

IL 2 STURMOVIK

BATTLE OF STALINGRAD

ENGINE MANAGEMENT SETTINGS

Ju87 G Stuka

Take off	2600 rpm @ 1.42 ata
	Rotate @ 170 kph
Climbing	240 kph @ 2450 rpm
Cruise	2100 rpm @ 1.10 ata
	Above 6000m reduce by 0.1 ata
Combat	2250 rpm @ 1.2 ata
30 mins max	2400 rpm @ 1.25 ata
No restriction	2250 rpm @ 1.15 ata
Landing	Downwind 2000rpm @ 0.6 ata
	Water radiator closed
	Touch down 150 kph

BF 109 F4

Take off	@ 2500 revs @ 1.3 ata
	Rotate 180 kph
	Max 1 minute 2700 revs @ 1.42 ata
	Max 5 mins @ 2500 kpa
Climbing	250 to 350 kph @ 2600 rpm @ 1.3 ata
	Supercharger >3000m
	Set horizontal stabilizer when in level flight
Landing	1500rpm @ 0.6 ata
	Gear down <350 kph
	Flaps < 250 kph
	Finals 200-220 kph
	Touchdown 160-170 kph

LaGG-3 mod29	
Take off	@ 2600 - 2700 rpm
	Rotate 190 kph
Climbing	250 to 300 kph @ 2600 rpm
Cruise	Level flight fuel saving 1700 rpm
Combat	2650 - 2700 rpm Engine temp 90-100C if it exceeds 110, revs back to 2300 Fuel to lean prop to fine > 3000m
Landing	Set 2600rpm in case of go around
	Reduce throttle
	Both Radiators closed
	Gear down <300 kph
	Flaps <250 kph
	Finals 200 - 220 kph
	Touch down 180 - 190 kph
YAK-1	
Take off	@ 25050 - 2700 rpm
Climbing	250 to 300 kph @ 2600 rpm
	Supercharger >3000m
	Transit 270 kph @ 1700 rpm for fuel saving
Combat	2650 - 2700 rpm (with both radiators 3/4 closed with no ill effects)
	90 - 100 C for water and oil temps - Max 110
Landing	Wheels down <300 kph
	Flaps <250 kph
	Close both radiators
	Glide 185 kph
	Touchdown 160 - 170 KPH

IL2 & IL2 mod Strumovik

Take off	@ 2150 revs
	Gear up 2050 revs @ 10.5
Cruise	1850 revs @ 8.5
Combat	2050 rpm Close to target Adjust speed to 300 - 320 kph Close oil radiator
Landing	1800 rpm @ 6.0
	Gear down <250 kph
	Close water radiator
	Flaps <200 kph
	Glide speed 190 kph
	Touchdown 150 - 160 Kph

edited by =LUPO=