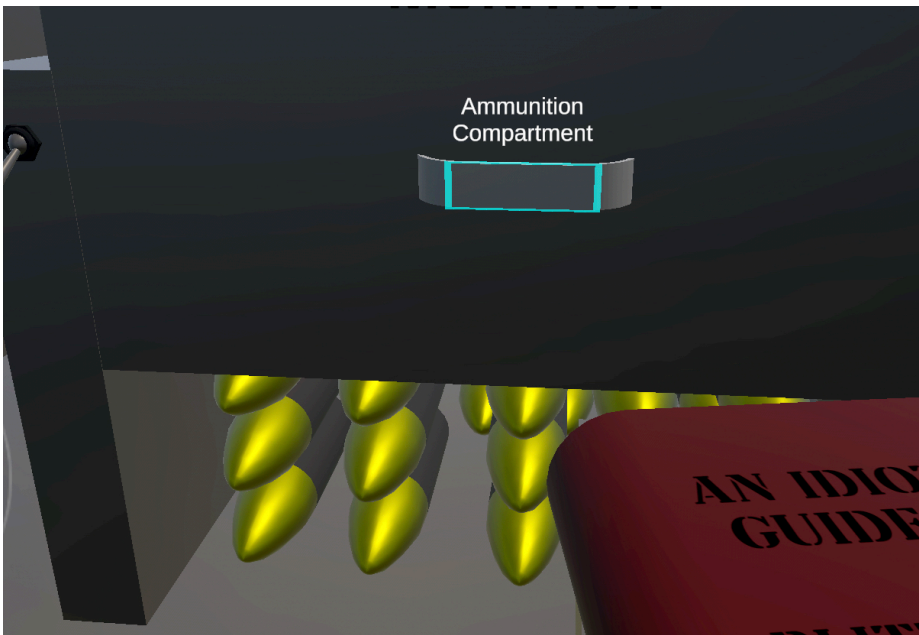
- Opens the front hatch (group three).
- Brake.
- Headlights (group eight).
- Snowplow (group one).

With these switches, you can comfortably control the functions of the tank at any time.

Next is the radio operator position:

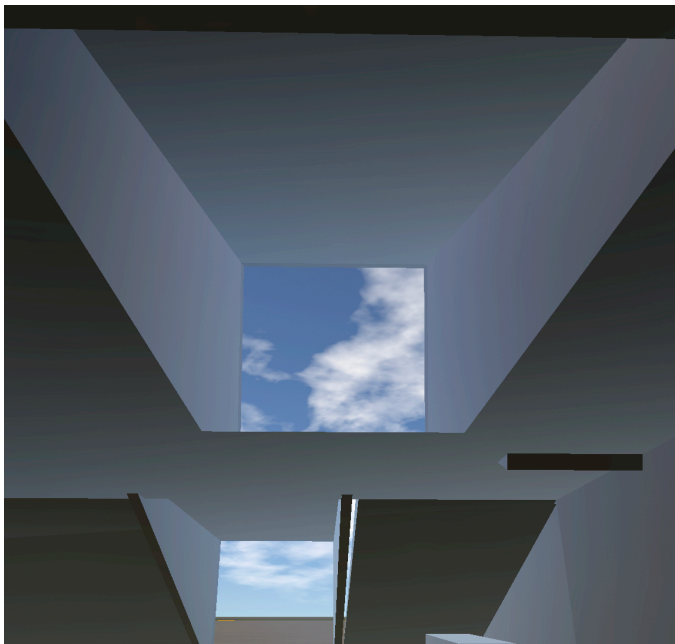


On the desk in front of you, you have a radio and a book. There are no controls for these items, but they are something to stare at on long journeys. However, German tank crews are supposed to know basic Blitzkrieg skills, so let's keep the contents of this book a secret. The seat is mounted backward to allow easier access through the frontal hatch (group three).

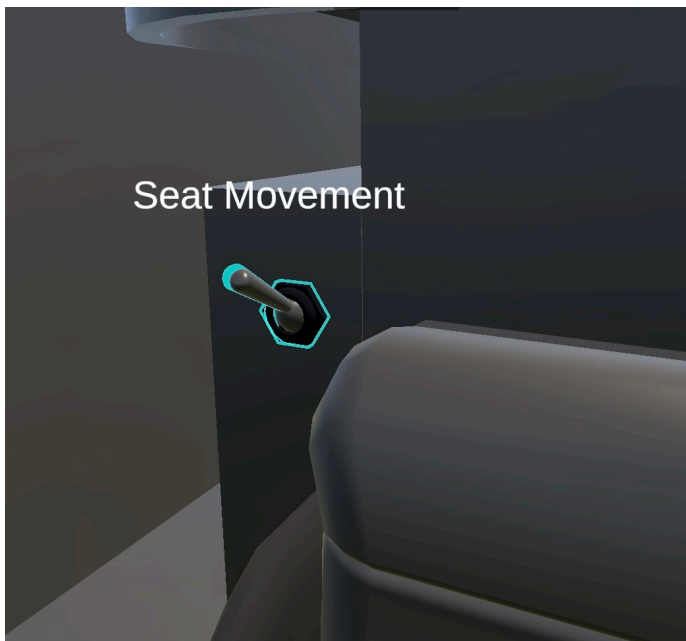


This button (group four) opens an ammunition compartment. In combat, it is the radio operator's role to take ammunition from the storage area to the turret.

Now for the tank commander:



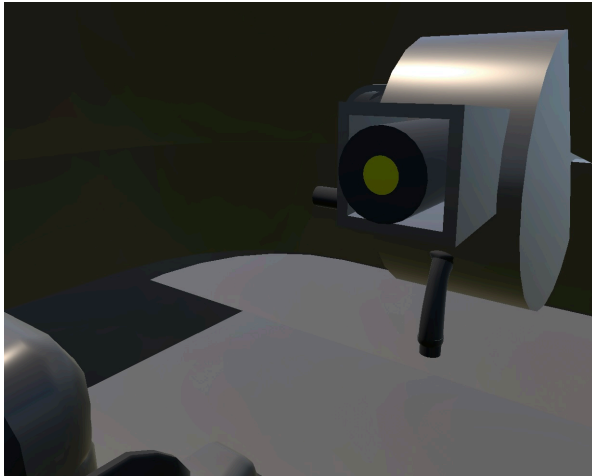
As you can see in this image, the tank commander has



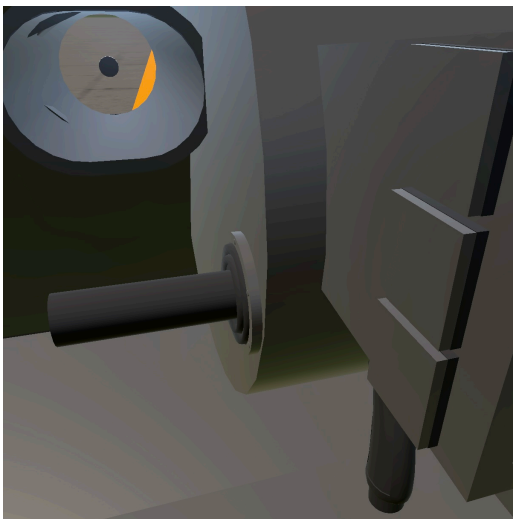
a retractable periscope to see outside of the tank. It automatically retracts in third person viewing modes.

This switch (group five) moves the commander's seat sideways, allowing the gunner or radio operator access between the front and rear areas of the tank. The seat can be moved across to allow access to the ammunition storage. The commander's position in the crew compartment allows for more room for ammunition in the aft of the tank.

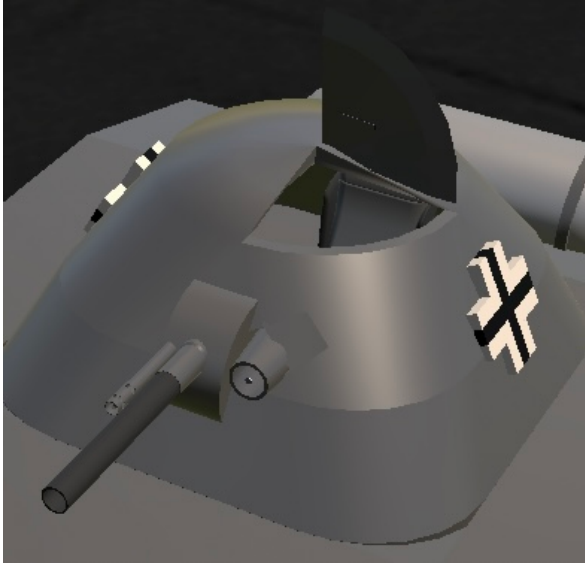
Now, I've saved the best for last. Here is the tank gunner's position:



As you can see, the gunner sits in a seat that rotates with the rest of the turret. There is a shell loaded into the breech, and a gunsight to help with aiming.



The sideways control stick is for aiming the gun, and the trigger grip is for firing it. The buttons cycle targeting mode, select a target, and deploy the smoke screen. The gunsight is more for VR than normal SimplePlanes.



Lastly, there is a hatch to see out of. You can open it by pressing a button on the underside of the hatch. It also elevates the gunner's chair, making it easier to see out of. It is useful for getting a better view of your target.

Good work! You now know everything about the Raketenhammer tank! Good luck out there, soldier!