

TESTED ON DCS VERSION Open Beta: DCS 2.7.0.5659
CURRENT DCS VERSION:

Open Beta: **DCS 2.7.0.5659**

Stable: **DCS 2.5.6.61527.3**
**On stable some weapons/systems/logic
may not be updated yet**

PAGE	VERS	OBJECT	Changed Since Last Vers/Update (1.9)
KB-0a-LEP	V1.3		⊗
KB-0b-LO	V1.3	LOADOUT	⊗
KB-0c-LIM	V1.1	LIMITS	⊗
KB-1-AG-QRH-Pag. 1A	V1.7	GBU12/16/10/24	⊗
KB-1-AG-QRH-Pag. 1B	V1.1	GBU38/32/31 JDAM	⊗
KB-1-AG-QRH-Pag. 2	V1.8	AGM65/154 JSOW	⊗
KB-1-AG-QRH-Pag. 3A	V1.4	AGM62/84D/84E-H	⊗
KB-1-AG-QRH-Pag. 3B	V1.0	AGM88C HARM	⊗
KB-1-AG-QRH-Pag. 4	V1.7	UNGUIDED IRONS	⊗
KB-1-AA-QRH-Pag. 5	V1.4	AIM 9/ 7/ 120	⊗

NOTE:

A/G MODE > AUTO / CCIP / **FD (WIP)** /MAN
A/G MODE > GB24 MFUZ: ONLY TAIL
EFUZ > INST / **VTI(WIP)**
REL TYPE > MAN / AUTO LOFT / **FD (WIP)**

EFUZ > INST / **VTI(WIP)**
AGM154A/JSA HEIGHT OF BURST @900'

UPDATED 88D HARPOON / ADDED **84H-ER**
ADDED AGM 88C HARM P.BRIEFED MODE
CODE LIST - SP PULLBACK

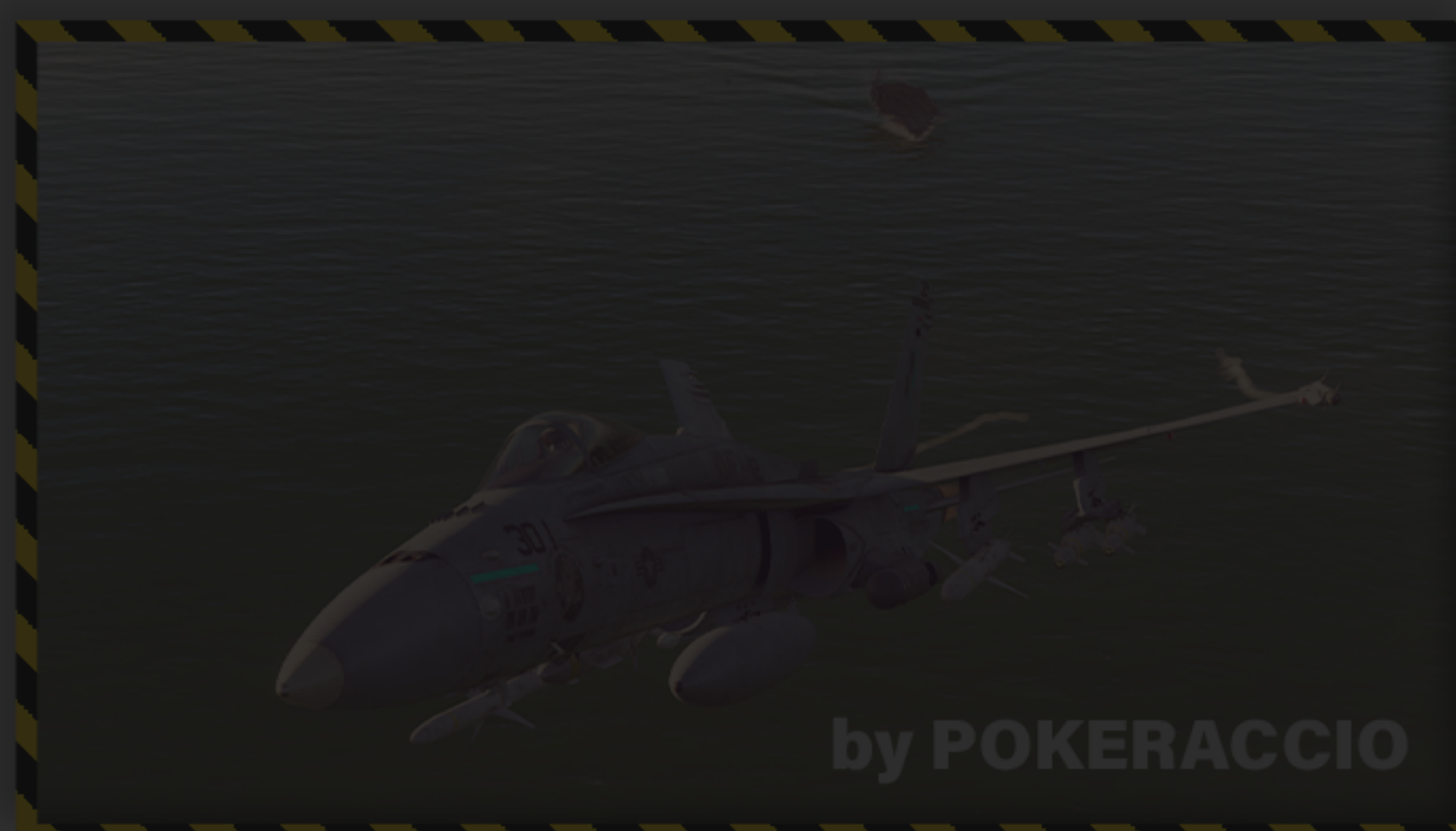
A/G MODE > AUTO / CCIP / **FD (WIP)** /MAN
CBU-100 / 99 HEIGHT OF BURST @1500'
ADDED BDU 45 / 45B TRAINING BOMBS

Disclaimer:

This is a personal, self made, QRH that I am
pleased to share with the entire community
of DCS-WORLD F/A-18C enthusiasts, also to
thank all the users that share their files with
us all, and contents creators which I referred
to when I made this document.

I hope you'll find it useful.

Please, DO not use for real world OPS or
training - Use this guide only for DCS - F/A-18C
Enjoy. Cheers



INDEX - LOADOUT

17 MAY 2021

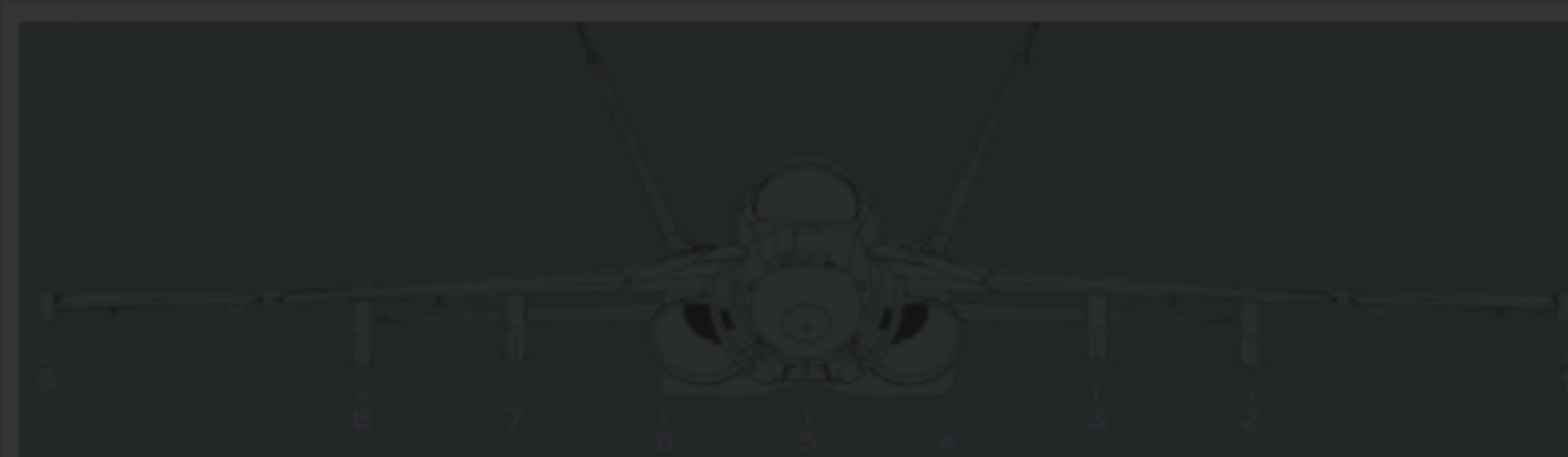
WEIGHT LIMITATION (LBSx1000)

FIELD OPS

TAKEOFF	51.9
LANDING (FLARED)	39.0
FCLP/TOUCH'n'GO/BARRICADES	33.0

CARRIER OPS

TAKEOFF	CAT LONG TRIM	SET
CATAPULT 51.9	<=44.0	16
	44.0 - 48.0	17
	=>49.0	19
LANDING		
UNRESTRIC. 33.0		
RESTRICTED 34.0		



	9	8	7	6	5	4	3	2	1
AIM 9 L/M/X	0	00						00	0
AIM 120 B/C		00	00	0		0	00	00	
AIM 7 M/F/MH		0	0	0		0	0	0	
AGM62 Walleye II		0						0	
CBU99 - MK20/82		00	00		00		00	00	
GBU 12/38		00	00				00	00	
GBU 10/16/24/31		0	0				0	0	
MK 83		00	00		0		00	00	
MK 84		0	0		0		0	0	
AGM 154 A/C		00	00				00	00	
AGM 65/84/88		0	0				0	0	
ROCKETS MK 71/5/151		00	00				00	00	
FUEL TANKS (330gal)			0		0		0		
AWW13 DL POD		0	0		0		0	0	
AN/AAQ 28 LITENING TGT POD					0	0			
AN/ASQ 228 ATFLIR TGT POD						0			

AIRSPEED LIMITATIONS

REFUELING PROBE	Extension/Retraction	300 Kts/GS
	Extended	400 Kts/GS
LANDING GEAR	Ext/Ret / Extended	250 Kts/GS
TRAILING EDGE FLAPS	HALF/FULL	250 Kts/GS
CANOPY	Open	60 Kts

LATERAL WEIGHT ASYMMETRY LIMITS

Field takeoff	22.0 ft/lbs
Catapult takeoff	
Weight board =/<36.0 lbs	6.0 ft/lbs
Weight board =/<37.0 lbs	22.0 ft/lbs
Inflight conditions	26.0 ft/lbs
FCLP or Carrier landing with gross wt =/< 33.0 lbs (including wingtip AIM9 and wing fuel)	17.0 ft/lbs
Carrier landing with gross wt > 33,000 lbs. (including wingtip AIM9 and wing fuel)	14.0 ft/lbs
Field landing (flared sink rate at touchdown <500 fpm)	26.0 ft/lbs

MOMENT FOOT/POUNDS

WT LBS	STATIONS			
	1(-)	2(-)	3(-)	4(-)
	9(+)	8(+)	7(+)	6(+)
100	1,950	1,120	730	370
200	3,900	2,240	1,460	740
300	5,850	3,360	2,190	1,110
400	-	4,480	2,920	1,480
500	-	5,600	3,650	1,850
600	-	6,720	4,380	-
700	-	7,840	5,110	-
800	-	8,960	5,840	-
900	-	10,080	6,480	-

NOTE: For 1,000 pound increments, add a zero to both weight and moment.

WEIGHT LIMITATION (LBSx1000)

FIELD OPS



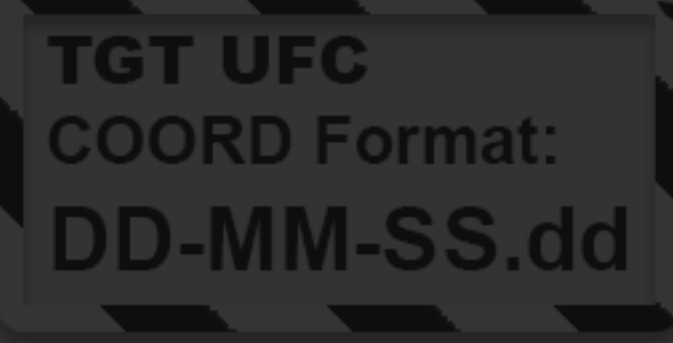


TAKEOFF	51.9
LANDING (FLARED)	39.0
FCLP/TOUCH'n'GO/BARRICADES	33.0

CARRIER OPS

TAKEOFF	CAT LONG TRIM	SET
CATAPULT 51.9	<=44.0	16
	44.0 - 48.0	17
	=>49.0	19
LANDING		
UNRESTRIC. 33.0		
RESTRICTED 34.0		

1 A	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio							P.1A - V1.7
	AIR TO GROUND - BOMBS							V 2.0
	NAME	AKA SMS CODE	TARGET	WEIGHT	RANGE	STORES SETTINGS	NOTE	ADDITIONAL INFO
PAVEWAY II L A	GBU 12	82LG	SINGLE TGT	275 Kg 606Lbs	15 Km 8 Nm	Master ARM> A/G Mode> SMS> 8xLG> MODE?> →	<div>NOT GOOD IN IFR / LOW VIS COND</div> <div>MODE?= AUTO/FD/CCIP/MAN</div> <div>MFUZ OFF> EFUZ?> →</div> <div>EFUZ?= INST/DLY1/DLY2(wip)</div> <div>CODE for each pylon with STEP for same Type (XCHK 1xxx CODE) Needs Laser Designation of Target JTAC by Radio (Ch.M) or TGPod or Buddy</div>	TGPOD BASIC CHKLST 1-Master ARM 2-A/G Mode 3-SMS -> 8xLG 4-MODE to AUTO - Will show as CCIP until TGT Point is set - 5-MFUZ ?> 6-EFUZ ?> 7-CODE to 1XXX 8-FLIR sw ON 9-LTD/R sw ARM - EVERY DROP - 10-Display FLIR on DDI/MPCD 11-XCheck FLIR CODE UFC->LGB 12-SCS ->DI/FLIR 13- Slew FLIR crosshair over TGT using TDC OR slave TGP to a HSI/SA WPDSG OR VVSLV and Point the Velocity Vector OR HMD >TDC depress. 14-Designate FLIR pointing location as TGT Point by TDC Depr. (SCS Cycling in direction DDI-FLIR ATRK/PTRK/FREE) -from CCIP to AUTO with ASL and TGT Point on HUD - 15-Consider AutoLasing Feature - or perform manual lasing - Enable (box) TRIG on FLIR page and keep trig stick btn pressed to lase In general, attack 20-25k @ >350kts
	GBU 16	83LG	Splash Damage Multiple TGT	564 Kg 1243Lbs	15 Km 8 Nm	MFUZ OFF> EFUZ?> →		
	GBU 10	84LG	Armoured TGT / Fortified Structure	1162 Kg 2562Lbs	15 Km 8 Nm	CODE> 1XXX ins by UFC CODE>		
S E R PAVEWAY III	GBU 24	GB24	<div>P E N W E T R A R H E A T I N G D</div> Fortified Structure Well defended high-value target BUNKER	1162 Kg 2562Lbs	15 Km 8 Nm	Master ARM> A/G Mode> SMS> GB24> MODE?> →	<div>NOT GOOD IN IFR / LOW VIS COND</div> <div>MODE?= CLAR PP (set HDG to TGT by UFC) / CLAR SL / MAN</div> <div>MFUZ?> →</div> <div>MFUZ?= TAIL / N/T(wip)</div> <div>CODE for each pylon with STEP for same Type. Needs Laser Designation of Target by TGPod. (XCHK 1xxx CODE)</div> <div>Perform Attack as per HUD AutoDrop Symbol. Holding WRB inside: for SL</div> <div>GREEN ZONE BOX</div> <div>for PP</div> <div>AMBER ZONE BOX</div>	
						MFUZ?> →		

1 B	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio							P.1B - V1.1
	AIR TO GROUND - BOMBS							V 2.0
	NAME	AKA SMS CODE	TARGET	WEIGHT	RANGE	STORES SETTINGS	NOTE	ADDITIONAL INFO
I N S / G P S	GBU 38	J D A M J-82	SINGLE TGT	241 Kg 531Lbs	28 Km 15 Nm	Master ARM> A/G Mode> SMS> J-xxx>	<div>GOOD IN IFR / LOW VIS COND</div> PP -Pre Planned> TGTUFC> ELEV> POSN LAT/LON DD.MM.SS> ENT> dd decimal value	TGPOD BASIC CHKLST 1-Master ARM 2-A/G Mode 3-SMS -> 8xLG 4-MODE to AUTO - Will show as CCIP until TGT Point is set - 5-MFUZ ?> 6-EFUZ ?> 7-CODE to 1XXX 8-FLIR sw ON 9-LTD/R sw ARM - EVERY DROP - 10-Display FLIR on DDI/MPCD 11-XCheck FLIR CODE UFC->LGB 12-SCS ->DI/FLIR 13- Slew FLIR crosshair over TGT using TDC OR slave TGP to a HSI/SA WPDSG OR VVSLV and Point the Velocity Vector OR HMD >TDC depress. 14-Designate FLIR pointing location as TGT Point by TDC Depr. (SCS Cycling in direction DDI-FLIR ATRK/PTRK/FREE) -from CCIP to AUTO with ASL and TGT Point on HUD - 15-Consider AutoLasing Feature - or perform manual lasing - Enable (box) TRIG on FLIR page and keep trig stick btn pressed to lase.
	GBU 32 (V)2/B	J D A M J-83	Armoured TGT / Fortified Structure	467 Kg 1030Lbs	28 Km 15 Nm	PP or TOO> <div>TGT UFC COORD Format: DD-MM-SS.dd</div>	TOO -TGT Of Opportunity> Based on a HSI WPDSG as TGT / TGP / AG RDR	13- Slew FLIR crosshair over TGT using TDC OR slave TGP to a HSI/SA WPDSG OR VVSLV and Point the Velocity Vector OR HMD >TDC depress. 14-Designate FLIR pointing location as TGT Point by TDC Depr. (SCS Cycling in direction DDI-FLIR ATRK/PTRK/FREE) -from CCIP to AUTO with ASL and TGT Point on HUD - 15-Consider AutoLasing Feature - or perform manual lasing - Enable (box) TRIG on FLIR page and keep trig stick btn pressed to lase.
	GBU 31 (V)1-2 /B	J D A M J-84	Armoured TGT / Fortified Structure	894 Kg 1971Lbs	28 Km 15 Nm	Alignment Countdown> EFUZ?> —————> JDAM DSPLY> QTY?> STA?>	When selected from SMS Align Timer 3/4' EFUZ?= INST / VTI (wip)	
	GBU 31 (V)3-4 /B	J D A M J-109	<div>HPB AEO RNM DEB ETN REA TION</div> Fortified Structure Concrete Shelters Hardened Structures BUNKER	981 Kg 2163Lbs	28 Km 15 Nm	REL TYPE?> MSN> set TGT> (If PP set TGT by TGT UFC if TOO set WPDSG / TGP/ AG RDR)> Align RDY> TMR Max (Min) Range	REL TYPE?= MAN / AUTO LOFT 15 / 30 / 45	
							<div>IN RNG then IN ZONE</div>	In general, attack 20-25k @ >350kts

2	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio							P.2 - V1.8
	AIR TO GROUND - MISSILES							V 2.0
	NAME	AKA SMS CODE	TARGET	WEIGHT	RANGE	STORES SETTINGS	NOTE	ADDITIONAL INFO
L A S E R	AGM 65E	MAVERICK MAV	SINGLE TGT ANTI ARMOR GENERAL PURPOSE TACTICAL FIRE AND FORGET	345 Kg 760Lbs	15 Km 8 Nm	Master ARM> A/G Mode> SMS> MAV> UFC> CODE> ENT> 2nd push MAV> seeker page> Fuze Opt> INST / DLY1-2> UNCAGE> Laser ON> Hud MAV LKD > FIRE	 CODE for each pylon with <u>STEP</u> for same Type Code Must Match one of Laser Designating. Needs Laser Designation of Target: JTAC by Radio or TGPod or Buddy.	TGP MAVF CHKLST 1- MASTER ARM 2- A/G MODE 3-FLIR SW ON COOLDOWNTMR 4-DISPLAY FLIR-DDI 5-SCS ->DDI-FLIR 6-TO FIND TGT SET ON AMPCD THE SA PAGE AND TGT WAYPOINT TO HAVE A REFERENCE. OR SLAVE TGP TO A HSI/SA WPDSG, OR VVSLV AND POINT VEL VECTOR. 7-SLEW FLIR CROSSHAIR OVER TGT USING TDC SLEW. TGT by TGP After TGP CHKLST to 5> other DDI> SMS> MAVF> 2nd push MAVF> FOV> TGP CHLST 6-7> TDC Depress will uncage MAVF Seek head to TGP TarGeT IN Range HUD 7-8 Nm - Mav Solid Cross Centered> FIRE
						Master ARM> A/G Mode> SMS> MAVF> 2nd push MAVF> FOV> SCS ->DDI Use: Cage/Uncage -TDC Down Slew and Release TDC to Lock On TGT / Hi-Low Contrast	 MAVERICK CODE: RIFLE SEE ADDITIONAL INFO FOR TGP USE	
I R	AGM 65F	MAVERICK MAVF	SINGLE TGT ANTI ARMOR GENERAL PURPOSE TACTICAL FIRE AND FORGET	360 Kg 794Lbs				
I N S / G P S	AGM 154 A	JSOW JSA	CLUSTER Bomb type against Multiple Light Armour/ Spread/ AA/ SAM SITE	483 Kg 1065Lbs	18->90Km 10->50Nm	Master ARM A/G Mode> SMS> JSx> PP or TOO> 	 PP -Pre Planned> TGTUFC> ELEV> POSN LAT/LON DD.MM.SS> ENT> dd decimal value TOO -TGT Of Opportunity> Based on a HSI WPDSG as TGT / TGP / AG RDR	MAX RANGE ACHIEVED BY A/C MAX ALT AND SPEED JSOW CODE: PIG
			HPB AEO RNM DEB ETN REA TION Fortified Structure Concrete Shelters Hardened Structures BUNKER			Align Countdown> EFUZ?> → JSOW DSPLY> QTY? STA?> MSN> JSA <u>UFC</u> HT? set> set TGT> (If PP set TGT by <u>TGT UFC</u> if TOO set <u>WPDSG</u> / TGP/ AG RDR)> Align RDY> TMR Max (Min) Range	EFUZ?= INST / VTI (wip) HT?= HEIGHT OF BURST SET TO 900 FEET 	

3 A	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio							P.3A - V1.4
	AIR TO GROUND - MISSILES							V 2.0
	NAME	AKA SMS CODE	TARGET	WEIGHT	RANGE	STORES SETTINGS	NOTE	ADDITIONAL INFO
TV / POD	AGM 62 ER/DL	WALLEY II WEDL	LARGE, stationary TGTs buildings, bridges,etc. GENERAL PURPOSE TACTICAL FIRE AND FORGET	1061 Kg 2339Lbs	60 Km / 32 Nm	Master ARM> A/G Mode> SMS> WEDL> 2nd push WEDL> SCS to DDI: Cage/Uncage TDC Slew Switch> Seeker> Put TGT in Double Cross> WE not crossed on HUD=Valid Lock>→ WRB FIRE	> DL13< (IF USED) DL13> WPN> WEDL> UFC CHNL?= Station> WRB FIRE	Extended Range/ DataLink Electro-Optic (TV w/Data Lnk) Subsonic glide Best Performance FLY HIGH AND FAST >30.000 Ft
RDR / INS	AGM 84D	HARPOON HPD	Over The Horizon Anti-Ship Cruise Missile TGT: Ships, Boats, Vessels	540 Kg 1190Lbs	130Km / 70 Nm	Master ARM> A/G Mode> SMS> HPD> Timer> MODE? <u>BOL</u> or <u>R/BL</u> > BOL MODE: FLT?> TERM?> (HPTP?/FXP?)> UFC> SRCH Nm ENT> DESTR Nm ENT> BRG Nm ENT R/BL MODE: SEEK?> SML MED LRG	FLT?= CRUISE @ <u>HIGH</u> - 30.000 ft <u>MED</u> - 15.000 ft <u>LOW</u> - 5.000 ft TERM? = <u>SKIM/POP</u> HPTP = Turning Point at Wpt on HSI or FXP = From A/C Pos to BRG R/BL needs a TGT Designated First by <u>WPDSG</u> or TGP, the missile use this TGT as search (SEEK) point-> for a suitable target. <div>HARPOON CODE: BRUISER</div>	SeaRCH? = After xx Nm Start to Search TGT DESTR uct?= After xx Nm Self-Destruct BeaRinG? = xxx Degr to search our TGT. R/BL MODE SEEK? = <u>SML</u> - 5,4 Nm <u>MED</u> - 10,8 Nm <u>LRG</u> - 16,2 Nm Distance to start search before designated "TGT".
GPS / INS / IR / TV	AGM 84E - 84H	SLAM SLAMER SLMR	Standoff Land Attack Missile - Expanded Response ALL-WX Day/Nigh precision attack Long Range Cruise Msl Stationary HI-Value TGT	628 Kg 1385Lbs -ER 725 Kg 1598 Lbs	110Km / 60Nm -ER 287Km / 155Nm	Master ARM> A/G Mode> SMS> SLAM (SLMR)> Timer> if DL13> WEP?> → MODE?> → <div>TGT UFC COORD Format: DD-MM-SS.dd</div> FLT?> → EFUZ?> <u>INST</u> > (SLMR) STP?> SLAM DSPL> UFC> DIST Nm ENT> REL TYPE>(MAN)> MSN	WEP?= Select Station Linked To POD if DL13 MODE?= PP / <u>TOO</u> > FLT?= CRUISE @ HIGH - 30.000 ft MED - 15.000 ft LOW - 5.000 ft DIST? = at which TV>POD -ER STP? = Steering Point up to #5 by UFC, then TGT	PP -Pre Planned> TGTUFC> ELEV> POSN LAT/LON DD.MM.SS> ENT> dd decimal value TOO -TGT Of Opportun. Based on a HSI <u>WPDSG</u> as TGT / TGP / AG RDR

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F/A-18C WEAPONS/ARMAMENT QRH by **Pokeraccio**

P.3B - V1.0

AIR TO GROUND - **MISSILES**

V 2.0

NAME	AKA SMS CODE	TARGET	WEIGHT	RANGE	STORES SETTINGS	NOTE	ADDITIONAL INFO
AGM 88C	<div>HARM</div>	AIR TO SURFACE ANTI RADIATION MISSILE TACTICAL FIRE AND FORGET TGTs: SURFACE TO AIR RADAR SYSTEM	361 Kg 796Lbs	130Km / 70 Nm	<p>PRE BRIEFED MODE: Master ARM> A/G Mode> SMS on LDDI> EW on RDDI> SMS> HARM Sel> PB> UFC> TGT CODE?> XXX → PULLUP?> A/C or HRM> (Needs TGT Station on a sel WPT->WPDSG) A/C PullUp: -HRM in RNG -VV and ASL centered -WRB HOLD -PITCH UP till A/C Pullup Line HRM PullUp: -HRM in RNG -VV and ASL centered -WRB HOLD -PITCH UP till HRM PullUp Caret > < TOO-TGT Of Opportunity: Master ARM> A/G Mode> SMS on LDDI> EW on RDDI> SMS>HARM Sel> TOO> SCS LDDI> TGT cycle by HARM/RAID/FLIR Button> Cross Center TGT> UNCAGE H-OFF> when HARM Box OK -WRB FIRE SP-SelfProt.: -Quick Reaction- Master ARM> A/G Mode> SMS on LDDI> EW on RDDI> SMSM>HARM Sel> SP> on HUD> TGT cycle by HARM/RAID/FLIR Button> on EW Pg/ HUD /RWR Boxed> -WRB FIRE</p>	<p>HARM PB TGT CODE LIST: EWR 1L13 S 101 EWR 55G6 S 102 SAM SA-10 SR CS 103 SAM SA-10 SR BB 104 SAM SA-11 SR SD 107 SAM SA-6 6 108 CP 9S80M1 DE 109 SAM SA-10 R 10 110 SAM SA-11 11 115 SAM SA-8 Osa 8 117 SAM SA-13 Strela 13 118 SAM SA-15 Tor 15 119 SAM SA-19 Tung. 19 120 AAA ZSU-23-4 Shil. A 121 SAM SR P-19 S 122 SAM SA-3 TR SNR 3 123 Rap+J1:J5her RT 125 SAM SA-2 TR FS 2 126 HQ7 Self-Prop. LN 7 127 HQ7 Self-Pr.STR HQ 128 SAM Roland ADS RO 201 SAM Patriot STR P 202 SAM Hawk SR HK 203 SAM Hawk TR HK 204 SAM Roland SR RO 205 SAM Hawk CWAR HK 206 AAA Gepard A 207 AAA Vulcan M163 A 208 CV1143 Ad.Ku. SW 301 CV1143 Ad.Ku'17 SW 320 CG1164 Moskva T2 303 FFL1124.4 Grisha HP 306 FF1135M Rezky TP 309 FSG 241MP Mol. PS 312 CGN1144 Piotr Vel.HN 313 Ticonderoga class AE 315 FFG 11540 Neust. TP 319 O. Hazzard Perry 49 401 CVN-70 C.Vinson SS 402 CVN-71 T. Roosev. SS 403 CVN-72 A. Lincoln SS 404 CVN-73 G. Wash. SS 405 CVN-74 J.C.Stenn. SS 406 LHA-1 Tarawa 40 407 Ty071A.Tran.Dock PS 408 Type 052B Dest. MR 409 Type 052C Dest. HN 410 Type 054A Frigate MR 411</p>	<p>TOO/SP RANGE NM / ALT / KIAS 15 - 1.000 - 550 25 - 10.000 - 400 35 - 20.000 - 400 50 - 30.000 - 400 70 - 40.000 - 380 - - - - - estim. PreBrief. RANGE NM / ALT / KIAS 25 - 4500 - 500 - - - - - PULLBACK MODE: SP - SUBMODE When another weapon is selected and RW detects critical threat if SP HRM OVRD BOXED, HARM SP sys will display on HUD: PLBK HARM release is <u>inhibited</u> at WRB: HARM if SP HRM OVRD IS UNBOXED, HARM SP sys overrides the sel. weapon, on HUD: HARM and ready to fire by WRB in SP.</p>

HARM CODE:
MAGNUM

4	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio						P.4 - V1.7
	AIR TO GROUND - BOMBS						V 2.0
	NAME	AKA SMS CODE	TARGET	WEIGHT	STORES SETTINGS	NOTE	ADDITIONAL INFO
UNGUIDED	ROCKEYE Mk20 RockEye (CBU100)	RE	CLUSTER Munition Air-to-Ground Multipurpose Armoured Vehicle Requiring Penetration	220Kg 490Lbs	MFUZ?> VT> HT?> HOB (Height of Burst) Toggle to <u>1500</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Almost identical to CBU-99 except for the dispenser and fuze. Working just on HT 1500.	COMMON SMS SETTINGS: Master ARM> A/G Mode> SMS> <u>CODE</u> MODE?>= <u>AUTO</u> / <u>FD</u> / <u>CCIP</u> / <u>MAN</u> THEN FOLLOW SPECIFIC WEAPON SMS SETINGS
	CBU99	RET	CLUSTER Munition Air-to-Ground Multipurpose Armoured Vehicle	220Kg 490Lbs	MFUZ?> VT> HT?> HOB (Height of Burst) Toggle to <u>1500</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Almost identical to Mk20 except for the dispenser and fuze. Working just on HT 1500.	
	Mk82Y	82YT	CHUTE Retarding IRON BOMB UNARMORED or LIGHT ARMORED TGTs	232Kg 511Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> DRAG?> FF / RET UFC to PROG: QTY - MULTI - INT	When RET 460/600Kts 300/500ft AGL	
	SNAKEYE Mk82 SnakeEye TRAINING: BDU-45	82XT 45X	FIN Retarding IRON BOMB UNARMORED or LIGHT ARMORED TGTs	241Kg 531Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> DRAG?> FF / RET UFC to PROG: QTY - MULTI - INT	When RET 460/600Kts 300/500ft AGL	
	Mk82 TRAINING: BDU-45B	82B 45	LOW DRAG GENERAL PURPOSE IRON BOMB UNARMORED or LIGHT ARMORED TGTs	232Kg 511Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Settings OK current DCS version.	
	Mk83	83B	LOW DRAG GENERAL PURPOSE IRON BOMB UNARMORED or LIGHT ARMORED TGTs	447Kg 985Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Settings OK current DCS version.	
	Mk84	84	LOW DRAG GENERAL PURPOSE IRON BOMB ARMORED TGTs	894Kg 1971Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Settings OK current DCS version.	
	BDU-33	76	TRAINING GP DUMB BOMB SIMULATES MK82 TRAJECTORY W/ SMOKE CHARGE	10 Kg 24 Lbs	MFUZ?> <u>NOSE</u> EFUZ?> <u>INST</u> UFC to PROG: QTY - MULTI - INT	Settings OK current DCS version.	

5	F/A-18C WEAPONS/ARMAMENT QRH by Pokeraccio						P.5 - V1.4
	AIR TO AIR - MISSILES						V 2.0
	NAME	AKA SMS CODE	PURPOSE	WEIGHT	RANGE (OPT)	STORES SETTINGS	ADDITIONAL INFO
S E M I A C T I V E	AIM 7F	S P A R R O W	7F RADAR GUIDED MEDIUM RANGE OLD ONE	230Kg 507Lbs	40(18)Km / 22(10)Nm	Master ARM> Select AIM7 by HOTAS (auto set you in A/A mode) SIZE?> SML / MED / LRG MODE?> LOFT / NORM /HELO (HELO if tracking helo)	Blast Frag Warhead Needs a valid LOCK ON till Impact
	AIM 7MH		7M RADAR GUIDED MEDIUM RANGE HOME ON JAM	230Kg 507Lbs	40(18)Km / 22(10)Nm	ENGAGE AIR TGTs BY: FLOOD MODE: Seeks TGTs up to 10 nm INSIDE Boresight HUD Circle	
	AIM 7M		7M RADAR GUIDED MEDIUM RANGE	230Kg 507Lbs	40(18)Km / 22(10)Nm	STT RADAR MODE: BVR or ACM RADAR MODE <div>SPARROW CODE FOX 1</div>	
I R	AIM 9L	S I D E W I N D E R	9L IR CLOSE RNG FIRE AND FORGET HEAT SEEKER	86Kg 190Lbs	10(2)Km / 5(1)Nm	Master ARM> Select AIM9 by HOTAS (auto set you in A/A mode) IR COOL SW> NORM (OK 3H) ENGAGE AIR TGTs BY: HEAT SEEKER MODE: Seek heat signature TGTs Boresight HUD Circle Cage/Uncage HI TONE OK	OLDER VERS LESS ADVANCED SEEKER THAN 9M
	AIM 9M			87Kg 192Lbs	15(3)Km / 8(1,5)Nm	STT RADAR MODE: BVR or ACM RADAR MODE Cage/Uncage HI TONE OK <div>SIDEWINDER CODE FOX 2</div>	ADVANCED SEEKER THAN 9L
	AIM 9X			85Kg 185Lbs	18(4)Km / 10(2)Nm		NEW VERS THRUST VECT.CONT. 80° OFF-BORESIGHT JHMCS OPTIMIZED
	CAP 9M		TST SIMULATES SIZE AND WEIGHT OF AIM-9	86Kg 190Lbs			TRAINING
A C T I V E	AIM 120B	A M R A A M	AB Active Radar Homing, Fire And Forget when goes ACT , Medium Range	158Kg 348Lbs	18(15)Km / 10(8)Nm	Master ARM> Select AIM120 by HOTAS (auto set you in A/A mode) SIZE?> SML / MED / LRG RCS?> SML / MED / LRG X ACT (seconds to be ACT) X TTG (seconds to TGT) ENGAGE AIR TGTs BY: MAD DOG MODE: Seeks TGTs up to 10 nm INSIDE Boresight HUD Circle VISUAL indication on HUD	120B BVR Bigger Fins More Manuver Less Range
	AIM 120C			162Kg 357Lbs	28(18)Km / 15(10)Nm	STT RADAR MODE: BVR or ACM RADAR MODE <div>AMRAAM CODE FOX 3</div>	SIZE= Weapon Fuzing Size RCS= Radar Cross Section 120C BVR Smaller Fins Less Manuver More Range