

## CHANGELOG (30/09/2024)

### MISSION 05

- Marauder now lands correctly Comms static issues resolved.
- Blade rejoin issues and fuel usage fixed.

### MISSION 08

- Updated laser code for the GBUs. Updated bombs skins to Navy

### MISSION 14

- Added safeguards to make sure the mission continues after Spartans drop their bombs.
- Fixed problem with shorter version of the mission not loading.
- 14 does not block CAT 1 anymore.
- Tanking issues resolved CSAR working correctly now
- Known Issues 1) There is no "Use standard Carrier comms pop up, so flew all the way to Mother and eventually just used stock comms and it worked. 2) There is a "I/R" pop up when over Mother that says report on station, I hit "I" and Olive just Kissed Off. Mission can still be completed just by using standard carrier comms.

### MISSION 15

- Fixed problem with AI flights not refueling.
- Fixed problem with shorter versions of missions not loading.
- Tanking issue fixed

