NAVAIR 00-110AF4-3

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# Standard Aircraft Characteristics

# NAVY MODEL F-4J AIRCRAFT

(TITLE UNCLASSIFIED)

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# STANDARD AIRCRAFT CHARACTERISTICS F-4J PHANTOM II

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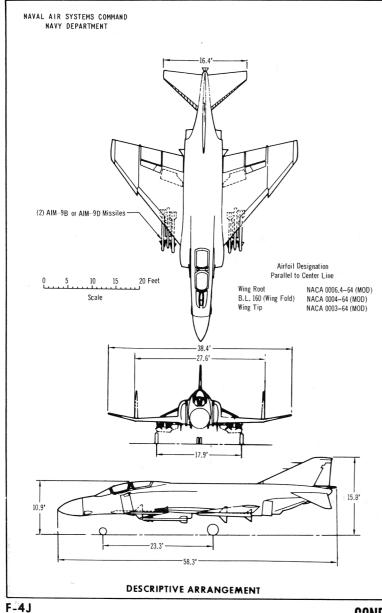
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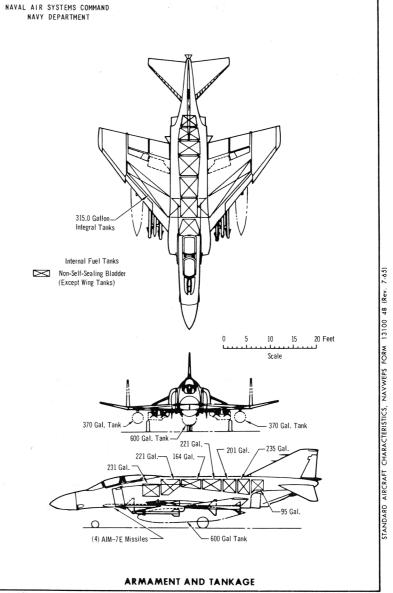
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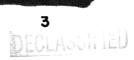


# NAVAIROO-IIOAF4-3

SERVICE

POWER PLAI	NT	MISSION AND DES	CRIPTION	WEIGHTS					
Number and Model Manufacturer Specifications:	(2) J79-GE-10 General Electric G.E. E-2039	The F-4J is a two-place, twin-jet, general purpose destruction of enemy arcraft, The increased capability	fighter whose primary mission is the	Loading Lb.	Subsor L.F.		Supersonic L.F.		
Type Augmentation Length with A/B Diameter Dry Weight Tail Pipe	Axial Flow Turbojet Afterburner 208.69 Inches (Cold) 39.06 Inches (Cold) 3855 Lb. Variable Position	and special weapons enables the aircraft to perform in missions. Basic armament is four air-to-air missiles ct fuselage plus up to four wing pylon mounted air-to-air of conventional bombs, nuclear bombs, rocket package carried on five stations beneath the wing and fuselage retractable probe for inflight refueling provides for ext features swept wing and fail, automatically controlled	termediate and long range attack prired semi-submerged under the missiles. A diverse combination s, gun pods, and fuel tanks can be . Three external tanks plus a tended range missions. The F-4J compression-ramp inlets, and	Empty 30778 Basic 31176 Design 37500 Combat 41673 Maximum takeoff Field 56000	8.5 7.7		6.5 5.9		
RATINGS*  Static Thrust at Sea Level		leading and trailing edge flaps with boundary layer co by ailerons in combination with spoilers. An all-movat nal control.	ntrol. Lateral control is achieved ple stabilator provides longitudi-	Cat. <b>56000</b> Maximum Landing  Field <b>46000</b> at  Arrest <b>40000</b>	10 Ft/Sec				
Power Setting (Lb.)  Maximum (A/B) 17,859	RPM 97.1% 7460	The AWG-10 Missile Control Subsystem provides th functions in the launching of air-to-air missiles. A Mu All-Altitude Bombing Computer are used for delivery of	Itiple Weapons Subsystem and an	ELLEL	AND O	.11			
Normal 11,110 90% Normal 10,000 75% Normal 8,330	97.1% 7460 96.7% 7435 92.9% 7140 89.8% 6900 65.1% 5000	Other electronics includes a CNI system consisting navigation and identification subsystems; a Central A senses air data parameters and supplies appropriate senses are data parameters and supplies appropriate automatic Flight Control Subsystem (AFCS) which augmentation, pilot relief modes, and altitude hold; are	ir Data Computer (CADC) which signals to various subsystems; n provides three axis stability	No. Tanks Gallons 7 1368 2 630	L	ocation Fusela W	ge, Bladder ng, Integral		
*As defined in G.E. Spec. E-2039, dated 5 Octob and subject to conditions therein. Maximum time minutes below 35,000 feet and two (2) hours abo below normal power is continuous.	with A/B and military is 30	Equipment includes a pressurized cabin with eject system, and anti-G non-pressure suit and full pressure	tion seats, a liquid oxygen	1 600 2 740 Grade JP4 or JP5 Specification MIL-F-5624B-1	F	Fuselage, Ex Wing, Ex	ternal, Drop ternal, Drop		
ELECTRONIC				Integral with Engines			5.15 Gal.		
CADC CNI Systems TACAN	A/A24G-33 AN/ARN-86 AN/ARA-50			(Usable Tank Capacity per Eng Specification MIL-L-23699 (M					
ADF ICS 3500 Channel UHF Comm.	LS-459/A1C	DEVELOPM	ENT	ORD	NANC	E			
IFF AFCS Navigational Computer Altimeter	KY-532A/ASQ AN/ASA-32L AN/ASN-39A AN/APN-141(V)	Configuration Change Authorized First Flight Prototype (Modified F-4B)	December 1964 March 1966	Four AIM-7D/E Missiles on Fuse	lage Fuselage Ç	Inboard Wing	Outboard Wing		
Missile Control System Includes Radar Missile Control Group	AWG-10 AN/APG-59 ( ) OA-6822 AN/AJB-7	First Flight Production	May 1966	Air-to-Air Missiles AIM-7D, AIM-7E AIM-9B, AIM-9D Special Weapons		2 4			
All-Altitude Bombing System Vertical Reference Set Approach Power Control Set Space Provisions for Installation of Data Link	AN/ASN-70 AN/ASN-54(V) AN/ASW-25A	DIMENSIO	NS	MK-28 (EX) MK-43 MK-57 MK-61	1 1 1				
( ) Indicates Future Mod Identification.  The following equipment is effective on the F-4		Wing Area Span	530 Sq. Ft. 38.4 Ft. 16.04 Ft.	Conventional Bombs MK-81 MK-82	6 6 3	6 6 4	12 12		
155529 and up but was not included in the weig purposes of performance calculation. Warning	AN/APR-25	M.A.C. Sweepback (25% Chord) Incidence Dihedral - Inner Panel	45° +1° 0°	MK-83 MK-117A1 Rocket Packages Aero 7D (19-2.75''	5	3	3		
Decoy Dispenser Countermeasure Set Countermeasure Set Air-to-Air IFF	AN/ALE-29 AN/ALQ-51A/100 AN/ALQ-91A AN/APX-76	Outer Panel Length Height Wheelbase	+12 <sup>0</sup> 58.3 Ft. 15.8 Ft. 23.3 Ft.	rockets per package) LAU 10A (4-5.00'' Zuni rockets per package) Practice Dispenser	3	6	6		
UHF Communication Radar Beacon Data Link	KY-28 AN/APN-154 AN/ASW-25A	Tread MLG Tires NLG Tires	17.9 Ft. 30 x 11.5-14.5 Type VIII 18 x 5.7 Type VII	Aero 8A Gun Pod MK-4 (20mm)	1		and the second s		

F-4J AUGUST 1973



# SERVICE

# NAVAIROO-IIOAF4-3

TAKEOFF LOADING CONDITION  Take – off Weight Lb. Fuel Internal / External (JP – 5, 6.8 Lb/Gal.) Lb. Payload Missiles/Bombs Lb. Wing Loading Lb./Sq.Ft. Stall Speed – (Approach Power) Kt. Takeoff Run at S.L. – Calm A/B Ft. Takeoff Run at S.L. – Calm A/B Ft. Takeoff to Clear 50 Ft. – Calm A/B Ft. Maximum Speed/Altitude A Kn./Ft. Rate of Climb at S.L. A fpm Time: S.L. to 20,000 Ft. A/B L Min. Service Ceiling (100 fpm) A Ft. Combat Range Na.Mi. Average Cruising Speed Kn. Cruising Altitude Initial Ft. Cruising Altitude Final Ft. Combat radius Na.Mi. Mission Time D Hr. Average Cruising Speed Kn. C.A.P. Loiter Time E Hr. Mission Time D Hr. IFR Radius D Na.Mi. Mission Time D Hr. Rate of Climb at Combat Altitude C/H fpm Combat Speed / Combat Altitude G/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at Combat Altitude C/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at S.L. Kn. Maximum Speed A Kn. Altitude Ft.		PERFORM	ANCE SUMM	ARY			
Take - off Weight	(1) Fighter	3 Fighter	5) Fighter	(7) Area Intercept	9 Deck Launched Intercept		10
Fuel Internal/External (JP-5, 6.8 Lb/Gal.)	(4) AIM-7E	(4) AIM-7E	(4) AIM-7E + (4) AIM-9D	(4) AIM-7E +	(4) AIM-7E	(11) Ferry C (2) 370 Gal. Tanks	(8) MK-82 S.E. +
Fuel Internal / External (JP-5, 6.8 Lb/Gal.)	46,833	(1) 600 Gal. Tank (I)	+ (1) 600 Gal. Tank (I)	(1) 600 Gal. Tank (I)	+ (1) 600 Gal. Tank (I)	+ (1) 600 Gal. Tank	(2) 370 Gal. Tanks (I)
Payload Missiles/Bombs	13,587/-	51,268 13,587/4,080	52,676	51,268	51,268	55,096	56,000
Wing Loading	1820/-	1820/-	13,587/4,080 2580/-	13,587/4,080	13,587/4,080	13,587/9,112	13,587/5,032
Stall Speed - (Approach Power)   Kt.	88.4	96.7	99.4	. 1820/-	1820/-	-/-	- 4480
Takeoff Run at S.L Calm	138	145	99.4	96.7	96.7	104.0	105.7
Takeoff Run at S.L 25 Kt. Wind	4410/2490	5600/3070	6030/3280	145	145	150	151
Takeoff to Clear 50 Ft Calm	3280/1830	4210/2300	4540/2460	5600/3070	5600/3070	6830/3650	7140/3810
Maximum Speed/Altitude         A         Kn./Ft.           Rate of Climb at S.L.         A         fpm           Time: S.L. to 20,000 Ft.         A/B         L         Min.           Time: S.L. to 30,000 Ft.         A/B         L         Min.           Service Ceiling (100 fpm)         A         Ft.           Combat Range         Na.Mi.         Na.Mi.           Average Cruising Speed         Kn.         Cruising Altitude Initial         Ft.           Cruising Altitude Final         Ft.         Tt.           Combat radius         Na.Mi.         Mission Time         D         Hr.           Average Cruising Speed         Kn.         Kn.         C.A.P. Loiter Time         E         Hr.           Mission Time         D         Hr.         Hr.         Hr.           IFR Radius         D         Na.Mi.         Mission Time         D         Hr.           Combat Weight         Lb.         Engine Power           Fuel         F         Lb.           Combat Speed / Combat Altitude         Kn. / Ft.           Rate of Climb at Combat Altitude         G/H         fpm           Combat Ceiling (500 fpm)         G/H         Fpm           Maximum Speed at	5750/3680	7000/4370	7430/4620	4210/2300 7000/4370	4210/2300	5190/2770	5450/2900
Rate of Climb at S.L.	601/25,000	591/25,000	582/25,000		7000/4370	8270/5030	8600/5200
Time: S.L. to 20,000 Ft.	12,220	10,330	9350	591/25,000 10,650 L	591/25,000	584/25,000	567/20,000
Time: S.L. to 30,000 Ft.	1.99/0.62	2,44/0,72	2.73/0.77		10,900 L	9050	7500
Service Ceiling (100 fpm)	3.70/1.10	4.67/1.28	4.70/1.38	3.74/1.72 K	-/1.70 K	2.81/0.80	4.13/1.09
Combat Range	39,750	37,250	36,050	5.97/2.28 K 38800 L	-/2.25 K	5.63/1.42	9.95/1.96
Average Cruising Speed Kn.  Cruising Altitude Initial Ft.  Cruising Altitude Final Ft.  Combat radius Na.Mi.  Mission Time D Hr.  Average Cruising Speed Kn.  C.A.P. Loiter Time E Hr.  Mission Time D Hr.  IFR Radius D Na.Mi.  Mission Time D Hr.  COMBAT LOADING CONDITION  COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb.  Combat Speed / Combat Altitude Kn. / Ft.  Rate of Climb at Combat Altitude G/H fpm  Combat Ceiling (500 fpm) G/H Ft.  Rate of Climb at S.L. fpm  Maximum Speed at S.L. Kn.  Maximum Speed Kn.  Altitude Ft.  Landing Weight Lb.  Fuel Lb.  Landing Weight Lb.  Fuel Lb.	981	1308	1108		39200 L	35,450	31,950
Cruising Altitude Initial         Ft.           Cruising Altitude Final         Ft.           Combat radius         Na.Mi.           Mission Time         D         Hr.           Average Cruising Speed         Kn.           C.A.P. Loiter Time         E         Hr.           Mission Time         D         Hr.           IFR Radius         D         Na.Mi.           Mission Time         D         Hr.           COMBAT LOADING CONDITION           Combat Weight         Lb.           Engine Power         Fuel         F         Lb.           Combat Speed / Combat Altitude         Kn. / Ft.         Rate of Climb at Combat Altitude         G/H         fpm           Combat Ceiling (500 fpm)         G/H         fpm         Maximum Speed at S.L.         Kn.           Maximum Speed at S.L.         Kn.         Kn.         Altitude         Ft.           Landing Weight         Lb.         Lb.         Fuel	489	490	488	-	_	1699/1521	953
Cruising Altitude Final Ft. Combat radius Na.Mi. Mission Time D Hr. Average Cruising Speed Kn. C.A.P. Loiter Time E Hr. Mission Time D Hr.  IFR Radius D Na.Mi. Mission Time D Hr.  COMBAT LOADING CONDITION  Combat Weight Lb. Engine Power Fuel F Lb. Combat Speed / Combat Altitude Kn. / Ft. Rate of Climb at Combat Altitude G/H fpm Combat Ceiling (S00 fpm) G/H Ft. Rate of Climb at S.L. fpm Maximum Speed at S.L. Kn. Maximum Speed Kn. Altitude Ft. Landing Weight Lb. Fuel Lb. Landing Weight Lb. Fuel Lb. Landing Weight Lb.	35,550	33,500	33,200	na na	-	490/488	473
Combat radius Na.Mi.  Mission Time D Hr.  Average Cruising Speed Kn.  C.A.P. Loiter Time E Hr.  Mission Time D Hr.  IFR Radius D Na.Mi.  Mission Time D Hr.  COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb.  Combat Speed / Combat Altitude Kn. / Ft.  Rate of Climb at Combat Altitude G/H fpm  Combat Ceiling (500 fpm) G/H Ft.  Rate of Climb at S.L. fpm  Maximum Speed at S.L. Kn.  Maximum Speed Kn.  Altitude Ft.  Landing Weight Lb.  Fuel Lb.  Landing Weight Lb.  Fuel Lb.  Landing Weight Lb.	40.150	40,000	39,050		-	32,300/32,300	30,700
Mission Time         D         Hr.           Average Cruising Speed         Kn.           C.A.P. Lotter Time         E         Hr.           Mission Time         D         Hr.           IFR Radius         D         Na.Mi.           Mission Time         D         Hr.    COMBAT LOADING CONDITION  Combat Weight  Lb.  Engine Power  Fuel  F  Lb.  Combat Speed / Combat Altitude  F  Lb.  Combat Ceiling (500 fpm)         G/H         fpm           Gombat Ceiling (500 fpm)         G/H         fpm         Graph           Rate of Climb at Combat Altitude         G/H         fpm           Maximum Speed at S.L.         Kn.         Maximum Speed         Kn.           Altitude         Ft.         Lb.         Lb.           Landing Weight         Lb.         Lb.	351	518	415		-	41,050/40,150	37,000
Average Cruising Speed Kn.  C.A.P. Loiter Time E Hr.  Mission Time D Hr.  IFR Radius D Na.Mi.  Mission Time D Hr.  COMBAT LOADING CONDITION  COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb.  Combat Speed / Combat Altitude Kn. / Ft.  Rate of Climb at Combat Altitude G/H fpm  Combat Ceiting (500 fpm) G/H Ft.  Rate of Climb at S.L. fpm  Maximum Speed at S.L. Kn.  Maximum Speed Kn.  Altitude F1.  Landing Weight Lb.  Fuel Lb.  Landing Weight Lb.  Fuel Lb.	1.46	2.14		443	195	-	409
C.A.P. Loiter Time	489	490	1.72	1.75	0.67	_	1.80
Mission Time	0.79		490	4 90	489	-	479
TER Radius	1.47	1.50	1.07	_	<u>-</u>	-	-
COMBAT LOADING CONDITION  Combat Weight Lb. Engine Power Fuel F Lb. Combat Speed / Combat Altitude Kn. / Ft. Rate of Climb at Combat Altitude G/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at S.L. fpm Maximum Speed at S.L. Kn. Maximum Speed Kn. Altitude Ft. Landing Weight Lb. Fuel Lb.	1.47	2.18	1.76	-	_	-	-
COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb. Combat Speed / Combat Altitude Kn. / Ft. Rate of Climb at Combat Altitude G/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at S.L. fpm Maximum Speed at S.L. Kn. Maximum Speed Kn. Altitude Ft.  Landing Weight Lb. Fuel Lb.	2.99	888	781	821	687	2684/2455	780
COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb. Combat Speed / Combat Altitude Kn. / Ft. Rate of Climb at Combat Altitude G/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at S.L. fpm Maximum Speed at S.L. Kn. Maximum Speed Kn. Altitude Ft.  Landing Weight Lb.	2.99	3.89	3.47	3.54	2.98	5.72/5.27	3.36
COMBAT LOADING CONDITION  Combat Weight Lb.  Engine Power  Fuel F Lb. Combat Speed / Combat Altitude Kn. / Ft. Rate of Climb at Combat Altitude G/H fpm Combat Ceiling (500 fpm) G/H Ft. Rate of Climb at S.L. fpm Maximum Speed at S.L. Kn. Maximum Speed Kn. Altitude Ft.  Landing Weight Lb. Fuel							
Engine Power   Fuel	(4) AIM-7E	(4) AIM-7E	6 (4) AIM-7E + (4) AIM-9D	(4) AIM-7E	(4) AIM-7E	(12) Tanks Dropped	(2) TER at B.L. 81.50 + (1) MER at ©
Fuel         F         Lb.           Combat Speed / Combat Altitude         Kn. / Ft.           Rate of Climb at Combat Altitude         G/H         fpm           Combat Ceiling (500 fpm)         G/H         Ft.           Rate of Climb at S.L.         fpm           Maximum Speed at S.L.         Kn.           Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	41,399	43,897	45,305	43,897	43,897	45,064	43,456
Combat Speed / Combat Altitude         Kn. / Ft.           Rate of Climb at Combat Altitude         G/H         fpm           Combat Ceiling (500 fpm)         G/H         Ft.           Rate of Climb at S.L.         fpm           Maximum Speed at S.L.         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	MAX.	MIL.	MAX.	MAX.	MAX.	MAX.	MIL.
Rate of Climb at Combat Altitude         G/H         fpm           Combat Ceiling (500 fpm)         G/H         Ft.           Rate of Climb at S.L.         fpm           Maximum Speed at S.L.         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	8153	10,600	10,600	10,600	10,600	13,587	11,171
Combat Ceiling (500 fpm)         G/H         Ft.           Rate of Climb at S.L.         fpm           Maximum Speed at S.L.         Kn.           Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	1230/36,089	563/36,089	1161/36,089	1154/50,000	1227/36,089	1230/41,000	614/S.L.
Rate of Climb at S.L.         fpm           Maximum Speed at S.L.         Kn.           Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	18,800/11,560	-/2070	11,250/9530	3950/430	17,500/10,650	13,550/6880	-/11,770
Maximum Speed at S.L.         Kn.           Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	54,700/50,950	-/40,100	50,100/48,600	53,600/49,850	53,600/49,850	53,750/49,700	-/11,770 -/38,950
Maximum Speed at S.L.         Kn.           Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	41,250	13,150	35,150	38,800			
Maximum Speed         Kn.           Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	760	632	717	760	38,800	38,600	11,770
Altitude         Ft.           Landing Weight         Lb.           Fuel         Lb.	1230	602	1161		760	772	614
Landing Weight Lb.	36,089	25,000		1227	1227	1241	587
Fuel Lb.	30,003	23,000	36,089	36,089	36,089	36,089	25,000
Fuel Lb.	35,498	35,754	27.040	05.754			
LV.	2251	2457	37,246	35,754	35,754	34,117	34,829
			2541	2457	2457	2640	2544
	137	137	140	137	137	134	135
	120	121	123	121	121	118	119
Landing Distance-Ground Roll Ft.	2900	2920	3030	2920	2920	2800	2850
Over 50 Ft. Obstacle Ft.	4810	4830	4940	4830	4830	4710	4760

Notes: A. Military thrust

B. Maximum thrust

C. Ferry range with tanks dropped/retained

D. Mission time excludes warm-up, takeoff and reserve time

E. C.A.P. radius = 150 nautical miles

F. 60% of takeoff fuel or full internal fuel
G. Supersonic climb speed schedule

H. Subsonic climb speed schedule

I. Fuel tanks dropped when empty J. No 5% service tolerance on fuel flow

K. Includes time increment due to ground operation and acceleration to climb speed, L. Includes weight reduction due to ground operation and fuel consumed during climb.

F-4J





			MISSIO	N SUMM	ARY-ALT	ERNATE	LOADING	G S				
			CLOSE S	UPPORT	HI-LO-	LO-HI	ні-н	п-ні*>	LO-LO	O-LO	HI-LC	D-HI
			1 HOUR LOITER @5000 FEET		SEA LEVEL 100 NA. MI.		5 MIN. @ MILITARY THRUST (BEST CRUISE ALTITUDE)		<u> </u>		5 MIN. @ 3 MILITARY THRUST VMAX @ SEA LEVEL	
EXTER	NAL STORE LOADING (C)	T.O.G.W.	COMBAT RADIUS NA. MI.	MISSION TIME HOUR (A)	COMBAT RADIUS NA. MI.	MISSION TIME HOUR (A)	COMBAT RADIUS NA. MI.	MISSION TIME HOUR (A)	COMBAT RADIUS NA. MI.	MISSION TIME HOUR (A)	COMBAT RADIUS NA. MI.	MISSION TIME HOUR (A)
15)	(1) MK-28 + (2) 370 GAL. TANKS (E)	52,739	372	2.51	416	1.99	639	2.69	291	1.91	521	2.20
16	(6) MK-82 S.E + (2) 370 GAL TANKS (E)	54,342	309	2.27	367	1.84	576	2.45	271	1.85	468	2.00
17)	(6) MK-82 S.E. + (4) AIM-7E + (2) 370 GAL. TANKS (E)	56,162	270	2.11	338	1.72	533	2.28	260	1.78	432	1.86
18	(8) MK-82 S.E. + (2) 370 GAL TANKS (E)	56,000	244	2.03	315	1.67	507	2.21	250	1.77	409	1.80
19	(24) MK-81 S.E + (4) AIM-7E	55,454	21 (B)	1.10	118 (B)	0.87	249	1.19	131	0.99	169	0.84
20	(5) MK-83 + (2) 370 GAL. TANKS (E)	56,274	266	2.12	334	1.73	530	2.31	256	1.79	430	1.89
21)	(8) MK-83 + (4) AIM-7E	55,673	43 (B)	1.19	136 (B)	0.95	288	1.31	142	1.04	199	0.93
22	(2) MK-82 S.E + (2) 370 GAL. TANKS + (1) 600 GAL. TANK (E) (G)	56,304	447	2.85	500	2,39	705	2.99	341	2,33	597	2.54
23 <sub>(D)</sub>	(6) MK-82 S.E. + (4) AIM-7E + (4) AIM-9D + (1) 600 GAL. TANK (E)	56,072	152	1.65	228	1.30	406	1.80	207	1.48	314	1.41

NOTES

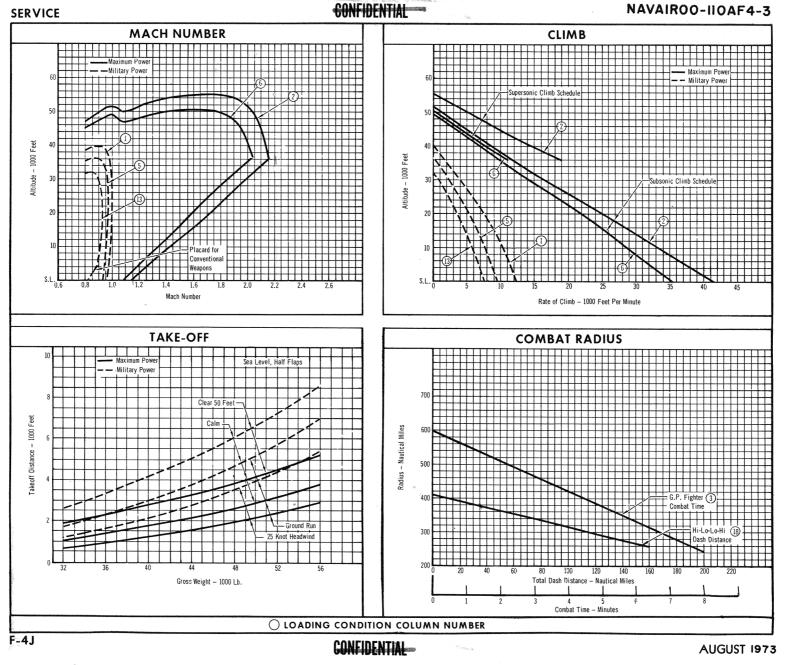
- (A) TIME EXCLUDES WARM-UP, TAKE-OFF AND LANDING TIME.
- (B) DESCENTS WERE STARTED BEFORE OPTIMUM CRUISE ALTITUDE WAS ATTAINED.
- (C) AIM-7E OR AIM-9D MISSILES ARE RETAINED

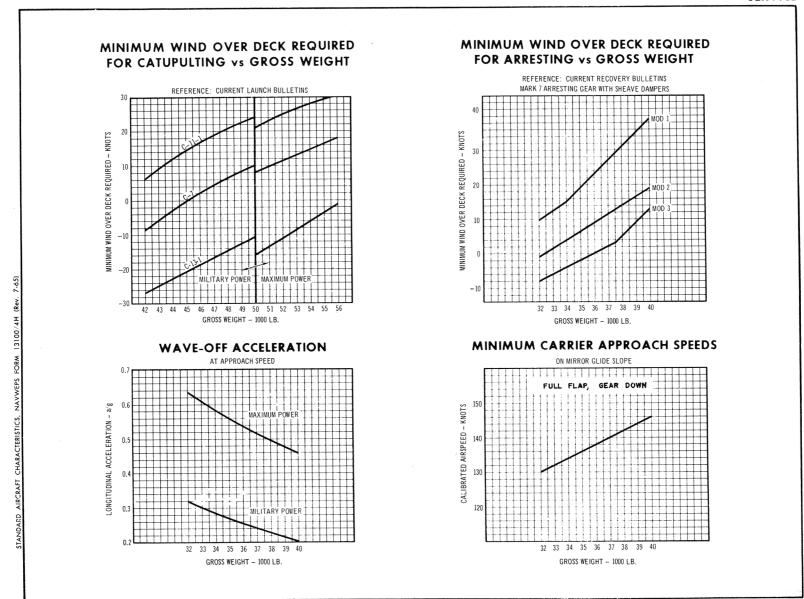
- (D) LESS NO. 7 FUEL CELL TO REMAIN WITHIN C.G. LIMITS
- (E) FUEL TANKS DROPPED WHEN EMPTY
- (F) NO 5% SERVICE TOLERANCE ON FUELFLOW
- (G) LESS 450 LBS FUEL TO REMAIN WITHIN T.O.G.W. LIMIT

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DEDI ACCITIES

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VIC									H-IUENTIAL	10 mg/m		
ALQ-31 ECM POD	CP-5 STARTER POD	D-704 REFUELING (BUDDY) TANK	MK-4 GUN POD	RMU-8A TOW TARGET	PRACTICE SHAPES  MK-86  MK-87  MK-88  MK-104  BDU-11E	FUEL TANKS 370 GALLON 600 GALLON	DISPENSERS SUU-7A/A(CBU-1A AND 2A/A) AERO 8A PRACTICE BOMB DISPENSER SUU-30	FIRE BOMBS  MK-77 MOD I  MK-79 MOD I	CONVENTIONAL BOMBS  MK-81 250 LB LD. MK-82 500 LB LD. MK-83 1000 LB LD. MK-83 1000 LB LD. MK-82 SNAKEYE MK-82 SNAKEYE AN-M57A1 289 LB BANDED LUG AN-M81 275 LB BANDED LUG AN-M88 230 LB BANDED LUG AN-M88 230 LB BANDED LUG M-117A1 BOMB	SPECIAL WEAPONS MK-28 (EX)/(RE) MK-43 MK-43 MK-57 MK-61  ROCKET LAUNCHERS - AIR-TO-GROUND AERO-7D(LAU-3A) ALBU-10A ALBU-10A ALBU-10A ALBU-10A	STORE GUIDED MISSILES - AIR-TO-AIR (AIM-7D/7E) SPARROW III (AIM-9B/9D) SIDEWINDER	EXTERNAL STORE LOADING
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### SERVICE

#### NOTES

#### GENERAL PURPOSE AND ESCORT FIGHTER

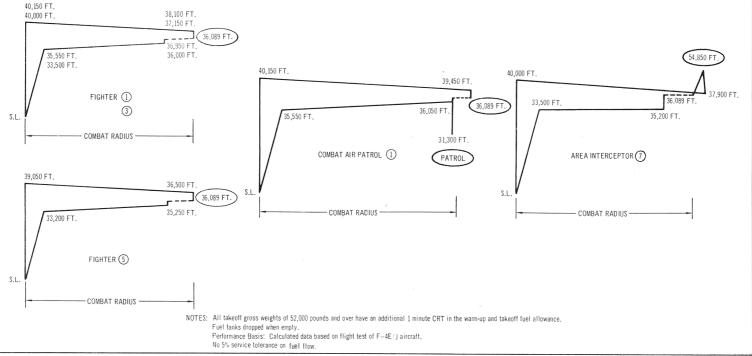
- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust. (See note)
- 2. CLIMB: On course to optimum cruise altitude with military thrust.
- 3. CRUISE OUT: On course at altitudes and speeds for maximum range.
- ACCELERATE: With maximum thrust at 36,089 feet from cruise speed to 1.5 MN.
- COMBAT FUEL ALLOWANCE: 2 minutes at maximum power at 1.5 MN at 36,089 feet. (No distance credited)
- 6. CRUISE BACK: At altitudes and speeds for maximum range.
- 7. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speeds for maximum endurance with both
  engines operating.

#### COMBAT AIR PATROL

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust.
  (See note)
- 2. CLIMB: On course to optimum cruise altitude with military thrust.
- 3. CRUISE OUT: 150 nautical miles at altitudes and speeds for maximum
- 4. LOITER: On station at altitudes and speeds for maximum endurance.
- COMBAT FUEL ALLOWANCE: Accelerate with maximum thrust at 36,089 feet from loiter speed to 1.5 MN at 36,089 feet. 2 minutes at maximum thrust at 1.5 MN at 36,089 feet. (No distance credited)
- 6. CRUISE BACK: 150 nautical miles at altitudes and speeds for maximum
- 7. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20 minutes at sea level at speeds for maximum endurance with both engines operating.

#### AREA INTERCEPTOR

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust.
  (See note)
- 2. CLIMB: On course to optimum cruise altitude with military thrust.
- 3. CRUISE OUT: At altitudes and speeds for maximum range.
- 4. ACCELERATE: At 36,089 feet to maximum supersonic climb speed.
- CLIMB: On course with maximum thrust to supersonic combat ceiling.
   COMBAT FUEL ALLOWANCE: 2 minutes with maximum thrust at 1.5 MN
- at combat ceiling. (No distance credited)
  7. CRUISE BACK: At altitudes and speeds for maximum range.
- 8. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speeds for maximum endurance with both
  engines operating.



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## **NOTES**

#### DECK LAUNCHED INTERCEPT MISSION

- 1. WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust. (See note)
- 2. CLIMB: On course to 36,089 feet with maximum thrust.
- 3. ACCELERATE: To 1.8 MN at 36,089 feet.
- CRUISE OUT: On course at 36,089 feet at 1.8 MN with modulated afterburner.
- COMBAT FUEL ALLOWANCE: 2 minutes at 1.8 MN at 36,089 feet. (No distance credited)
- 6. CRUISE BACK: At altitudes and speeds for maximum range.
- 7. DESCENT: To sea level. No fuel, time and distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20 minutes loiter at sea level at speeds for maximum endurance with both engines operating.

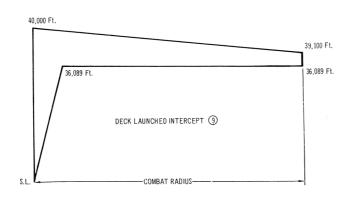
#### INFLIGHT REFUEL MISSIONS

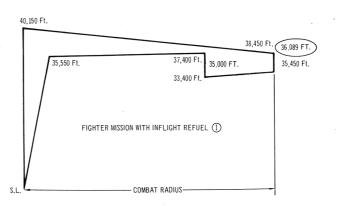
- 1) WARM-UP, TAKE-OFF, ACCELERATE: 5 Minutes with normal thrust at sea level. (See Note)
- 2) CLIMB: On course to optimum cruise altitude with military thrust.
- 3) CRUISE-OUT: At altitudes and speeds for maximum range.
- 4) DESCEND: To 35,000 feet for rendezvous with tanker.
- 5) LOITER: 15 Minute rendezvous allowance at maximum endurance speeds.
- 6) REFUEL: From A3D-2 Tanker at the following distances from base:

G.P. Fighter 433 nautical miles 582 nautical miles 58 G.P. Fighter 482 nautical miles 582 nautical miles 582 nautical miles 582 nautical miles 582 nautical miles 683 nautical miles 684 nautical miles 785 nautical miles

7) CLIMB: On course to optimum cruise altitude with military thrust.

(The remaining steps are defined from Step (3) of the particular mission.)





NOTE: All takeoff gross weights of 52,000 pounds and over have an additional one minute CRT in the warm-up and takeoff fuel allowances. Fuel tanks dropped when empty.

Performance Basis: Calculated data based on flight test of F-4E Jaircraft.

No 5% service tolerance on fuel flow.

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# **NOTES - ALTERNATE LOADINGS**

#### HI-LO-HI

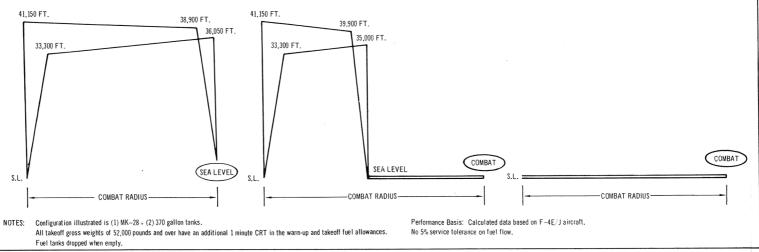
- 1. WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust.
  (See note)
- 2. CLIMB: On course with military thrust to optimum cruise altitude.
- 3. CRUISE OUT: At optimum cruise altitude at speeds for maximum range.
- 4. DESCENT: To sea level. No fuel, time or distance credited.
- COMBAT FUEL ALLOWANCE: 5 minutes with maximum speed with military thrust. (No distance credited). Drop stores after combat.
- 6. CLIMB: On course with military thrust to optimum cruise altitude.
- 7. CRUISE BACK: At altitudes and speeds for maximum range.
- 8. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speed for maximum endurance with both
  engines operating.

#### SEA LEVEL RUN-IN (HI-LO-LO-HI)

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust. (See note)
- 2. CLIMB: On course with military thrust to optimum cruise altitude.
- 3. CRUISE OUT: At altitudes and speeds for maximum range.
- 4. DESCENT: To sea level. No fuel, time or distance credited.
- 5. CRUISE OUT: 100 nautical miles at speeds for maximum range at sea level.
- COMBAT FUEL ALLOWANCE: 5 minutes at maximum speed with military thrust. (No distance credited). Drop stores after combat.
- 7. CRUISE BACK: 100 nautical miles at speeds for maximum range at sea
- 8. CLIMB: On course with military thrust to optimum cruise altitude.
- 9. CRUISE BACK: At altitudes and speeds for maximum range.
- 10. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speed for maximum endurance with both
  engines operating.

#### SEA LEVEL LO-LO-LO

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust.
   (See note)
- 2. CRUISE OUT: At sea level at speed for maximum range.
- COMBAT FUEL ALLOWANCE: 5 minutes at maximum speed with military thrust. (No distance credited). Drop stores after combat.
- 4. CRUISE BACK: At sea level at speeds for maximum range.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel for 20 minutes loiter at sea level at speeds for maximum endurance with both engines operating.





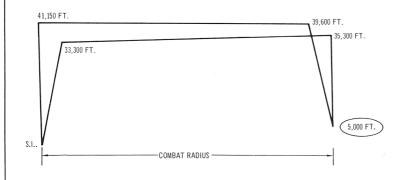
# **NOTES - ALTERNATE LOADINGS**

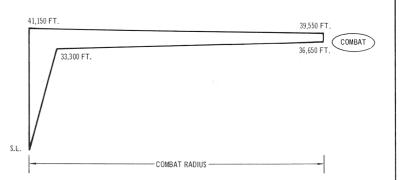
#### CLOSE SUPPORT

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust.
  (See note)
- 2. CLIMB: On course with military thrust to optimum cruise altitude.
- 3. CRUISE OUT: At altitudes and speeds for maximum range.
- 4. DESCENT: To 5000 feet. No fuel, time or distance credited.
- LOITER: At 5000 feet for 1 hour at speeds and power for maximum endurance. Stores are dropped after loiter.
- 6. CLIMB: On course with military thrust to optimum cruise altitude.
- 7. CRUISE BACK: At altitudes and speeds for maximum range.
- 8. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speeds for maximum endurance with both
  engines operating.

#### HIGH ALTITUDE SUBSONIC: HI-HI-HI

- WARM-UP, TAKEOFF AND ACCELERATE: 5 minutes with normal thrust. (See note)
- 2. CLIMB: On course with military thrust to optimum cruise altitude.
- 3. CRUISE OUT: At altitudes and speeds for maximum range.
- COMBAT FUEL ALLOWANCE: 5 minutes at maximum speed with military thrust. (No distance credited). Drop stores after combat.
- 5. CRUISE BACK: At altitudes and speeds for maximum range.
- 6. DESCENT: To sea level. No fuel, time or distance credited.
- RESERVE: Fuel shall be 5% of total initial fuel plus fuel required for 20
  minutes loiter at sea level at speeds for maximum endurance with both
  engines operating.





NOTES: Configuration illustrated is (1) MK-28 + (2) 370 gallon tanks.

All takeoff gross weights of 52,000 pounds and over have an additional one minute CRT in the warm-up and takeoff fuel allowances.

Fuel tanks dropped when empty.

Performance Basis: Calculated data based on F-4E/J aircraft.

No 5% service tolerance on fuel flow.

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