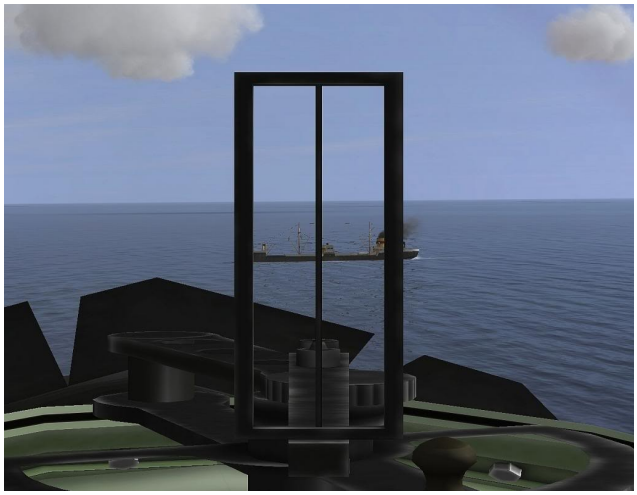
How to use B5N2 sight for torpedo drop

v1.0



Setting Angle on the Bow

1) If the target is going left to right (port to starboard) in your cockpit view then you want a positive number on AoB.
2) If the target is going right to left (starboard to port) in your cockpit view then you want a negative number on AoB.
3) Generally you are going to set it for 90 degrees and attack perpendicular to the target. When you get more experienced then you can vary the angle of approach.

Setting the Speed

1) If the mission briefing doesn't give you a hint your going to have to guess. (If you don't set the speed the torpedo will go straight from where you dropped it. Which is fine if you are going to get close.)
2) If it is feasible to make a reconnaissance pass then do so. Look at how long the wake is. Also it would help to know the maximum speeds of your targets in Knots. Generally civilian ships in IL-2 don't exceed 12 Knots, whereas military ships often can go above 28 knots.
3) If a reconnaissance pass isn't feasible then set your speed to 7 knots. If you have more then one torpedo you can judge from the first and correct. If you have only one torpedo then you are going to have to get close to the ship to correct for any errors. Just don't get to close, the torpedo will not arm and detonate.

Setting the Spread

1) This is purely optional and you really only use it when firing a salvo of torpedoes to make up for a lack of knowledge in the first two areas and get a hit by firing more then one torpedo.
2) Set the spread angle to 1 degree for most uses. You can set it to 2 degrees if you really think your information is off that much but anything higher is a really big guess.

Aiming

1) These methods assume your using a system where you aim the aircraft at the middle of the ship and release at the proper altitude and speed for your weapon.
2) Release distance is very subjective but generally I wait until the ship is clear enough to see a flak gun mount or filling my sight.